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File Group 'default' 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) (U
ses 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 PERCE
NT graph)


Affix: MAG1
  Prefix: Mage's [ITEM]
  No Level Range
  Spawn Weight: 1
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  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, NECKLA
CE, RING]
  Effects:
    (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% more ice Damage Takenfor 2.0 seconds (named CLA
SS_BASED_D_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:
    20.0% (15.0-20.0)% more ice Damage (named DMG_PROC_ICE1)


Affix: DMG_PROC_ELEC1
  Prefix: Jolt-Barb [ITEM]
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  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (15.0-20.0)% more electric Damage (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)
    Inflict on Hit: Does (2-4) poison damage over 5.00 seconds (named WEAPON_MAT
12)
    +(5.0-10.0) physical damage (named WEAPON_MAT12)


Affix: CLASS_BASED_B_1
  Prefix: Totemic [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]
  Effects:
    40.0% (15.0-25.0)% more physical Damage (named CLASS_BASED_B_1)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BAS
ED_B_1) (Uses PERCENT graph)


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, NECKLA
CE, 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)


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)


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, NECKLA
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CE, 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 g
raph)


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)


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 gr
aph)


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 PE
RCENT 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 PERCEN
T graph)


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, STA
FF]
  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) (U
ses LINEAR_GRAPH graph)


Affix: ARMOR_MAT4_C
  Prefix: Raven Scale [ITEM]
  No Level Range
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  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 gr
aph)


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 g
raph)


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 grap
h)


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, STA
FF]
  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 PE
RCENT graph)
    (1.0-15.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT
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 graph)
    (1.0-15.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCEN
T 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, NECKLA
CE, 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
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  Spawn Weight: 2
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more poison damage (named FACTION_ARMOR9) (Uses LINEAR_GRAPH gr
aph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses LINEAR_GRAPH g
raph)


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:
    20.0% (15.0-20.0)% more fire Damage (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 grap
h)
    +(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, NECKLA
CE, 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
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  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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named BLIN
DING4) (Uses Linear_Graph graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses Linea
r_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 g
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: 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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    +(50.0-75.0) physical Armor (named ARM_PHYSRED_TYPE6) (Uses LINEAR_GRAPH gra
ph)
    (10.0-15.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses LINE
AR_GRAPH graph)


Affix: DMG_PERCENT_FIRE4_1H
  Prefix: Flame-Torrent [ITEM]
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  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
  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) (U
ses PERCENT graph)
    -25.0 knockback (named ELEC3)


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_GR
APH graph)


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]
  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)


Affix: ARM_PHYSRED_TYPE6_C
  Prefix: Plated [ITEM]
  Minimum Level: 25
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [CHEST ARMOR]
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  Effects:
    +(50.0-75.0) physical Armor (named ARM_PHYSRED_TYPE6) (Uses LINEAR_GRAPH gra
ph)
    (10.0-15.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses LINE
AR_GRAPH graph)


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 PERCE
NT graph)


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 grap
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]
  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)


Affix: DODGE5
  Prefix: [ITEM] of Displacement
  No Level Range
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [BELT, BOOTS]
  Effects:
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    (10.0-15.0)% more Dodge Chance (named DODGE5) (Uses PERCENT graph)


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) (U
ses PERCENT graph)


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 BLIN
DING4) (Uses LINEAR_GRAPH graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses LINEA
R_GRAPH graph)


Affix: DMG_PROC_ELEC2
  Prefix: Jolt-Spike [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more electric Damage (named DMG_PROC_Elec2)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]
  Effects:
    +(50.0-75.0) physical Armor (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH grap
h)
    +(35-50) Focus (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH graph)


Affix: DMG_PROC_ICE2
  Prefix: Shard-Spike [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more ice Damage (named DMG_PROC_ICE2)
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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)


Affix: CLASS_BASED_D_B
  Prefix: Elderstone [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HMACE, STAFF]
  Effects:
    (2-5)% more Vitality (named CLASS_BASED1) (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% more electric Damage Takenfor 2.0 seconds (name
d CLASS_BASED1) (Uses PERCENT graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more poison damage (named FACTION_ARMOR9) (Uses Linear_Graph gr
aph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses Linear_Graph g
raph)


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_MAT1
1) (Uses PERCENT graph)
    +(5.0-10.0) physical damage (named WEAPON_MAT11)


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 grap
h)
    (15.0-30.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses
PERCENT graph)
```

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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)


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 gr
aph)


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 PER
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CENT 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]
  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 gra
ph)


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 g
raph)


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, NECKLA
CE, 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 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: EXECUTE4_1H
  Prefix: Executioner's [ITEM]
  No Level Range
  Spawn Weight: 4
  Occupies no slots
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  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
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (5.0-10.0)% more electric damage (named DMG_PERCENT_ELEC2) (Uses PERCENT gra
ph)


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, STA
FF]
  Effects:
    +(75.0-100.0) physical damage (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH gra
ph)
    (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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (3.0-7.0)% more Movement Speed (named BOOTS3) (Uses LINEAR_GRAPH graph)
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    (10.0-15.0)% less electric Damage Taken (named BOOTS3) (Uses LINEAR_GRAPH gr
aph)


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 g
raph)


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
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  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]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more fire Damage (named DMG_PROC_FIRE2)


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)


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, STA
FF]
  Effects:
    (10.0-15.0)% more Attack Speed (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d DMG_ANGRY3) (Uses LINEAR_GRAPH graph)


Affix: CLASS_BASED_D_C
  Prefix: Elderstone [ITEM]
  Minimum Level: 25
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
    (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% more fire Damage Takenfor 2.0 seconds (named CL
ASS_BASED_D_1) (Uses PERCENT graph)


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_GR
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APH graph)
    +(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4) (Uses LINEAR_G
RAPH 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]
  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)


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 P
ERCENT graph)


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)


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 gr
aph)
    Inflict on Hit: (10.0-15.0)% more physical Damage Taken (named CLASS_BASED_D
_2) (Uses LINEAR_GRAPH graph)


Affix: DMG_ELEMENTAL_RANGE2
  Prefix: Flux [ITEM]
  No Level Range
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  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 grap
h)


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, STA
FF]
  Effects:
    (10.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH grap
h)
    +(25.0-35.0) Mana stolen (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)


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 grap
h)
    (7.0-15.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG3) (Uses PERC
ENT graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more Cast Speed (named CAST_SPEED4) (Uses LINEAR_GRAPH 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: GFMF_PROC_LOOTERS1
  Prefix: Looter's [ITEM]
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  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: 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)


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 g
raph)


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) (U
ses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% chance to cast elec_explosion on kill for 2.0 s
econds (named elec_explosion) (Uses PERCENT graph)


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_GRAP
H graph)


Affix: CLASS_BASED_B_1_1H
  Prefix: Totemic [ITEM]
  No Level Range
  Spawn Weight: 4
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  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Effects:
    40.0% (75.0-100.0)% more physical Damage (named CLASS_BASED_B_1) (Uses LINEA
R_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BAS
ED_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, NECKLA
CE, 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 gr
aph)


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, 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: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d 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
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  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)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-20.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses PERCENT g
raph)
    (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, NECKLA
CE, 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, STA
FF]
  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) (U
ses LINEAR_GRAPH graph)
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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 gra
ph)


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 PE
RCENT 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 PERCEN
T 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, STA
FF]
  Effects:
    (10.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH grap
h)
    +(25.0-35.0) Mana stolen (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)
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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 PE
RCENT 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 PERCEN
T 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, STA
FF]
  Effects:
    +(75.0-100.0) physical damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH gra
ph)
    (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
  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 grap
h)


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 gr
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aph)


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)


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, STA
FF]
  Effects:
    +(75.0-100.0) physical damage (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH gra
ph)
    (10.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses LINEAR_GRAP
H graph)


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 gra
ph)
    (10.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses LINEAR_GRAP
H graph)


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_G
RAPH graph)


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, NECKLA
CE, RING]
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  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)


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: 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)


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, STA
FF]
  Effects:
    +(35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph)
    +(35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)


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, 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:
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    (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: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d DMG_ANGRY1) (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
  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 graph)
    (5.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses PERCENT graph)


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)
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    (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: 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)


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, STA
FF]
  Effects:
    20.0% (100.0-150.0)% more electric Damage (named DMG_PROC_Elec2) (Uses LINEA
R_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 graph)
    Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d DMG_ANGRY4) (Uses LINEAR_GRAPH graph)


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
  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)
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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, STA
FF]
  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) (U
ses LINEAR_GRAPH graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]
  Effects:
    (10.0-15.0)% more charge rate (named CHARGE_RATE5) (Uses LINEAR_GRAPH graph)


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, STA
FF]
  Effects:
    (25.0-30.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses LINEAR_GR
APH graph)


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)


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
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  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]
  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 grap
h)


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)


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]
  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)


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)
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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, NECKLA
CE, 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_MA
T14) (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, STA
FF]
  Effects:
    (10-15)% more Vitality (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more electric Damage Takenfor 2.0 seconds (name
d CLASS_BASED1) (Uses LINEAR_GRAPH graph)


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 thiefs) (Uses PERCENT graph)
    (5.0-10.0)% more Magic Find (named thiefs) (Uses PERCENT graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
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  Effects:
    (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses LINEAR_GRAPH gr
aph)


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, NECKLA
CE, 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 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: 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
  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_GRA
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PH 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_GR
APH graph)
    +(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4) (Uses LINEAR_G
RAPH 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, SHIELD, SHOULDER ARMOR, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]
  Effects:
    (10.0-15.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses LINEAR_G
RAPH graph)


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, NECKLA
CE, 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
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 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 gra
ph)


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 gr
aph)
    (10.0-15.0)% less chance to fumble (named CLASS_BASED2) (Uses LINEAR_GRAPH g
raph)


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 gr
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 g
raph)


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, NECKLA
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 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]
  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_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: 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_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)


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)
```

```
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)


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)


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)
    (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_GRAP
H 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)
    +(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, STA
FF]
  Effects:
    20.0% (100.0-150.0)% more poison Damage (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, NECKLA
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 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_M
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, STA
FF]
  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 gr
aph)


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, STA
FF]
  Effects:
    (25.0-30.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses LINEAR_GRAPH gra
ph)


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_GRAP
H 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, STA
FF]
  Effects:
    +(75.0-100.0) physical damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH gra
ph)
    (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, STA
FF]
  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 s
econds (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, STA
FF]
  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 LINEA
R_GRAPH graph)


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, STA
```

```
FF]
  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) (U
ses LINEAR_GRAPH graph)


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, NECKLA
CE, 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 g
raph)


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, STA
FF]
  Effects:
    (25.0-30.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses LINEAR_GR
APH graph)


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, NECKLA
CE, 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 s
econds (named fire_explosion) (Uses Linear_Graph graph)


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
 graph)
    (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses PER
CENT graph)
    +(0.5-1.3) Mana/s (named dual_elemred_bonus4)
```



```
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)


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:
    20.0% (100.0-150.0)% more electric Damage (named DMG_PROC_Elec2) (Uses LINEA
R_GRAPH 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: 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, STA
FF]
  Effects:
    +(75.0-100.0) physical damage (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH gra
ph)
    Inflict on Hit: Does (125-200) physical damage over 5.00 seconds (named DMG_
BONUS_MISC4) (Uses LINEAR_GRAPH graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]
  Effects:
    (10.0-15.0)% more Fame Gain (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, STA
FF]
  Effects:
    +(75.0-100.0) physical damage (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH gra
ph)
    (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:
    (1.0-3.0)% more Fame Gain (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 gr
aph)


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)


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, NECKLA
```



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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, NECKLA
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_BASED_
A_1) (Uses LINEAR_GRAPH graph)
    (100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (U
ses 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:
    +(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]
  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 grap
h)


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)


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)


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)


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 g
raph)
    (7.0-10.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT gra
ph)
```



```
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)


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)


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]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS]
  Effects:
    (5.0-10.0)% more Fame Gain (named FAME3) (Uses PERCENT graph)


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, NECKLA
CE, 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)


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 LINEA
R_GRAPH graph)


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 PE
RCENT graph)
    (5.0-25.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERC
ENT graph)


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
)


Affix: FAME4_C
  Prefix: Illustrious [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more Fame Gain (named FAME4) (Uses LINEAR_GRAPH graph)


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, STA
FF]
  Effects:
    (8.0-12.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH gra
ph)
    (8.0-12.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH
graph)


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)


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 2.0 s
econds (named fire_explosion) (Uses LINEAR_GRAPH graph)


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)


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:
    (10-15)% more Vitality (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more fire Damage Takenfor 2.0 seconds (named CL
ASS_BASED_D_1) (Uses LINEAR_GRAPH 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: 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 g
raph)
```

```
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)


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]
  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 PE
RCENT graph)
    (1.0-20.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERC
ENT graph)


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
)


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, STA
FF]
  Effects:
    (20.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAP
H graph)
    (8.0-12.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH
 graph)
```



```
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:
    20.0% (100.0-150.0)% more physical Damage (named DMG_PROC_PHYS2) (Uses LINEA
R_GRAPH graph)


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, STA
FF]
  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 s
econds (named elec_explosion) (Uses LINEAR_GRAPH graph)


Affix: FAME2
  Prefix: Famed [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS]
  Effects:
    (2.0-6.0)% more Fame Gain (named FAME2) (Uses PERCENT graph)


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)


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 g
raph)
    (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT gr
aph)


Affix: CLASS_BASED_A_2
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```
  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_BA
SED_A_2) (Uses LINEAR_GRAPH graph)
    (10.0-20.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (U
ses 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 grap
h)


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)


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
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  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_MA
T5) (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, NECKLA
CE, RING]
  Can't Spawn 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: BURN2_A
  Prefix: Slag [ITEM]
  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 grap
h)


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 gr
aph)
    (1.0-3.0)% more physical Armor (named ARM_BONUS_STUNRES1) (Uses PERCENT grap
h)


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_2H
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  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:
    20.0% (100.0-150.0)% more fire Damage (named DMG_PROC_FIRE2) (Uses LINEAR_GR
APH 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 gr
aph)


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 LINEA
R_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:
    (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:
    20.0% (100.0-150.0)% more poison Damage (named DMG_PROC_POIS1) (Uses LINEAR_
GRAPH graph)


Affix: BLINDING2_2H_2
  Prefix: [ITEM] of Obscuring
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  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 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: 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:
    20.0% (100.0-150.0)% more physical Damage (named DMG_PROC_PHYS2) (Uses LINEA
R_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 BLINDING
3) (Uses LINEAR_GRAPH graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEA
R_GRAPH 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: Lighweight [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]
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  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 CLAS
S_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:
    20.0% (100.0-150.0)% more ice Damage (named DMG_PROC_ICE2) (Uses LINEAR_GRAP
H 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 PER
CENT 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 g
raph)


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, NECKLA
CE, 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, NECKLA
CE, 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)
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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, NECKLA
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)


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
  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 PER
CENT graph)
    (1.0-5.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCE
NT graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses LINEAR_GRAPH gra
ph)
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    (10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses LIN
EAR_GRAPH graph)


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 grap
h)


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, STA
FF]
  Effects:
    20.0% (100.0-150.0)% more ice Damage (named DMG_PROC_ICE2) (Uses LINEAR_GRAP
H graph)


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)


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)


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 gr
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aph)


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)


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: 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 g
raph)


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_M
AT4) (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)
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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_DOT
2) (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
  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
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  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:
    Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses Linear_Graph g
raph)


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 gr
aph)
    (3.0-5.0)% more physical Armor (named ARM_BONUS_STUNRES2) (Uses PERCENT grap
h)


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 g
raph)
    (1.0-5.0)% more poison damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT gra
ph)


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:
    20.0% (100.0-150.0)% more fire Damage (named DMG_PROC_FIRE2) (Uses LINEAR_GR
APH graph)


Affix: HP_MP_PERCENT2
  Prefix: [ITEM] of the Envoy
  No Level Range
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  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: BOOTS10_A
  Prefix: Leyline [ITEM]
  Minimum Level: 25
  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, 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)


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 gra
ph)
    Inflict on Hit: Does (125-200) physical damage over 5.00 seconds (named DMG_
BONUS_MISC4) (Uses LINEAR_GRAPH graph)


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 gr
aph)


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, STA
FF]
  Effects:
    Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named BLINDING
3) (Uses LINEAR_GRAPH graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEA
R_GRAPH graph)
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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 gra
ph)
    (10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses LIN
EAR_GRAPH graph)


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 PE
RCENT graph)
    (1.0-15.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERC
ENT graph)


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, NECKLA
CE, 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 grap
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_GRAP
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)
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```
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_
BASED_D_3) (Uses LINEAR_GRAPH graph)


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 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: 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 grap
h)
    Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d 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
  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, STA
FF]
  Effects:
    (25.0-30.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses LINEAR_GRAPH gra
ph)


Affix: MP_PERCENT3
  Prefix: [ITEM] of the Wyrm
  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 PE
RCENT graph)
    (1.0-10.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERC
ENT 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, STA
FF]
  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, STA
FF]
  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 gra
ph)


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)


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, NECKLA
CE, 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 LINEA
R_GRAPH graph)


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_Gr
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aph graph)
    +(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4) (Uses Linear_G
raph graph)


Affix: FAME4
  Prefix: Illustrious [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS]
  Effects:
    (8.0-15.0)% more Fame Gain (named FAME4) (Uses PERCENT graph)


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, STA
FF]
  Effects:
    (10-15)% more Vitality (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more electric Damage Takenfor 2.0 seconds (name
d CLASS_BASED1) (Uses LINEAR_GRAPH 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: 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, STA
FF]
  Effects:
    (10-15)% more Vitality (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more fire Damage Takenfor 2.0 seconds (named CL
ASS_BASED_D_1) (Uses LINEAR_GRAPH graph)


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 g
raph)
    (4.0-8.0)% more physical Armor (named ARM_BONUS_STUNRES3) (Uses PERCENT grap
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h)


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 grap
h)


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 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)
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    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
  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 LINE
AR_GRAPH graph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses LINEAR_GRAPH g
raph)
    (10.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses LINEAR_GRAPH grap
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, STA
FF]
  Effects:
    Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named FIRE_DOT
2) (Uses LINEAR_GRAPH graph)
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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 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 g
raph)
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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 grap
h)
    (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, STA
FF]
  Effects:
    20.0% (100.0-150.0)% more fire Damage (named DMG_PROC_FIRE2) (Uses LINEAR_GR
APH 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
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  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 BLINDING
3) (Uses LINEAR_GRAPH graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEA
R_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, STA
FF]
  Effects:
    +(75.0-100.0) physical damage (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH gra
ph)
    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 grap
h)
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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 PERCEN
T 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_GRAP
H 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 gra
ph)
    (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, STA
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)


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)
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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)


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_B
ASED_P_2) (Uses PERCENT graph)
    (5.0-10.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses PERCENT grap
h)


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, NECKLA
CE, 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 g
raph)


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, STA
FF]
  Effects:
    (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses LINEAR_GRAPH grap
h)
    Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d 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
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) (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
  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, 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)% more Movement Speed (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH gr
aph)


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, NECKLA
CE, 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)
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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 gra
ph)
    (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 gr
aph)


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: Empyreal [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
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  Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]
  Effects:
    (0.8-1.5)% more physical damage taken/monster within 1.5 meters (Up to 1) (n
amed CLASS_BASED_P_3) (Uses PERCENT graph)
    (5.0-10.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses PERCENT gra
ph)


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, NECKLA
CE, 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 g
raph)


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 gra
ph)
    (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 g
raph)


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)
    (2.0-12.0)% more chance to Interrupt Enemies (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,  HELMET,
  NECKLACE,  PANTS,  PISTOL,  RING,  SHIELD,  SHOULDER ARMOR,  WAND]
  Effects:
    (10.0-15.0)% more charge rate (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH gra
ph)
    (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, STA
FF]
  Effects:
    (10.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (U
ses LINEAR_GRAPH graph)
    +(75.0-100.0) poison damage (named DIVINE_WEAP_TOXX) (Uses LINEAR_GRAPH grap
h)


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_GRAP
H 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, NECKLA
CE, 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:
    (5.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Us
es 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, POLEAR
M, RIFLE, STAFF]
  Effects:
    (7.0-10.0)% more physical damage/monster within 10.0 meters (Up to 1) (named
 CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph)
    (10.0-15.0)% more all Damage Reflected (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, STA
FF]
  Effects:
    (8.0-12.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH gra
ph)
    (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, STA
FF]
  Effects:
    Inflict 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)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (7.0-10.0)% more physical damage/monster within 10.0 meters (Up to 1) (named
```



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 CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph)
    (10.0-15.0)% more all Damage Reflected (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_M
AT7) (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
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  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
  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_GRAP
H 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)
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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)


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, STA
FF]
  Effects:
    (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses LINEAR_GRAPH grap
h)
    Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d DMG_ANGRY2) (Uses LINEAR_GRAPH graph)


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)


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, STA
FF]
  Effects:
    (10.0-15.0)% more Attack Speed (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d DMG_ANGRY3) (Uses LINEAR_GRAPH graph)


Affix: ARMOR_BONUS_MAGIC2
  Prefix: Onyx [ITEM]
```

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  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 gra
ph)
    (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: 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, POLEAR
M, RIFLE, STAFF]
  Effects:
    (10.0-15.0)% more charge rate (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH gra
ph)
    (8.0-12.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH graph
)


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 gr
aph)


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]
  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)
    (20.0-33.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses PER
CENT graph)


Affix: ARM_ILLUM4_C
  Prefix: Lightweave [ITEM]
  No Level Range
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  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 g
raph)


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 PERCE
NT graph)


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, NECKLA
CE, 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)


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)


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, STA
FF]
  Effects:
    20.0% (100.0-150.0)% more ice Damage (named DMG_PROC_ICE2) (Uses LINEAR_GRAP
H graph)


Affix: SPLASH4
  Prefix: [ITEM] of Onslaught
  No Level Range
  Spawn Weight: 4
  Occupies no slots
```

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  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: 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, STA
FF]
  Effects:
    Inflict on Hit: (10.0-15.0)% less movement speed for 2.0 seconds (named CLAS
S_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: 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)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses Linear_Graph gra
ph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses Linear_Graph
graph)


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)


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 gr
aph)


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, STA
FF]
  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:
    (7.0-8.0)% less Mana Cost of Skills (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 gr
aph)
    (10.0-15.0)% less chance to fumble (named CLASS_BASED2) (Uses LINEAR_GRAPH g
raph)


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)
```

```
Affix: MANA_COST5
  Prefix: Lucid [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    (9.0-12.0)% less Mana Cost of Skills (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 gra
ph)


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)


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)


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 g
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
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, NECKLA
CE, 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)


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)
    (15.0-25.0)% more physical Damage Reflected (named DODGE_REFLECT4) (Uses PER
CENT 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, STA
```



```
FF]
  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)


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 gr
aph)
    (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)


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)


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
  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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]
  Effects:
    (10.0-15.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses LINE
AR_GRAPH graph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses LINEAR_GRAPH g
raph)
    (10.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses LINEAR_GRAPH grap
h)


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 grap
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 g
raph)


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_GR
APH graph)
    (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses LINEAR_GRA
PH 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, STA
FF]
  Effects:
    Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses LINEAR_GRAPH g
raph)


Affix: FACTION_ARMOR6_A
  Prefix: Kromzek [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:
    (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 g
raph)


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:
    20.0% (100.0-150.0)% more physical Damage (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_GRA
PH graph)


Affix: CLASS_BASED_D_2_2H_2
  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 gr
aph)
    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 gra
ph)
    (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 gr
aph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses LINEAR_GRAPH g
raph)


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_BAS
ED_P_4) (Uses PERCENT graph)
    (5.0-10.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses PERCENT
 graph)


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)


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)


Affix: MANA_COST1
  Prefix: Abstruse [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    (1.0-2.0)% less Mana Cost of Skills (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
  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)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_GRAPH gr
aph)


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 gr
aph)


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, STA
FF]
  Effects:
    (10-15)% more Vitality (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more fire Damage Takenfor 2.0 seconds (named CL
ASS_BASED_D_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 gra
ph)
```



```
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 CLAS
S_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
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  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, STA
FF]
  Effects:
    Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC1) (
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
) (Uses LINEAR_GRAPH graph)
    (10.0-15.0)% more Critical Damage (named CLASS_BASED3) (Uses LINEAR_GRAPH gr
aph)


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 PE
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RCENT graph)


Affix: SLOW1
  Prefix: [ITEM] of Snaring
  No Level Range
  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 SLOW
1) (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: 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, STA
FF]
  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_GR
APH graph)


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 s
econds (named elec_explosion) (Uses LINEAR_GRAPH graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (200.0-250.0)% electric damage reflected (named FACTION_ARMOR10) (Uses LINEA
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R_GRAPH graph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses Linear_Graph
graph)


Affix: DODGE_REFLECT1
  Prefix: Shade's [ITEM]
  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)
    (1.0-5.0)% more physical Damage Reflected (named DODGE_REFLECT1) (Uses PERCE
NT graph)


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 L
INEAR_GRAPH graph)
    (10.0-15.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses LINEAR_GRA
PH graph)


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, STA
FF]
  Effects:
    20.0% (100.0-150.0)% more physical Damage (named DMG_PROC_PHYS2) (Uses LINEA
R_GRAPH graph)


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)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
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    +(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, NECKLA
CE, 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 gra
ph)
    (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, 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_GRAP
H graph)


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)


Affix: BOOTS3
  Prefix: Grounded [ITEM]
  No Level Range
  Spawn Weight: 2
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  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:
    (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 gr
aph)
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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_GRAP
H 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, NECKLA
CE, RING]
  Can't Spawn 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)


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
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  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, STA
FF]
  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_GRAP
H 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 gr
aph)
    (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 gr
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
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  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 grap
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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more damage with wands & staves (named CLASS_BASED_N_3) (Uses L
INEAR_GRAPH graph)
    (10.0-15.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses LINEAR_GRA
PH 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)
    (10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT3) (Uses PER
CENT 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 gra
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, STA
FF]
  Effects:
    Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named FIRE_DOT
2) (Uses LINEAR_GRAPH graph)
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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 LINEA
R_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)


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
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  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) (U
ses LINEAR_GRAPH graph)


Affix: DMG_PROC_PHYS1
  Prefix: Barbed [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (15.0-20.0)% more physical Damage (named DMG_PROC_PHYS1)


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_GR
APH graph)


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 LINEA
R_GRAPH graph)


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)


Affix: STR_VIT1
  Prefix: Vigilant's [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HMACE, BELT, POLEARM]
  Effects:
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    +(50-100) Strength (named STR_VIT1)
    +(50-100) Vitality (named STR_VIT1)


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 RAMP
AGE1) (Uses PERCENT graph)
    (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT
 graph)


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)


Affix: MANA_COST2
  Prefix: Recondite [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    (3.0-4.0)% less Mana Cost of Skills (named MANA_COST2) (Uses PERCENT graph)


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, NECKLA
CE, 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 CLAS
S_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: 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 gr
aph)
```



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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, STA
FF]
  Effects:
    (25.0-30.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses LINEAR_GRA
PH graph)


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 grap
h)


Affix: MANA_COST3
  Prefix: Enigmatic [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    (5.0-6.0)% less Mana Cost of Skills (named MANA_COST3) (Uses PERCENT graph)


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, STA
FF]
  Effects:
    20.0% (100.0-150.0)% more electric Damage (named DMG_PROC_Elec2) (Uses LINEA
R_GRAPH graph)


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)


Affix: BLOCK3_A
  Prefix: [ITEM] of the Bastion
  No Level Range
```

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  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:
    (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)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]
  Effects:
    (10.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses LINEAR_GRAPH gr
aph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses LINEAR_GRAPH g
raph)


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)


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_PERCENT_LOW7_A
  Prefix: Copper Ringed [ITEM]
  No Level Range
  Spawn Weight: 2
```



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  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 electric Armor (named ARMOR_PERCENT_LOW7) (Uses LINEAR_GRA
PH graph)


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)


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)


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 g
raph)


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 P
ERCENT graph)


Affix: ARM_BONUS_STUNRES5_C
  Prefix: Chitinous [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
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    (10.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses LINEAR_GR
APH graph)
    (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses LINEAR_GRA
PH graph)


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)
    (5.0-10.0)% more physical Damage Reflected (named DODGE_REFLECT2) (Uses PERC
ENT graph)


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)


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 gr
aph)
    (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]
  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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]
  Effects:
    +(50.0-75.0) physical Armor (named ARMOR_STATS_STR2) (Uses LINEAR_GRAPH grap
h)
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    +(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 grap
h)


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 grap
h)


Affix: MELEE_BLOCK1
  Prefix: [ITEM] of Deflecting
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]
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  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 PERCEN
T graph)
    (1.0-3.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
ph)


Affix: CLASS_BASED_S_3
  Prefix: Riftward [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [SHOULDER ARMOR, STAFF, WAND]
  Effects:
    (0.8-1.5)% more physical damage/monster within 1.5 meters (Up to 1) (named C
LASS_BASED_S_3) (Uses PERCENT graph)
    (5.0-15.0)% more all Damage Reflected (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 gr
aph)
    (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT g
raph)


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)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses PERCE
NT 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
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  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, 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, NECKLA
CE, 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]
  Minimum Level: 25
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Effects:
    (10-15)% more Vitality (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more electric Damage Takenfor 2.0 seconds (name
d 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, NECKLA
CE, 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
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  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)


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, STA
FF]
  Effects:
    (25.0-30.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses LINEAR_GRA
PH 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
NT graph)


Affix: CHARGE_RATE3
  Prefix: [ITEM] of Desire
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  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 LINEA
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 grap
h)


Affix: CLASS_BASED_P_3_A
  Prefix: Empyreal [ITEM]
  Minimum Level: 25
  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:
    (7.0-10.0)% more physical damage taken/monster within 10.0 meters (Up to 1)
(named CLASS_BASED_P_3) (Uses LINEAR_GRAPH graph)
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    (10.0-15.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses LINEAR_GRA
PH 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 PER
CENT 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 PERCE
NT 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, STA
FF]
  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) (U
ses 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
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    (6.0-10.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PE
RCENT graph)


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 grap
h)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]
  Effects:
    (10.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses LINEAR_GRAPH gra
ph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses LINEAR_GRAPH g
raph)


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)


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 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: 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)


Affix: FREEZE2
  Prefix: Brittlebite [ITEM]
  No Level Range
```

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  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 grap
h)


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) (U
ses PERCENT graph)


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, NECKLA
CE, 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)


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 g
raph)


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, NECKLA
CE, 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, STA
FF]
  Effects:
    Inflict 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)


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 gra
ph)


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 PERCE
NT 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, STA
FF]
  Effects:
    40.0% (75.0-100.0)% more physical Damage (named CLASS_BASED_B_1) (Uses LINEA
R_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BAS
ED_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 grap
h)
```

```
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:
    20.0% (100.0-150.0)% more poison Damage (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 LI
NEAR_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_G
RAPH 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
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  Spawn Weight: 6
  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)% less electric Damage Taken (named dual_elemred_bonus2) (Uses LI
NEAR_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_G
RAPH 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, STA
FF]
  Effects:
    Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses LINEAR_GRAPH g
raph)


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, NECKLA
CE, 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, STA
FF]
  Effects:
    40.0% (75.0-100.0)% more physical Damage (named CLASS_BASED_B_1) (Uses LINEA
R_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BAS
ED_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 gr
aph)
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```
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 PERCEN
T graph)
    (3.0-5.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
ph)


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 BLINDI
NG2) (Uses PERCENT graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses PERCE
NT 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 g
raph)


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]
  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
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  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 gr
aph)
    (10.0-15.0)% less chance to fumble (named CLASS_BASED2) (Uses Linear_Graph g
raph)


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, NECKLA
CE, RING]
  Can’t Spawn On: [CHEST ARMOR]
  Effects:
    (5.0-15.0)% more damage with wands & staves (named FACTION_ARMOR5) (Uses PER
CENT 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, NECKLA
CE, 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 g
raph)


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) (Us
es PERCENT graph)
    (5.0-10.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses PERCENT graph
)


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, STA
FF]
  Effects:
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    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 LINEA
R_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 PERCEN
T 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 gra
ph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses LINEAR_GRAPH g
raph)


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 PER
CENT graph)


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 grap
h)
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    +(25.0-35.0) Mana stolen (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)


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
)


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: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named
 DMG_ANGRY4) (Uses PERCENT graph)


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)


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, STA
FF]
  Effects:
    +(75.0-100.0) physical damage (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH gra
ph)
    (10.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses LINEAR_GRAP
H graph)


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, STA
FF]
  Effects:
    (10.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (U
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ses LINEAR_GRAPH graph)
    +(75.0-100.0) poison damage (named DIVINE_WEAP_TOXX) (Uses LINEAR_GRAPH grap
h)


Affix: CLASS_BASED_P_3_C
  Prefix: Empyreal [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 1)
(named CLASS_BASED_P_3) (Uses LINEAR_GRAPH graph)
    (10.0-15.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses LINEAR_GRA
PH 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 PERCEN
T 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, POLEAR
M, 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 LINEA
R_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, STA
FF]
  Effects:
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    +(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, NECKLA
CE, 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) (Us
es PERCENT graph)
    Degrade enemy armor by (10-20) on hit (named BURN2)


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 LINEA
R_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d 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:
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    +(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, NECKLA
CE, 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
)


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)


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)


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 PERCE
NT graph)
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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 g
raph)


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 PERCE
NT graph)
    (5.0-8.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
ph)


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) (U
ses LINEAR_GRAPH graph)


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)


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, STA
FF]
  Effects:
    +(75.0-100.0) physical damage (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
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d DMG_ANGRY4) (Uses LINEAR_GRAPH graph)


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 gr
aph)


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
)


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)


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_DO
T2)


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, NECKLA
CE, 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 CLAS
S_BASED_S_4) (Uses LINEAR_GRAPH graph)
    -20.0 knockback (named CLASS_BASED_S_4) (Uses LINEAR_GRAPH graph)


Affix: ARMOR_BONUS_MAGIC5_C
  Prefix: Astral [ITEM]
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  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_GRA
PH graph)
    (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH g
raph)
    (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH gr
aph)


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 gr
aph)


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, STA
FF]
  Effects:
    (25.0-30.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses LINEAR_GRAPH g
raph)


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)


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)


Affix: PROC_SHOCK_ARMOR1
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  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)


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)


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)


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)


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)
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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)


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)


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)


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)


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
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graph)


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, NECKLA
CE, 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)


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
  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) (U
ses PERCENT graph)


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)


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, STA
FF]
  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 gra
ph)
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```
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 gr
aph)
    (25.0-25.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH grap
h)


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 PE
RCENT graph)
    (8.0-20.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses PERCENT gra
ph)


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, STA
FF]
  Effects:
    (15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses PERCE
NT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named
 DMG_ANGRY1) (Uses PERCENT graph)


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 PERCEN
T graph)


Affix: PROC_DEATHSTRIKE4
  Prefix: Vorpal [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 P
ERCENT graph)
```

```
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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses LINEAR_GR
APH 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)


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 grap
h)


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 gra
ph)
    (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 PERCE
NT 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, STA
FF]
  Effects:
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    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: 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 gra
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 PERCEN
T 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 LI
NEAR_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) (U
ses 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, STA
FF]
  Effects:
    Inflict on Hit: Does (200-250) electric damage over 4.00 seconds (named ELEC
_DOT2) (Uses LINEAR_GRAPH 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]
  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)


Affix: DMG_PROC_POIS2
  Prefix: Blight-Spike [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more poison Damage (named DMG_PROC_POIS1)


Affix: FREEZE4
  Prefix: Shattering [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
```



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  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 se
conds (named Ice_explosion) (Uses PERCENT graph)


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)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_GRAPH g
raph)


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, NECKLA
CE, 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)


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)


Affix: FACTION_ARMOR7_C
  Prefix: Efreeti [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [CHEST ARMOR]
```

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  Effects:
    (10.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses LINEAR_GRAPH grap
h)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses LINEAR_GRAPH g
raph)


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
)


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: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d DMG_ANGRY3) (Uses LINEAR_GRAPH graph)


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_GRA
PH graph)


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 gr
aph)
    Inflict on Hit: (10.0-15.0)% more physical Damage Taken (named CLASS_BASED_D
_2) (Uses LINEAR_GRAPH graph)


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, NECKLA
CE, RING]
```



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  Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]
  Effects:
    (10.0-15.0)% more damage with wands & staves (named FACTION_ARMOR5) (Uses LI
NEAR_GRAPH graph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses LINEAR_GRAPH g
raph)


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 grap
h)


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)


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, STA
FF]
  Effects:
    +(75.0-100.0) physical damage (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d DMG_ANGRY4) (Uses LINEAR_GRAPH graph)


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, STA
FF]
  Effects:
    +(35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph)
    +(35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH 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_DOT
```

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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 LI
NEAR_GRAPH graph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses LINEAR_GRAPH g
raph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses LINEAR_GRA
PH graph)


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, STA
FF]
  Effects:
    Inflict on Hit: (10.0-15.0)% less movement speed for 2.0 seconds (named CLAS
S_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: BLINDING4
  Prefix: [ITEM] of Distortion
  No Level Range
  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 BLIN
DING4) (Uses PERCENT graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses PERCE
NT graph)


Affix: FUMBLE_CHANCE1
  Prefix: [ITEM] of Accuracy
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [GLOVES, WEAPON]
```



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  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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses Linear_Graph grap
h)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses Linear_Graph g
raph)


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 g
raph)


Affix: FACTION_ARMOR3
  Prefix: Tytherian [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 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]
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  Effects:
    (10.0-15.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_GRAPH g
raph)


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, NECKLA
CE, 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
  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]
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  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 PERCEN
T 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, NECKLA
CE, 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 LI
NEAR_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) (
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
```

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  Spawn Weight: 2
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  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, STA
FF]
  Effects:
    (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses PERCENT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (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) (
Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named ELEC2) (U
ses 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:
    (10.0-15.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses LINEAR_GR
APH 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)


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, STA
FF]
  Effects:
    (2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named
 DMG_ANGRY3) (Uses PERCENT graph)
```



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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, NECKLA
CE, 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 gr
aph)
    (25.0-25.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH grap
h)


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 grap
h)


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)


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) (Us
es 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 PERCEN
T graph)


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)


Affix: DMG_PROC_POIS1
  Prefix: Blight-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (15.0-20.0)% more poison Damage (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, NECKLA
CE, 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 grap
h)


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 g
raph)
    (10.0-15.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses LINEAR_GRA
PH graph)


Affix: ARMOR_WEIGHT1_C
  Prefix: Lighweight [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 gr
aph)
    (25.0-25.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH grap
h)


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
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  Prefix: Darkweave [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:
    +(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_G
RAPH 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, NECKLA
CE, 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)


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 grap
h)
    +(35-50) Vitality (named ARMOR_STATS_DEF1) (Uses LINEAR_GRAPH graph)


Affix: BURN4
  Prefix: Detonating [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 BURN4) (Us
es PERCENT graph)
    Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2.0 s
econds (named fire_explosion) (Uses PERCENT graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-25.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses PERC
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ENT 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
  Spawns On: [BELT, RING]
  Effects:
    (30.0-50.0)% more Effectiveness of Potions (named POTIONS4) (Uses PERCENT gr
aph)


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 PERCE
NT graph)


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, STA
FF]
  Effects:
    Inflict on Hit: Does (200-250) electric damage over 4.00 seconds (named ELEC
_DOT2) (Uses LINEAR_GRAPH graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRA
PH graph)
    (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH g
raph)
    (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH gr
aph)


Affix: DMG_PHYS_POIS_RANGE5_2H
  Prefix: Abberant [ITEM]
  No Level Range
  Spawn Weight: 4
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  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  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_GR
APH graph)


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, POLEAR
M, RIFLE, STAFF]
  Effects:
    (7.0-10.0)% more Mana/10.0s/monster within 10.0 meters (Up to 8) (named CLAS
S_BASED_S_4) (Uses LINEAR_GRAPH graph)
    -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, STA
FF]
  Effects:
    (25.0-30.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses LINEAR_GRAPH g
raph)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named draw
manax3) (Uses LINEAR_GRAPH graph)


Affix: OFTHEMASTER
  Prefix: Skillful [ITEM]
  No Level Range
  Spawn Weight: 1
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  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 W
C_Stormclaw Proc) (Level 1)


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 OFTHEBE
AR 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]
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  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) (U
ses LINEAR_GRAPH graph)


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)


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 RANDOMSLAY
ER_MONSTER250_DUALWIELD)
    Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT to owner (named RAND
OMSLAYER_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_Gra
ph 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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
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    +(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
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, 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 RANDOM
SLAYER_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 RANDOM
SLAYER_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, STA
FF]
  Effects:
    (1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)
(Uses LINEAR_GRAPH graph) (Level 1)
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```
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 OFTHEMA
STER 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:
    +(100.0-150.0) ice damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH
graph)


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 RANDOMSL
AYER_MONSTER25_MISSILERANGE)
    Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT to owner (named RA
NDOMSLAYER_MONSTER25_MISSILERANGE_COUNT)


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)


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, STA
FF]
  Effects:
    Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEELEP
HANT MAX HP) (Uses LINEAR_GRAPH graph)


Affix: OF_PROCGETHIT_FULLHEAL_2
  Prefix: Regenerating [ITEM]
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  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_fullhe
al) (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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GR
APH 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)


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 drawhealt
hx5)


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
)
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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, STA
FF]
  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 SP
EED) (Uses LINEAR_GRAPH graph)


Affix: OF_PROCGETHIT_FULLHEAL_3
  Prefix: Regenerating [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE]
  Effects:
    (3.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullhe
al) (Level 1)


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, NECKLA
CE, RING]
  Effects:
    +(100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_G
RAPH graph)


Affix: OFTHESAGE
  Prefix: Sage [ITEM]
  No Level Range
  Spawn Weight: 1
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  Occupies no slots
  Spawns On: [GLOVES, HELMET]
  Effects:
    (1.0-1.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)


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, STA
FF]
  Effects:
    +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_
GRAPH graph)


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, NECKLA
CE, RING]
  Effects:
    (3.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_
GRAPH graph)


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_MON
STER250_DOT)
    Add triggerable RANDOMSLAYER_MONSTER250_DOT_COUNT to owner (named RANDOMSLAY
ER_MONSTER250_DOT_COUNT)


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)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
```

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  Effects:
    +(100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses Li
near_Graph graph)
    +(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses Linear_Grap
h graph)
    +(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses Linear_Grap
h graph)
    +(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses Li
near_Graph graph)


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)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH
 graph)


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)


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)


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, STA
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FF]
  Effects:
    (10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses
LINEAR_GRAPH graph)


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: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(9.0-12.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)


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 ELECTR
ICAL DEFENSE) (Uses Linear_Graph graph)


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 L
INEAR_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: 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:
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    Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL to owner (named RANDOMS
LAYER_MONSTER25_PROC_FULLHEAL)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT to owner (named R
ANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT)


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 OFTHEBEA
R DAMAGE BONUS)


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 RANDOMSL
AYER_MONSTER250_ATTACKSPEED)
    Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT to owner (named RA
NDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT)


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 RANDOMSLA
YER_CHAMP10_PROC_FULLHEAL)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RAN
DOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses L
INEAR_GRAPH graph)


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, STA
FF]
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  Effects:
    +(50-70) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)


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) (U
ses LINEAR_GRAPH graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAP
H graph)


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_Gr
aph graph)


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_GRAP
H graph)


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)
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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


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 RANDOMSLAYE
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
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  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
  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
  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, NECKLA
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
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  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_M
ONSTER25_SPLASH)
    Add triggerable RANDOMSLAYER_MONSTER25_SPLASH_COUNT to owner (named RANDOMSL
AYER_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


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)


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)
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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) (Us
es 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: 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 LI
NEAR_GRAPH graph)
    +(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAP
H graph)
    +(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAP
H graph)
    +(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LI
NEAR_GRAPH graph)


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)


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 RAN
DOMSLAYER_MONSTER250_PROC_CHAOTICRIFT)
    Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT to owner (nam
ed RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT)


Affix: OFTHETURTLE3_C
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  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_G
RAPH graph)


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)


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_fullhe
al) (Level 1)


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, NECKLA
CE, RING]
  Effects:
    (15.0-10.0)% less charge bar decay rate (Uses LINEAR_GRAPH graph)


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_CHA
MP10_SPLASH)
    Add triggerable RANDOMSLAYER_CHAMP10_SPLASH_COUNT to owner (named RANDOMSLAY
ER_CHAMP10_SPLASH_COUNT)


Affix: PETTRINKET_THORNS7_POISON_A
  Prefix: Poison-Spiked [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
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    (750.0-1000.0)% poison damage reflected (Uses Linear_Graph graph)


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 RANDOMSLAYE
R_MONSTER25_MANASTEAL)
    Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT to owner (named RANDO
MSLAYER_MONSTER25_MANASTEAL_COUNT)


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)


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)


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)


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)


Affix: OFLEARNING_CHAMP10_TANGLE
  Prefix: Augmented [ITEM]
  No Level Range
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  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BOW, CROSSBOW]
  Effects:
    Add triggerable RANDOMSLAYER_CHAMP10_TANGLE to owner (named RANDOMSLAYER_CHA
MP10_TANGLE)
    Add triggerable RANDOMSLAYER_CHAMP10_TANGLE_COUNT to owner (named RANDOMSLAY
ER_CHAMP10_TANGLE_COUNT)


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 ofblindi
ngblinding) (Uses LINEAR_GRAPH graph)


Affix: PETTRINKET_THORNS7_ELEC
  Prefix: Electro-Spiked [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    (30.0-35.0)% electric damage reflected


Affix: 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)


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)


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)
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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 RANDOMS
LAYER_MONSTER25_EXECUTE_COUNT)


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)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Us
es LINEAR_GRAPH graph)


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


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)


Affix: PETTAG_ATTACK_SPEED
  Prefix: Agitating [ITEM]
  No Level Range
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  Spawn Weight: 1
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    (3.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)


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 RANDOMSLA
YER_CHAMP10_TURNALIGNMENT)
    Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT to owner (named RAN
DOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT)


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)


Affix: OF_PERCENT_FLAME_WANDS
  Prefix: Fire-Surge [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [STAFF, WAND]
  Effects:
    (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)


Affix: 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 RANDOMS
LAYER_MONSTER25_TURNALIGNMENT)
    Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT to owner (named R
ANDOMSLAYER_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 OFTHEMAST
ER CRITICAL CHANCE)
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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, POL
EARM]
  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 OFTHEMAST
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, STA
FF]
  Effects:
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    (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAP
H 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:
    Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD to owner (named RANDOMSLAYER_
CHAMP10_DUALWIELD)
    Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT to owner (named RANDOMS
LAYER_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) (Excl
usive) (Uses LINEAR_GRAPH graph)


Affix: PETTAG_DIRECT_POISON_PERCENT_05
  Prefix: Poisoning [ITEM]
  No Level Range
  Spawn Weight: 2
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  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    Inflict on Hit: (5.0-5.0)% chance to Poison for 5.0 seconds (named OFTHEMAST
ER 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 OFTHEB
EAR 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_STROMCLAW_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 RANDO
MSLAYER_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_MON
STER25_CRIT)
    Add triggerable RANDOMSLAYER_MONSTER25_CRIT_COUNT to owner (named RANDOMSLAY
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ER_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, STA
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) (Us
es 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
  Prefix: Invigorating [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(2.0-4.0) Max HP


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)


Affix: OF_POISONDEFENSE3_A
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  Prefix: Restorative [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: [COLLAR, STUD]
  Effects:
    +(75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Use
s LINEAR_GRAPH graph)


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
INEAR_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_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)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses L
INEAR_GRAPH graph)


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)


Affix: OFTHESEEKER3_2H_2
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  Prefix: Lucky [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 Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses
LINEAR_GRAPH graph)


Affix: OF_FIREDEFENSE2
  Prefix: Cooling [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(18.0-24.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)


Affix: 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]
  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)


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]
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  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
  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 RANDOMSL
AYER_MONSTER250_PROC_ZOMBIE)
    Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT to owner (named RA
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_fullhe
al) (Level 1)
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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 RANDOMSLAYER
_MONSTER250_EXECUTE)
    Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE_COUNT to owner (named RANDOM
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 OFTH
EBEAR 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
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  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)


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 RAND
OMSLAYER_MONSTER25_PROC_CHAOTICRIFT)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT to owner (name
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:
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    (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:
    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
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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_POIS5
  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: 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:
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    +(100.0-150.0) electric damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_G
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 ATTACK SP
EED) (Uses LINEAR_GRAPH graph)


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, NECKLA
CE, 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, STA
FF]
  Effects:
    (10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Met
eor 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 LINEA
R_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
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  Spawn Weight: 1
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  Effects:
    +(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAP
H 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
)


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, STA
FF]
  Effects:
    (10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_Blo
odWash) (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_Fir
eStorm) (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 ELECTRICAL D
EFENSE) (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:
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    -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:
    +(266.0-333.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)


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)


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 L
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_MONS
TER25_DOT)
    Add triggerable RANDOMSLAYER_MONSTER25_DOT_COUNT to owner (named RANDOMSLAYE
R_MONSTER25_DOT_COUNT)


Affix: OFTHEBEAR3_2H_2
  Prefix: Superior [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
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  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)


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, STA
FF]
  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) (Use
s LINEAR_GRAPH graph)


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, NECKLA
CE, 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]
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  Effects:
    (1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)


Affix: OFLEARNING_CHAMP10_PROC_STROMCLAW_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 RANDOMSL
AYER_CHAMP10_PROC_STORMCLAW)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT to owner (named RA
NDOMSLAYER_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
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [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: [GLOVES, HELMET]
  Effects:
    (4.0-5.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)


Affix: OF_PROC_ACIDRAIN_10
  Prefix:  [ITEM] of Acid Rain
  No Level Range
  Spawn Weight: 4
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  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    (6.0-6.0)% chance to cast WC_AcidRain on strike from target (named WC_AcidRa
in) (Level 1)


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, STA
FF]
  Effects:
    (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH
 graph)


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_GRAP
H graph)


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, POL
EARM]
  Effects:
    Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH
graph)


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)
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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 OFTHEMAST
ER CRITICAL CHANCE)


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, NECKLA
CE, RING]
  Effects:
    (5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3) (Excl
usive) (Uses LINEAR_GRAPH graph)


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, STA
FF]
  Effects:
    (10.0-15.0)% more physical damage (Uses LINEAR_GRAPH graph)


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)


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
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  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  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, NECKLA
CE, 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 OFTHEMAS
TER CRITICAL CHANCE)


Affix: PETTAG_DIRECT_BURN_PERCENT_10
  Prefix: Burning [ITEM]
  No Level Range
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    Inflict on Hit: (10.0-10.0)% chance to Burn for 5.0 seconds (named OFTHEMAST
ER 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 gra
ph)
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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 RANDOMSL
AYER_MONSTER250_ATTACKSPEED)
    Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT to owner (named RA
NDOMSLAYER_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, NECKLA
CE, RING]
  Effects:
    (5.0-10.0)% less physical damage taken/monster within 10.0 meters (Up to 3)
(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
  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 g
raph)


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
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  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 drawman
ax2)


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 RANDOMSLAYE
R_CHAMP10_ATTACKSPEED)
    Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT to owner (named RANDO
MSLAYER_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 OFTHEMAST
ER CRITICAL CHANCE)


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 DEFE
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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
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    +(75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEF
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 3) (E
xclusive)


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_STROMCLAW
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSW
ORD, FIST, POLEARM, STAFF]
  Effects:
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW to owner (named RANDOMSL
AYER_CHAMP10_PROC_STORMCLAW)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT to owner (named RA
NDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT)


Affix: OF_TL2_MANA_REGEN3_C
  Prefix: Focusing [ITEM]
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  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 OFTHEBEA
R 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, STA
FF]
  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
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  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 LINE
AR_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, NECKLA
CE, RING]
  Effects:
    (10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses LINEA
R_GRAPH graph)


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)


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)
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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)


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)


Affix: PETTRINKET_ARMOR_ICE7
  Prefix: Ice-Armored [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(80.0-100.0) ice armor


Affix: 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)


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 RANDOMSLAYE
R_MONSTER25_SHORTSTUN)
    Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT to owner (named RANDO
MSLAYER_MONSTER25_SHORTSTUN_COUNT)


Affix: OFTHEBEAR3_1H
  Prefix: Superior [ITEM]
  No Level Range
  Spawn Weight: 2
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  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Effects:
    +(50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GR
APH graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH
 graph)


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 ofblindi
ngblinding) (Uses LINEAR_GRAPH graph)


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)


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)


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)
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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)


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
FF]
  Effects:
    +(50-70) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)


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)


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 LINEAR
_GRAPH graph)


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_Fir
eStorm) (Uses LINEAR_GRAPH graph) (Level 1)


Affix: OF_TL2_DRAWARMOR_PHYSICAL3
  Prefix: Fortified  [ITEM]
  No Level Range
  Spawn Weight: 3
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  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) (E
xclusive)


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)


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, NECKLA
CE, RING]
  Effects:
    (10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses LINEA
R_GRAPH graph)


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 RANDOMSLAY
ER_MONSTER250_MANASTEAL)
    Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT to owner (named RAND
OMSLAYER_MONSTER250_MANASTEAL_COUNT)


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)


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)
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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)


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 drawman
ax3)


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)


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 RANDOM
SLAYER_MONSTER250_TURNALIGNMENT)
    Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT to owner (named
RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) (Us
es LINEAR_GRAPH graph)


Affix: OF_PERCENT_ALL3_WANDS_2H
  Prefix: Prismatic [ITEM]
  No Level Range
  Spawn Weight: 4
  Occupies no slots
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  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  Effects:
    (10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH
 graph)


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)


Affix: PETTAG_DIRECT_BURN_PERCENT_05
  Prefix: Burning [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    Inflict on Hit: (5.0-5.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER
 CRITICAL CHANCE)


Affix: 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 RANDOMSLAY
ER_MONSTER250_LIFESTEAL)
    Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT to owner (named RAND
OMSLAYER_MONSTER250_LIFESTEAL_COUNT)


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)


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 DEF
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ENSE) (Uses Linear_Graph graph)


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)


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)


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) (E
xclusive)


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_M
ONSTER250_IMMOB)
    Add triggerable RANDOMSLAYER_MONSTER250_IMMOB_COUNT to owner (named RANDOMSL
AYER_MONSTER250_IMMOB_COUNT)


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)


Affix: OF_TL2_PETDAMAGE
  Prefix: Commanding [ITEM]
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  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)


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)


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)


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, 2HSW
ORD, FIST, POLEARM, STAFF]
  Can't Spawn On: [MAGIC]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW to owner (named RANDOM
SLAYER_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
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  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Effects:
    (10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEA
R_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, STA
FF]
  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]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, 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, STA
FF]
  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 LIN
EAR_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 g
raph)


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, NECKLA
CE, 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, STA
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)


Affix: PETTRINKET_ARMOR_POISON7_A
  Prefix: Poison-Armored [ITEM]
  No Level Range
  Spawn Weight: 2
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  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 OFTHEMAST
ER CRITICAL CHANCE) (Uses Linear_Graph graph)


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 W
C_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, NECKLA
CE, 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 g
raph)


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
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```
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, STA
FF]
  Effects:
    +(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH gr
aph)


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 REFLECTION)


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 LINEA
R_GRAPH graph)


Affix: PETTAG_DEGRADE_ARMOR5
  Prefix: Savage [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    Degrade enemy armor by (40-40) on hit (named OFTHESAVAGE DEGRADE ARMOR)


Affix: OFFLAME3_2H
  Prefix: Fiery [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) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH gr
aph)


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:
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    (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GR
APH graph)


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)


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)


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_GRA
PH graph)


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, STA
FF]
  Effects:
    (10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_Blo
odWash) (Uses LINEAR_GRAPH graph) (Level 1)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)


Affix: OF_PROC_BLOODWASH_10
  Prefix: [ITEM] of Blood
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  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_Blo
odWash) (Level 1)


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, NECKLA
CE, RING]
  Effects:
    +(15.0-20.0) Mana/s (Uses LINEAR_GRAPH graph)


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 DEF
ENSE) (Uses LINEAR_GRAPH graph)


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)


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)


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, NECKLA
CE, RING]
  Effects:
    (5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3) (Excl
usive) (Uses LINEAR_GRAPH graph)
```



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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_MON
STER25_CRIT)
    Add triggerable RANDOMSLAYER_MONSTER25_CRIT_COUNT to owner (named RANDOMSLAY
ER_MONSTER25_CRIT_COUNT)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_
GRAPH graph)


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)


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)


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 DEFENS
E) (Uses Linear_Graph graph)
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```
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)


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 RANDOM
SLAYER_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 ELECTRICA
L 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, 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)


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 RANDOMSLAYE
R_MONSTER25_KNOCKBACK)
    Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT to owner (named RANDO
MSLAYER_MONSTER25_KNOCKBACK_COUNT)
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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 RANDOMSLAYE
R_MONSTER25_DUALWIELD)
    Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT to owner (named RANDO
MSLAYER_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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named draw
manax3) (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 OFLAME DAMAGE BONUS)


Affix: OFLEARNING_MONSTER25_MANASTEAL_1H
  Prefix: Augmented [ITEM]
  No Level Range
```

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  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL to owner (named RANDOMSLAYE
R_MONSTER25_MANASTEAL)
    Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT to owner (named RANDO
MSLAYER_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, STA
FF]
  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)


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)


Affix: OFTHESTORMS2
  Prefix: Deflecting [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [SHIELD]
  Effects:
    (12.0-12.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)
```



```
Affix: 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: 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)


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 DEFE
NSE)


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)


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


Affix: TRINKET_POISONDEFENSE5
  Prefix: [ITEM] of Curing
  No Level Range
  Spawn Weight: 5
  Occupies no slots
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  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(60.0-80.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)


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)


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)


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, STA
FF]
  Effects:
    (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GR
APH 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, NECKLA
CE, RING]
  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_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.
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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 RANDOMS
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 Lin
ear_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:
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    (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 Master
y)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) (Us
es 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 W
C_Stormclaw Proc) (Uses Linear_Graph graph) (Level 1)


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 DEFE
NSE)


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, STA
FF]
  Effects:
    Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named OFTH
EBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)


Affix: OFLEARNING_CHAMP10_SPLASH_1H
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  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_CHA
MP10_SPLASH)
    Add triggerable RANDOMSLAYER_CHAMP10_SPLASH_COUNT to owner (named RANDOMSLAY
ER_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) (E
xclusive)


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, STA
FF]
  Effects:
    Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (U
ses LINEAR_GRAPH graph)


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)


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 RANDOMSLA
YER_MONSTER25_ATTACKSPEED)
    Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT to owner (named RAN
DOMSLAYER_MONSTER25_ATTACKSPEED_COUNT)


Affix: OF_TL2_DRAWMANA5
  Prefix: [ITEM] of the Usurper
  No Level Range
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  Spawn Weight: 5
  Occupies no slots
  Spawns On: [HELMET, RING]
  Effects:
    (7.0-7.0)% more Mana/5.0s/monster within 7.0 meters (Up to 3) (named drawman
ax5)


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, NECKLA
CE, RING]
  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: 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 OFTHEMAS
TER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)


Affix: OF_ATTRIB_MAGIC
  Prefix: Adept [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
  Effects:
    +(30-40) Focus (named OFFLAME DAMAGE BONUS)


Affix: 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)
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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)


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) (U
ses LINEAR_GRAPH graph)


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)


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)


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, STA
FF]
  Effects:
    +(50-70) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)


Affix: OF_PERCENT_ELECTRIC3
  Prefix: Electric-Surge [ITEM]
  No Level Range
  Spawn Weight: 3
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  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: 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)


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: 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)
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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 LINE
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, STA
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]
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  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 DE
FENSE) (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
  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
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  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
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
FF, CROSSBOW]
  Can't Spawn On: [MAGIC]
  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: 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, STA
FF]
  Effects:
    +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_
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
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  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 WC_Fir
eStorm) (Uses LINEAR_GRAPH graph) (Level 1)


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 RANDOMSLA
YER_CHAMP10_PROC_FULLHEAL)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RAN
DOMSLAYER_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_GRAP
H 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]
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  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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAP
H graph)


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) (Us
es 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)
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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 RANDOMSLA
YER_CHAMP10_TURNALIGNMENT)
    Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT to owner (named RAN
DOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT)


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_CHAMP1
0_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
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  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
  Effects:
    (17.0-23.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)


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: 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)


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, STA
FF]
  Effects:
    (10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Met
eor 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]
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  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [PISTOL, WAND]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE to owner (named RANDOMS
LAYER_MONSTER250_MISSILERANGE)
    Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT to owner (named R
ANDOMSLAYER_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_G
RAPH graph)


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
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  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)


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
  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
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  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 WC_
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 OFTHEMASTER
 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 drawman
ax1)


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 OFTHEELEP
HANT MAX HP) (Uses LINEAR_GRAPH graph)


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 DEFEN
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SE) (Uses Linear_Graph graph)


Affix: OF_ICEDEFENSE2
  Prefix: Warming [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(18.0-24.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)


Affix: 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 DEFEN
SE)


Affix: PETTRINKET_DAMAGE_ELEC
  Prefix: Juiced [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(7.0-10.0) electric damage (named OFTHEBEAR DAMAGE BONUS)


Affix: 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 draw
manax3) (Uses LINEAR_GRAPH graph)


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, STA
FF]
  Effects:
    +(50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH
graph)


Affix: PETTRINKET_ARMOR_ELECTRIC5
  Prefix: Electric-Armored [ITEM]
  No Level Range
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  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(80.0-100.0) electrical armor


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_M
ONSTER25_SPLASH)
    Add triggerable RANDOMSLAYER_MONSTER25_SPLASH_COUNT to owner (named RANDOMSL
AYER_MONSTER25_SPLASH_COUNT)


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 RANDOMSLA
YER_MONSTER25_PROC_ZOMBIE)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT to owner (named RAN
DOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT)


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 RANDOMSLA
YER_MONSTER25_PROC_ZOMBIE)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT to owner (named RAN
DOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT)


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


Affix: OFTHETHORN3_A_E
  Prefix: Avenging [ITEM]
  No Level Range
  Spawn Weight: 1
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  Occupies no slots
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, RING]
  Effects:
    (325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION
) (Uses LINEAR_GRAPH graph)


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)


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)


Affix: TRINKET_STAT_DEXTERITY5_A
  Prefix: [ITEM] of Swiftness
  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 gr
aph)


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)


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)
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Affix: OFTHEBEAR2
  Prefix: Superior [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSS
BOW, FIST, PISTOL, POLEARM, RIFLE]
  Effects:
    +(12.0-16.0) physical damage (named OFTHEBEAR DAMAGE BONUS)


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)


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, STA
FF]
  Can't Spawn On: [MAGIC]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN to owner (named RANDOMSLAYE
R_MONSTER25_SHORTSTUN)
    Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT to owner (named RANDO
MSLAYER_MONSTER25_SHORTSTUN_COUNT)


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)


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)


Affix: OF_TL2_HEALTH_REGEN3_C
  Prefix: Rejuvenating [ITEM]
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  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
    +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)


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, STA
FF]
  Effects:
    (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_Fir
eStorm) (Uses LINEAR_GRAPH graph) (Level 1)


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)


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


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)


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_CH
AMP10_EXECUTE)
    Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE_COUNT to owner (named RANDOMSLA
YER_CHAMP10_EXECUTE_COUNT)
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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


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)


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) (Us
es 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 ofblindi
ngblinding)
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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_M
ONSTER25_TANGLE)
    Add triggerable RANDOMSLAYER_MONSTER25_TANGLE_COUNT to owner (named RANDOMSL
AYER_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_MO
NSTER25_IMMOB)
    Add triggerable RANDOMSLAYER_MONSTER25_IMMOB_COUNT to owner (named RANDOMSLA
YER_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) (Us
es Linear_Graph graph)


Affix: OF_TL2_DAMAGEOVERTIME3_2H_2
  Prefix: Savage [ITEM]
  No Level Range
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  Spawn Weight: 1
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  Effects:
    Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named OFTH
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 ofblindi
ngblinding)


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, STA
FF]
  Effects:
    (10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)


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_Met
eor Strike) (Uses LINEAR_GRAPH graph) (Level 1)


Affix: OFLEARNING_MONSTER25_PROC_STROMCLAW_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 RANDOM
SLAYER_MONSTER25_PROC_STORMCLAW)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT to owner (named
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RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT)


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)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Use
s LINEAR_GRAPH graph)


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


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 RANDOMSL
AYER_MONSTER25_MISSILERANGE)
    Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT to owner (named RA
NDOMSLAYER_MONSTER25_MISSILERANGE_COUNT)


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)


Affix: TRINKET_ICEPERCENT_DEFENSE5_A
  Prefix: [ITEM] of Warming
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  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 ELECTR
ICAL DEFENSE) (Uses Linear_Graph graph)


Affix: OFTHEBEAR3
  Prefix: Superior [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSS
BOW, FIST, PISTOL, POLEARM, RIFLE]
  Effects:
    +(18.0-24.0) physical damage (named OFTHEBEAR DAMAGE BONUS)


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


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, STA
FF]
  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_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)


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_M
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ONSTER25_TANGLE)
    Add triggerable RANDOMSLAYER_MONSTER25_TANGLE_COUNT to owner (named RANDOMSL
AYER_MONSTER25_TANGLE_COUNT)


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_GRAP
H graph)


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, STA
FF]
  Effects:
    Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEELEP
HANT MAX HP) (Uses LINEAR_GRAPH graph)


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


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 RANDOMS
LAYER_CHAMP10_SHORTSTUN_COUNT)


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 OFTHEELEP
HANT MAX HP)
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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)


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 RANDOM
SLAYER_MONSTER250_SHIELDBREAKER)
    Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT to owner (named
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
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  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 RANDOMSLAY
ER_MONSTER250_DAMAGEPCT)
    Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT to owner (named RAND
OMSLAYER_MONSTER250_DAMAGEPCT_COUNT)


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)


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 L
INEAR_GRAPH graph)


Affix: OF_PROCKILL_METEORSTRIKE_10_1H_E
  Prefix: [ITEM] of Annihilation
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  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_Met
eor 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)


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_GRAP
H graph)


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 RANDOMSLAYE
R_CHAMP10_PROC_ZOMBIE)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT to owner (named RANDO
MSLAYER_CHAMP10_PROC_ZOMBIE_COUNT)


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)


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)
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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 RANDOMSLAY
ER_MONSTER250_KNOCKBACK)
    Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT to owner (named RAND
OMSLAYER_MONSTER250_KNOCKBACK_COUNT)


Affix: OF_PERCENT_ICE3_WANDS
  Prefix: Ice-Surge [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [STAFF, WAND]
  Effects:
    (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)


Affix: OF_PERCENT_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)


Affix: OFICE3
  Prefix: Icy [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    +(13.0-17.0) ice damage (named OFICE DAMAGE BONUS)


Affix: 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)


Affix: PETTRINKET_LIFESTEAL_MASTER5
  Prefix: Synergistic [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
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  Effects:
    +(145.0-167.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)


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


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 RANDOMS
LAYER_CHAMP10_KNOCKBACK_COUNT)


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


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
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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]
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  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)


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
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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_G
raph 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_CHAM
P10_IMMOB)
    Add triggerable RANDOMSLAYER_CHAMP10_IMMOB_COUNT to owner (named RANDOMSLAYE
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]
  Effects:
    +(27.0-36.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)


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 OFTH
EBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)


Affix: OFTHEBEAR3_1H_E
  Prefix: Superior [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
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  Effects:
    +(50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GR
APH graph)


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: 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)


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 Lin
ear_Graph graph)


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, NECKLA
CE, RING]
  Effects:
    +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)


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)


Affix: OFTHESAVAGE3_1H
  Prefix: Demolishing [ITEM]
  No Level Range
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  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) (U
ses LINEAR_GRAPH graph)


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 RANDOMS
LAYER_MONSTER25_EXECUTE_COUNT)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH
graph)


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)


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, NECKLA
CE, 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
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  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 LINE
AR_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 LINE
AR_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_Bl
indCloud) (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]
  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 gra
ph)


Affix: OF_TL2_CRITICALDAMAGE2
  Prefix: Brutal [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  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, 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]
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  Effects:
    Add triggerable RANDOMSLAYER_CHAMP10_IMMOB to owner (named RANDOMSLAYER_CHAM
P10_IMMOB)
    Add triggerable RANDOMSLAYER_CHAMP10_IMMOB_COUNT to owner (named RANDOMSLAYE
R_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, NECKLA
CE, RING]
  Can’t Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GR
APH 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, NECKLA
CE, 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


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 RANDOMSLA
YER_CHAMP10_PROC_FULLHEAL)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RAN
DOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT)


Affix: OFTHECHEETAH_C
  Prefix: Brisk [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
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    (10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses LI
NEAR_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 OFTHEELEP
HANT 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]
  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, STA
FF]
  Effects:
    +(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH g
raph)
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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, NECKLA
CE, 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)


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 RANDOMS
LAYER_MONSTER250_MISSILERANGE)
    Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT to owner (named R
ANDOMSLAYER_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, STA
FF]
  Effects:
    (4-8) second increased duration of elemental effects (named CLASS_BASED_D_3)
 (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
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  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
FF, CROSSBOW]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER to owner (named RANDOM
SLAYER_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)
    Add triggerable RANDOMSLAYER_CHAMP10_MANASTEAL_COUNT to owner (named RANDOMS
LAYER_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 RANDOMSLA
YER_MONSTER25_ATTACKSPEED)
    Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT to owner (named RAN
DOMSLAYER_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_M
ONSTER250_IMMOB)
    Add triggerable RANDOMSLAYER_MONSTER250_IMMOB_COUNT to owner (named RANDOMSL
AYER_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 ofblindi
ngblinding)


Affix: OFFLAME3_1H
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  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 gr
aph)


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, NECKLA
CE, RING]
  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_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, STA
FF]
  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 DEFEN
SE) (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]
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  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, NECKLA
CE, 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, STA
FF]
  Effects:
    (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GR
APH 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 RANDOMSLAYE
R_MONSTER25_LIFESTEAL)
    Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT to owner (named RANDO
MSLAYER_MONSTER25_LIFESTEAL_COUNT)
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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)


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 SP
EED) (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)
```

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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, NECKLA
CE, 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 g
raph)


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, 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 OFTHEMAS
TER 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 RANDOMSL
AYER_MONSTER250_PROC_ZOMBIE)
    Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT to owner (named RA
NDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT)


Affix: OFTHEOWL
  Prefix: Mystical [ITEM]
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  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_CHAMP1
0_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 RANDOMSLAYE
R_CHAMP10_PROC_ZOMBIE)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT to owner (named RANDO
MSLAYER_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 L
INEAR_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
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  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 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)
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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
)


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, STA
FF]
  Effects:
    (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses
 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 RANDOMSLAYER_
CHAMP10_DAMAGEPCT)
    Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT to owner (named RANDOMS
LAYER_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
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  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 RANDOMSLAY
ER_MONSTER250_DAMAGEPCT)
    Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT to owner (named RAND
OMSLAYER_MONSTER250_DAMAGEPCT_COUNT)


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)


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 RANDOMSLAYE
R_CHAMP10_ATTACKSPEED)
    Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT to owner (named RANDO
MSLAYER_CHAMP10_ATTACKSPEED_COUNT)


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)


Affix: OFTHESAVANT5_C
  Prefix: [ITEM] of the Savant
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
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    (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 g
raph)


Affix: PETTRINKET_THORNS7_ICE
  Prefix: Ice-Spiked [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    (30.0-35.0)% ice damage reflected


Affix: 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)


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


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) (Us
es LINEAR_GRAPH graph)


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)


Affix: OF_TL2_PETDAMAGE5
  Prefix: [ITEM] of Command
  No Level Range
  Spawn Weight: 5
  Occupies no slots
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  Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]
  Effects:
    (25.0-25.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)


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 RANDOMS
LAYER_CHAMP10_KNOCKBACK_COUNT)


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)


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, STA
FF]
  Effects:
    (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_
GRAPH graph)


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 LINE
AR_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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more charge rate (Uses LINEAR_GRAPH graph)
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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 OFTHEMAST
ER 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 ELECTRI
CAL DEFENSE)


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, NECKLA
CE, RING]
  Effects:
    +(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)
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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)


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)


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)
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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)


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)


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)


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_CHAMP
10_CRIT)
    Add triggerable RANDOMSLAYER_CHAMP10_CRIT_COUNT to owner (named RANDOMSLAYER
_CHAMP10_CRIT_COUNT)


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)


Affix: PETTRINKET_THORNS
  Prefix: Spiked [ITEM]
  No Level Range
  Spawn Weight: 1
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  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    (5.0-7.0)% physical damage reflected


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, NECKLA
CE, 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_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)


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)


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 RANDOMS
LAYER_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 W
C_Stormclaw Proc) (Level 1)
```



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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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses LI
NEAR_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, NECKLA
CE, RING]
  Effects:
    +(100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_G
RAPH 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, STA
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FF]
  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 OFTHEMAST
ER 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 RAN
DOMSLAYER_MONSTER250_PROC_CHAOTICRIFT)
    Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT to owner (nam
ed 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, STA
FF]
  Effects:
    Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMAST
ER CRITICAL CHANCE)
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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 OFTHEMAST
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_GR
APH 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 OFTHEELEPHA
NT MAX HP)


Affix: OFTHEMAGE3
  Prefix: Invoking [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [HELMET, STAFF, WAND]
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  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 OFTHEMASTE
R 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, 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
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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]
  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 WC_M
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 RANDOMSLAY
ER_CHAMP10_MISSILERANGE)
    Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE_COUNT to owner (named RAND
OMSLAYER_CHAMP10_MISSILERANGE_COUNT)


Affix: OF_PROC_GLACIALSPIKE_10_2H_2
  Prefix: [ITEM] of the Glacier
  No Level Range
  Spawn Weight: 1
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  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
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)


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]
  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_MONS
TER25_DOT)
    Add triggerable RANDOMSLAYER_MONSTER25_DOT_COUNT to owner (named RANDOMSLAYE
R_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 RANDOMS
LAYER_MONSTER250_SPLASH_COUNT)


Affix: PETTAG_CRIT_CHANCE
  Prefix: Vicious [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
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    (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 RANDOMSLAY
ER_MONSTER250_MANASTEAL)
    Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT to owner (named RAND
OMSLAYER_MONSTER250_MANASTEAL_COUNT)


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 LINE
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_MISSILERANGEBONUS4_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 ATTACK SP
EED) (Uses LINEAR_GRAPH graph)


Affix: OFTHESAGE2
  Prefix: Sage [ITEM]
  No Level Range
  Spawn Weight: 2
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  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
  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]
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  Effects:
    (7.0-10.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses L
inear_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 OFTHEELEPHA
NT MAX HP)


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_GR
APH 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, STA
FF]
  Effects:
    (10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEA
R_GRAPH graph)


Affix: TRINKET_ICEPERCENT_DEFENSE5
  Prefix: [ITEM] of Warming
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  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: 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_Blo
odWash) (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)


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, STA
FF]
  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) (U
ses LINEAR_GRAPH graph)


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, NECKLA
CE, RING]
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  Effects:
    (10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) (Us
es LINEAR_GRAPH graph)


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)


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)


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 RANDOMSLAYE
R_MONSTER25_KNOCKBACK)
    Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT to owner (named RANDO
MSLAYER_MONSTER25_KNOCKBACK_COUNT)


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_G
RAPH graph)


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)


Affix: OFTHEARCHER
  Prefix: Archer [ITEM]
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  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)


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


Affix: OF_ICEDEFENSE
  Prefix: Warming [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(9.0-12.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)


Affix: 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


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_CHAMP
10_CRIT)
    Add triggerable RANDOMSLAYER_CHAMP10_CRIT_COUNT to owner (named RANDOMSLAYER
_CHAMP10_CRIT_COUNT)


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)
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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, STA
FF]
  Effects:
    Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (U
ses LINEAR_GRAPH graph)


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 RANDOMS
LAYER_MONSTER250_TANGLE_COUNT)


Affix: OF_ATTRIB_MAGIC3
  Prefix: Adept [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
  Effects:
    +(100-120) Focus (named OFFLAME DAMAGE BONUS)


Affix: OFTHEVAMPIRE3_2H
  Prefix: Vampiric [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  Effects:
    +(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAP
H graph)


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: OF_ATTRIB_MAGIC3_1H_E
  Prefix: Adept [ITEM]
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  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)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses LI
NEAR_GRAPH graph)


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)


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)


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 RANDOMSLAYE
R_MONSTER25_DAMAGEPCT)
    Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT to owner (named RANDO
MSLAYER_MONSTER25_DAMAGEPCT_COUNT)


Affix: OFTHEMASTER2
  Prefix: Skillful [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
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    (2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)


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, NECKLA
CE, RING]
  Effects:
    +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)


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 DEFE
NSE)


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 ofblindi
ngblinding)


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)


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)


Affix: PETTRINKET_DAMAGE_FIRE7_A_E
  Prefix: Burning [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
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  Spawns On: [COLLAR, STUD]
  Effects:
    +(100.0-150.0) fire damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH
 graph)


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)


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)


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 RANDOMS
LAYER_MONSTER25_TURNALIGNMENT)
    Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT to owner (named R
ANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT)


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)


Affix: OF_PERCENT_ICE2_WANDS
  Prefix: Ice-Surge [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [STAFF, WAND]
  Effects:
    (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)


Affix: OFLEARNING_MONSTER25_PROC_FULLHEAL
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  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 RANDOMS
LAYER_MONSTER25_PROC_FULLHEAL)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT to owner (named R
ANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT)


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.


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 LINE
AR_GRAPH graph)


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)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(75.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses LINE
AR_GRAPH graph)


Affix: PETTRINKET_ARMOR_POISON2
  Prefix: Poison-Armored [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  Spawns On: [COLLAR, STUD]
  Effects:
    +(30.0-40.0) poison armor


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)


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)


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


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)


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 L
INEAR_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)
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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) (Exclus
ive)


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 RANDOMS
LAYER_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:
    (10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) (Us
es 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, STA
FF, CROSSBOW]
  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: PETTAG_TL2_SHORTSTUN5
  Prefix: Frightening [ITEM]
  No Level Range
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  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 OFTHEMAST
ER 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
  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: PROC_DEATHSTRIKE1
  Prefix: [ITEM] of Killing
  Minimum Level: 20
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  Spawn Weight: 2
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    (1.0-3.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PER
CENT 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, STA
FF]
  Effects:
    (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAP
H 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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LI
NEAR_GRAPH graph)
    +(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAP
H graph)
    +(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAP
H graph)
    +(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LI
NEAR_GRAPH graph)


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 RANDOMS
LAYER_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)
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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 RANDOMSLAY
ER_MONSTER250_DUALWIELD)
    Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT to owner (named RAND
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: 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)


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) (Exclus
ive)


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_Bl
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indCloud) (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:
    +(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 RANDOMS
LAYER_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 ELECTRICAL
DEFENSE)


Affix: OF_TL2_SILENCE_STAFFANDWAND2
  Prefix: Silencing [ITEM]
  No Level Range
  Spawn Weight: 2
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  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 OFFLAME DAMAGE BONUS)


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_MO
NSTER250_CRIT)
    Add triggerable RANDOMSLAYER_MONSTER250_CRIT_COUNT to owner (named RANDOMSLA
YER_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_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)


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
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_MONSTER250_EXECUTE)
    Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE_COUNT to owner (named RANDOM
SLAYER_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
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
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
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  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
FF]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN to owner (named RANDOMSLAY
ER_MONSTER250_SHORTSTUN)
    Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT to owner (named RAND
OMSLAYER_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 OFTHEMA
STER CRITICAL CHANCE)


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)


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)


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)


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)


Affix: OFTHEWIZARD3_2H_2
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  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)


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)


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)


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)


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)


Affix: OFTHEMASTER5
  Prefix: [ITEM] of Skill
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
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    (6.0-8.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)


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)


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)


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)


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]
  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: PETTRINKET_DAMAGE_FIRE3
  Prefix: Burning [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(24.0-30.0) fire damage (named OFTHEBEAR DAMAGE BONUS)


Affix: 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]
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  Effects:
    (1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)
(Uses LINEAR_GRAPH graph) (Level 1)


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


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) (Us
es LINEAR_GRAPH graph)


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)


Affix: PETTRINKET_THORNS3
  Prefix: Spiked [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    (17.0-21.0)% physical damage reflected


Affix: 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, STA
FF]
  Effects:
    (10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)


Affix: PETTRINKET_ARMOR_POISON7
  Prefix: Poison-Armored [ITEM]
  No Level Range
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  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(80.0-100.0) poison armor


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 REFLECTION
) (Uses LINEAR_GRAPH graph)


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 W
C_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)


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, STA
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) (Us
es 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_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]
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  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, NECKLA
CE, 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, NECKLA
CE, 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]
  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 ofblindi
ngblinding) (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
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  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_FireStorm on strike from target (named WC_Fir
eStorm) (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 RANDOMSLAY
ER_MONSTER250_SHORTSTUN)
    Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT to owner (named RAND
OMSLAYER_MONSTER250_SHORTSTUN_COUNT)


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)


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
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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)


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


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_Met
eor Strike) (Level 1)


Affix: PETTRINKET_DAMAGE_FIRE2
  Prefix: Burning [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(14.0-20.0) fire damage (named OFTHEBEAR DAMAGE BONUS)


Affix: 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 ofblindi
ngblinding) (Uses LINEAR_GRAPH graph)


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 RANDOMSLAYE
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R_MONSTER25_LIFESTEAL)
    Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT to owner (named RANDO
MSLAYER_MONSTER25_LIFESTEAL_COUNT)


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)


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)


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 DE
FENSE)


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_fullhe
al) (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
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  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  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: 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_MO
NSTER25_IMMOB)
    Add triggerable RANDOMSLAYER_MONSTER25_IMMOB_COUNT to owner (named RANDOMSLA
YER_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 RAND
OMSLAYER_MONSTER25_PROC_CHAOTICRIFT)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT to owner (name
d 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 RANDOMSLA
YER_CHAMP10_PROC_FULLHEAL)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RAN
DOMSLAYER_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
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  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_GRAP
H 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
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
  Effects:
    +(21.0-29.0) physical Armor (named OFTHETURTLE ARMOR BONUS)


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)


Affix: OF_PROC_THUNDERSTROM_10_1H_E
  Prefix: [ITEM] of Thunder
  No Level Range
  Spawn Weight: 1
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  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)


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, STA
FF]
  Effects:
    (10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEA
R_GRAPH graph)


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, STA
FF]
  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_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 drawhealt
hx1)


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)


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 OFTHEMA
STER CRITICAL CHANCE) (Uses Linear_Graph graph)
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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.


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEF
ENSE) (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, 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: 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) (Us
es 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, STA
FF]
  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
  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 DEF
ENSE) (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, 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)


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 OFTHEMAST
ER CRITICAL CHANCE)


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 gr
aph)


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) (Exclus
ive)
```



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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 RANDOMSLAY
ER_MONSTER250_LIFESTEAL)
    Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT to owner (named RAND
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, STA
FF]
  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:
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    (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]
  Effects:
    (10.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFEN
SE)


Affix: OFLEARNING_MONSTER250_PROC_STROMCLAW
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSW
ORD, FIST, POLEARM, STAFF]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW to owner (named RANDO
MSLAYER_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_Blo
odWash) (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_CHA
MP10_TANGLE)
    Add triggerable RANDOMSLAYER_CHAMP10_TANGLE_COUNT to owner (named RANDOMSLAY
ER_CHAMP10_TANGLE_COUNT)
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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, STA
FF]
  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:
    (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 W
C_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)


Affix: OFFLAME3
  Prefix: Fiery [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
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  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, NECKLA
CE, RING]
  Effects:
    (325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION
) (Uses LINEAR_GRAPH graph)


Affix: PETTAG_TL2_SHORTSTUN2
  Prefix: Frightening [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    Inflict on Hit: (10.0-10.0)% chance to Stun for 2.0 seconds (named OFTHEMAST
ER CRITICAL CHANCE)


Affix: OFTHESTORMS
  Prefix: Deflecting [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [SHIELD]
  Effects:
    (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)


Affix: PETTRINKET_ARMOR_POISON5
  Prefix: Poison-Armored [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(80.0-100.0) poison armor


Affix: 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
```



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  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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Us
es LINEAR_GRAPH graph)


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, STA
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_Bl
indCloud) (Uses LINEAR_GRAPH graph) (Level 1)


Affix: OFLEARNING_CHAMP10_SHORTSTUN
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  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
FF]
  Effects:
    Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN to owner (named RANDOMSLAYER_
CHAMP10_SHORTSTUN)
    Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT to owner (named RANDOMS
LAYER_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_Grap
h 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 DEFE
NSE)


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]
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  Effects:
    Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK to owner (named RANDOMSLAY
ER_MONSTER250_KNOCKBACK)
    Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT to owner (named RAND
OMSLAYER_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
  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 LINE
AR_GRAPH graph)


Affix: OF_TL2_MISSILERANGEBONUS4
  Prefix: [ITEM] of Range
  No Level Range
  Spawn Weight: 4
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  Occupies no slots
  Spawns On: [BOW, CROSSBOW, PISTOL, WAND]
  Effects:
    +(2.0-2.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SP
EED)


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_CH
AMP10_EXECUTE)
    Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE_COUNT to owner (named RANDOMSLA
YER_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) (Exclus
ive)


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)


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) (U
ses PERCENT graph)
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    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 PERCE
NT 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]
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  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, NECKLA
CE, RING]
  Effects:
    (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% more ice Damage Takenfor 2.0 seconds (named CLA
SS_BASED_D_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:
    20.0% (15.0-20.0)% more ice Damage (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:
    20.0% (15.0-20.0)% more electric Damage (named DMG_PROC_Elec1)


Affix: WEAPON_MAT12
  Prefix: Hexsteel [ITEM]
  No Level Range
  Spawn Weight: 3
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  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_MAT
12)
    +(5.0-10.0) physical damage (named WEAPON_MAT12)


Affix: CLASS_BASED_B_1
  Prefix: Totemic [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]
  Effects:
    40.0% (15.0-25.0)% more physical Damage (named CLASS_BASED_B_1)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BAS
ED_B_1) (Uses PERCENT graph)


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, NECKLA
CE, 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)


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)


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, NECKLA
CE, 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 g
raph)


Affix: DMG_PERCENT_FIRE1
  Prefix: Flame-Flicker [ITEM]
  No Level Range
  Spawn Weight: 1
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  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (1.0-5.0)% more fire damage (named DMG_PERCENT_FIRE1) (Uses PERCENT graph)


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 gr
aph)


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 PE
RCENT 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 PERCEN
T graph)


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, STA
FF]
  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) (U
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
```



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  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    (5.0-15.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT gr
aph)


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 g
raph)


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 grap
h)


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, STA
FF]
  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 PE
RCENT 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 PERCEN
T graph)


Affix: VIT4
  Prefix: Guardian's [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CANNON, HELMET, RING, SHIELD]
  Effects:
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    +(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, NECKLA
CE, 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 gr
aph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses LINEAR_GRAPH g
raph)


Affix: WEAPON_MAT13
  Prefix: Saronite [ITEM]
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  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:
    20.0% (15.0-20.0)% more fire Damage (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 grap
h)
    +(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, NECKLA
CE, 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:
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    (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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named BLIN
DING4) (Uses Linear_Graph graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses Linea
r_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 g
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: 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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    +(50.0-75.0) physical Armor (named ARM_PHYSRED_TYPE6) (Uses LINEAR_GRAPH gra
ph)
    (10.0-15.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses LINE
AR_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
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  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) (U
ses PERCENT graph)
    -25.0 knockback (named ELEC3)


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_GR
APH graph)


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]
  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)


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 gra
ph)
    (10.0-15.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses LINE
AR_GRAPH graph)


Affix: RED_DMG_MELEE_DMG2
  Prefix: Battle-Rune [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
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  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 PERCE
NT graph)


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 grap
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]
  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)


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]
  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) (U
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ses PERCENT graph)


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 BLIN
DING4) (Uses LINEAR_GRAPH graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses LINEA
R_GRAPH graph)


Affix: DMG_PROC_ELEC2
  Prefix: Jolt-Spike [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more electric Damage (named DMG_PROC_Elec2)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]
  Effects:
    +(50.0-75.0) physical Armor (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH grap
h)
    +(35-50) Focus (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH graph)


Affix: DMG_PROC_ICE2
  Prefix: Shard-Spike [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more ice Damage (named DMG_PROC_ICE2)


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)


Affix: CLASS_BASED_D_B
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  Prefix: Elderstone [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HMACE, STAFF]
  Effects:
    (2-5)% more Vitality (named CLASS_BASED1) (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% more electric Damage Takenfor 2.0 seconds (name
d CLASS_BASED1) (Uses PERCENT graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more poison damage (named FACTION_ARMOR9) (Uses Linear_Graph gr
aph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses Linear_Graph g
raph)


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_MAT1
1) (Uses PERCENT graph)
    +(5.0-10.0) physical damage (named WEAPON_MAT11)


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 grap
h)
    (15.0-30.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses
PERCENT graph)


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)
```



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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 gr
aph)


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 PER
CENT 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]
  Minimum Level: 25
  Spawn Weight: 4
  Occupies no slots
```

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  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 gra
ph)


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 g
raph)


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, NECKLA
CE, 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 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: 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
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
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    (5.0-10.0)% more electric damage (named DMG_PERCENT_ELEC2) (Uses PERCENT gra
ph)


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, STA
FF]
  Effects:
    +(75.0-100.0) physical damage (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH gra
ph)
    (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, NECKLA
CE, 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 gr
aph)


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)
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    (15.0-20.0)% more resistance to Slow (named ARMOR_MAT6) (Uses LINEAR_GRAPH g
raph)


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)


Affix: DMG_PROC_FIRE2
  Prefix: Flare-Spike [ITEM]
  No Level Range
```



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  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more fire Damage (named DMG_PROC_FIRE2)


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)


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, STA
FF]
  Effects:
    (10.0-15.0)% more Attack Speed (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d DMG_ANGRY3) (Uses LINEAR_GRAPH graph)


Affix: CLASS_BASED_D_C
  Prefix: Elderstone [ITEM]
  Minimum Level: 25
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
    (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% more fire Damage Takenfor 2.0 seconds (named CL
ASS_BASED_D_1) (Uses PERCENT graph)


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_GR
APH graph)
    +(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4) (Uses LINEAR_G
RAPH graph)


Affix: DODGE4
  Prefix: Phased [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, BOOTS]
  Effects:
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    (6.0-10.0)% more Dodge Chance (named DODGE4) (Uses PERCENT graph)


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)


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 P
ERCENT graph)


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)


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 gr
aph)
    Inflict on Hit: (10.0-15.0)% more physical Damage Taken (named CLASS_BASED_D
_2) (Uses LINEAR_GRAPH graph)


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 grap
h)
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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, STA
FF]
  Effects:
    (10.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH grap
h)
    +(25.0-35.0) Mana stolen (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)


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 grap
h)
    (7.0-15.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG3) (Uses PERC
ENT graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more Cast Speed (named CAST_SPEED4) (Uses LINEAR_GRAPH 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: 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)


Affix: BOOTS5_C
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  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)


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 g
raph)


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) (U
ses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% chance to cast elec_explosion on kill for 2.0 s
econds (named elec_explosion) (Uses PERCENT graph)


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_GRAP
H graph)


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:
    40.0% (75.0-100.0)% more physical Damage (named CLASS_BASED_B_1) (Uses LINEA
R_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BAS
ED_B_1) (Uses LINEAR_GRAPH graph)


Affix: BOOTS7_A
  Prefix: Sturdy [ITEM]
  Minimum Level: 25
```



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  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:
    (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)


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, 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: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d 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
  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
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  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:
    (10.0-20.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses PERCENT g
raph)
    (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, NECKLA
CE, 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, STA
FF]
  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) (U
ses 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
)
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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 gra
ph)


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 PE
RCENT 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 PERCEN
T 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, STA
FF]
  Effects:
    (10.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH grap
h)
    +(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 PE
RCENT 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 PERCEN
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T 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, STA
FF]
  Effects:
    +(75.0-100.0) physical damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH gra
ph)
    (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
  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 grap
h)


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 gr
aph)


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)


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, STA
FF]
  Effects:
    +(75.0-100.0) physical damage (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH gra
ph)
    (10.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses LINEAR_GRAP
H graph)


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 gra
ph)
    (10.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses LINEAR_GRAP
H graph)


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_G
RAPH graph)


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, NECKLA
CE, 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)


Affix: VIT2
  Prefix: Defender's [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [CANNON, HELMET, RING, SHIELD]
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  Effects:
    +(50-100) Vitality (named VIT2)


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)


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, STA
FF]
  Effects:
    +(35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph)
    +(35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)


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, 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]
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  Effects:
    (75.0-100.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses LINE
AR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d DMG_ANGRY1) (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
  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 graph)
    (5.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses PERCENT graph)


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_
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:
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    +(50.0-75.0) physical Armor (named ARMOR_STATS2) (Uses LINEAR_GRAPH graph)
    +(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, STA
FF]
  Effects:
    20.0% (100.0-150.0)% more electric Damage (named DMG_PROC_Elec2) (Uses LINEA
R_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 graph)
    Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d DMG_ANGRY4) (Uses LINEAR_GRAPH graph)


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
  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)


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, STA
FF]
  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) (U
ses LINEAR_GRAPH graph)
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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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]
  Effects:
    (10.0-15.0)% more charge rate (named CHARGE_RATE5) (Uses LINEAR_GRAPH graph)


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, STA
FF]
  Effects:
    (25.0-30.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses LINEAR_GR
APH graph)


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)


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]
  No Level Range
  Spawn Weight: 4
  Occupies no slots
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  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 grap
h)


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)


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]
  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)


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)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]
  Effects:
    +(50.0-75.0) physical Armor (named ARMOR_STATS2) (Uses LINEAR_GRAPH graph)
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    +(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_MA
T14) (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, STA
FF]
  Effects:
    (10-15)% more Vitality (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more electric Damage Takenfor 2.0 seconds (name
d CLASS_BASED1) (Uses LINEAR_GRAPH graph)


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 thiefs) (Uses PERCENT graph)
    (5.0-10.0)% more Magic Find (named thiefs) (Uses PERCENT graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses LINEAR_GRAPH gr
aph)


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, NECKLA
CE, RING]
```

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  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 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: 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
  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_GRA
PH 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)
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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_GR
APH graph)
    +(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4) (Uses LINEAR_G
RAPH 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, SHIELD, SHOULDER ARMOR, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]
  Effects:
    (10.0-15.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses LINEAR_G
RAPH graph)


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, NECKLA
CE, 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)


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 gra
ph)
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```
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 gr
aph)
    (10.0-15.0)% less chance to fumble (named CLASS_BASED2) (Uses LINEAR_GRAPH g
raph)


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 gr
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 g
raph)


Affix: BOOTS11_C
  Prefix: Spiked [ITEM]
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  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, NECKLA
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 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]
  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)
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    +(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_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: 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_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)


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)


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
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h)


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)


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)
    (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_GRAP
H 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)
    +(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, STA
FF]
  Effects:
    20.0% (100.0-150.0)% more poison Damage (named DMG_PROC_POIS1) (Uses LINEAR_
GRAPH graph)
```

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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, NECKLA
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 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_M
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, STA
FF]
  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 gr
aph)
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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, STA
FF]
  Effects:
    (25.0-30.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses LINEAR_GRAPH gra
ph)


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_GRAP
H 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, STA
FF]
  Effects:
    +(75.0-100.0) physical damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH gra
ph)
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    (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, STA
FF]
  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 s
econds (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, STA
FF]
  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 LINEA
R_GRAPH graph)


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, STA
FF]
  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) (U
ses LINEAR_GRAPH graph)


Affix: FACTION_ARMOR8_A
  Prefix: Aesir [ITEM]
  No Level Range
  Spawn Weight: 4
  Occupies no slots
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  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 electric damage (named FACTION_ARMOR8) (Uses Linear_Graph
graph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses Linear_Graph g
raph)


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, STA
FF]
  Effects:
    (25.0-30.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses LINEAR_GR
APH graph)


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, NECKLA
CE, 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 s
econds (named fire_explosion) (Uses Linear_Graph graph)


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
 graph)
    (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses PER
CENT graph)
    +(0.5-1.3) Mana/s (named dual_elemred_bonus4)


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)


Affix: DMG_PROC_ELEC2_1H
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  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:
    20.0% (100.0-150.0)% more electric Damage (named DMG_PROC_Elec2) (Uses LINEA
R_GRAPH 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: 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, STA
FF]
  Effects:
    +(75.0-100.0) physical damage (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH gra
ph)
    Inflict on Hit: Does (125-200) physical damage over 5.00 seconds (named DMG_
BONUS_MISC4) (Uses LINEAR_GRAPH graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]
  Effects:
    (10.0-15.0)% more Fame Gain (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, STA
FF]
  Effects:
    +(75.0-100.0) physical damage (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH gra
ph)
    (8.0-12.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH
graph)


Affix: ARMOR_MAT7_C
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  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:
    (1.0-3.0)% more Fame Gain (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 gr
aph)


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)


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, NECKLA
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
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  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
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_BASED_
A_1) (Uses LINEAR_GRAPH graph)
    (100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (U
ses 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:
    +(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]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
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  Effects:
    +(10.0-16.0) physical damage (named DMG_BONUS_MISC3)
    (10.0-25.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses PERCENT grap
h)


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)


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)


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)


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 g
raph)
    (7.0-10.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT gra
ph)


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)
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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)


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]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS]
  Effects:
    (5.0-10.0)% more Fame Gain (named FAME3) (Uses PERCENT graph)


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, NECKLA
CE, 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)


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 LINEA
R_GRAPH graph)


Affix: RED_PHYS_POIS_RANGE5
  Prefix: Abberant [ITEM]
  No Level Range
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]
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  Effects:
    (5.0-25.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PE
RCENT graph)
    (5.0-25.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERC
ENT graph)


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
)


Affix: FAME4_C
  Prefix: Illustrious [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more Fame Gain (named FAME4) (Uses LINEAR_GRAPH graph)


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, STA
FF]
  Effects:
    (8.0-12.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH gra
ph)
    (8.0-12.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH
graph)


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)


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) (
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Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2.0 s
econds (named fire_explosion) (Uses LINEAR_GRAPH graph)


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)


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:
    (10-15)% more Vitality (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more fire Damage Takenfor 2.0 seconds (named CL
ASS_BASED_D_1) (Uses LINEAR_GRAPH 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: 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 g
raph)


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)
```



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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]
  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 PE
RCENT graph)
    (1.0-20.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERC
ENT graph)


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
)


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, STA
FF]
  Effects:
    (20.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAP
H graph)
    (8.0-12.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH
 graph)


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:
    20.0% (100.0-150.0)% more physical Damage (named DMG_PROC_PHYS2) (Uses LINEA
R_GRAPH graph)
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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, STA
FF]
  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 s
econds (named elec_explosion) (Uses LINEAR_GRAPH graph)


Affix: FAME2
  Prefix: Famed [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS]
  Effects:
    (2.0-6.0)% more Fame Gain (named FAME2) (Uses PERCENT graph)


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)


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 g
raph)
    (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT gr
aph)


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_BA
SED_A_2) (Uses LINEAR_GRAPH graph)
    (10.0-20.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (U
ses LINEAR_GRAPH graph)
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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 grap
h)


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)


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_MA
T5) (Uses PERCENT graph)


Affix: BLINDING1_A
  Prefix: [ITEM] of the Black
  No Level Range
  Spawn Weight: 4
  Occupies no slots
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  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, RING]
  Can't Spawn 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: BURN2_A
  Prefix: Slag [ITEM]
  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 grap
h)


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 gr
aph)
    (1.0-3.0)% more physical Armor (named ARM_BONUS_STUNRES1) (Uses PERCENT grap
h)


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_2H
  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:
    20.0% (100.0-150.0)% more fire Damage (named DMG_PROC_FIRE2) (Uses LINEAR_GR
APH graph)


Affix: DMG_PHYS_POIS_RANGE2
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  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 gr
aph)


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 LINEA
R_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:
    (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:
    20.0% (100.0-150.0)% more poison Damage (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 BLINDI
NG2) (Uses LINEAR_GRAPH graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEA
R_GRAPH graph)
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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:
    20.0% (100.0-150.0)% more physical Damage (named DMG_PROC_PHYS2) (Uses LINEA
R_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 BLINDING
3) (Uses LINEAR_GRAPH graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEA
R_GRAPH 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: Lighweight [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 CLAS
S_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
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  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:
    20.0% (100.0-150.0)% more ice Damage (named DMG_PROC_ICE2) (Uses LINEAR_GRAP
H 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 PER
CENT 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 g
raph)


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, NECKLA
CE, 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, NECKLA
CE, 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)
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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, NECKLA
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)


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
  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 PER
CENT graph)
    (1.0-5.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCE
NT graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses LINEAR_GRAPH gra
ph)
    (10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses LIN
EAR_GRAPH graph)


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)
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    (10.0-15.0)% less poison Damage Taken (named BOOTS6) (Uses LINEAR_GRAPH grap
h)


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, STA
FF]
  Effects:
    20.0% (100.0-150.0)% more ice Damage (named DMG_PROC_ICE2) (Uses LINEAR_GRAP
H graph)


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)


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)


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 gr
aph)


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)
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    (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: 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 g
raph)


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_M
AT4) (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:
    Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named FIRE_DOT
2) (Uses LINEAR_GRAPH graph)
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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
  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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses Linear_Graph g
raph)


Affix: ARM_BONUS_STUNRES2
  Prefix: Crab's [ITEM]
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  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 gr
aph)
    (3.0-5.0)% more physical Armor (named ARM_BONUS_STUNRES2) (Uses PERCENT grap
h)


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 g
raph)
    (1.0-5.0)% more poison damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT gra
ph)


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:
    20.0% (100.0-150.0)% more fire Damage (named DMG_PROC_FIRE2) (Uses LINEAR_GR
APH graph)


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)


Affix: BOOTS10_A
  Prefix: Leyline [ITEM]
  Minimum Level: 25
  Spawn Weight: 4
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  Occupies no slots
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, 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)


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 gra
ph)
    Inflict on Hit: Does (125-200) physical damage over 5.00 seconds (named DMG_
BONUS_MISC4) (Uses LINEAR_GRAPH graph)


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 gr
aph)


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, STA
FF]
  Effects:
    Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named BLINDING
3) (Uses LINEAR_GRAPH graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEA
R_GRAPH graph)


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 gra
ph)
    (10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses LIN
EAR_GRAPH graph)
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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 PE
RCENT graph)
    (1.0-15.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERC
ENT graph)


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, NECKLA
CE, 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 grap
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_GRAP
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)
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    (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_
BASED_D_3) (Uses LINEAR_GRAPH graph)


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 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: 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 grap
h)
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    Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d 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
  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)
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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, STA
FF]
  Effects:
    (25.0-30.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses LINEAR_GRAPH gra
ph)


Affix: MP_PERCENT3
  Prefix: [ITEM] of the Wyrm
  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 PE
RCENT graph)
    (1.0-10.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERC
ENT 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, STA
FF]
  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, STA
FF]
  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 gra
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ph)


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)


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, NECKLA
CE, 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 LINEA
R_GRAPH graph)


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_Gr
aph graph)
    +(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4) (Uses Linear_G
raph graph)


Affix: FAME4
  Prefix: Illustrious [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS]
  Effects:
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    (8.0-15.0)% more Fame Gain (named FAME4) (Uses PERCENT graph)


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, STA
FF]
  Effects:
    (10-15)% more Vitality (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more electric Damage Takenfor 2.0 seconds (name
d CLASS_BASED1) (Uses LINEAR_GRAPH 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: 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, STA
FF]
  Effects:
    (10-15)% more Vitality (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more fire Damage Takenfor 2.0 seconds (named CL
ASS_BASED_D_1) (Uses LINEAR_GRAPH graph)


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 g
raph)
    (4.0-8.0)% more physical Armor (named ARM_BONUS_STUNRES3) (Uses PERCENT grap
h)


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 grap
h)


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 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
  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 LINE
AR_GRAPH graph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses LINEAR_GRAPH g
raph)
    (10.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses LINEAR_GRAPH grap
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, STA
FF]
  Effects:
    Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named FIRE_DOT
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 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 g
raph)


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 grap
h)
    (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, STA
FF]
  Effects:
    20.0% (100.0-150.0)% more fire Damage (named DMG_PROC_FIRE2) (Uses LINEAR_GR
APH 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 BLINDING
3) (Uses LINEAR_GRAPH graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEA
R_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, STA
FF]
  Effects:
    +(75.0-100.0) physical damage (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH gra
ph)
    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 grap
h)


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 PERCEN
T 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_GRAP
H 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 gra
ph)
    (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, STA
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)


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]
  Effects:
    (40.0-60.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses PERCENT graph)


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_B
ASED_P_2) (Uses PERCENT graph)
    (5.0-10.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses PERCENT grap
h)


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, NECKLA
CE, 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 g
raph)


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, STA
FF]
  Effects:
    (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses LINEAR_GRAPH grap
h)
    Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d 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
  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, 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)% more Movement Speed (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH gr
aph)


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, NECKLA
CE, 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 gra
ph)
    (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 gr
aph)


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: Empyreal [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) (n
amed CLASS_BASED_P_3) (Uses PERCENT graph)
    (5.0-10.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses PERCENT gra
ph)


Affix: ALL_STATS4
  Prefix: [ITEM] of the Planes
  No Level Range
  Spawn Weight: 5
```



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  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, NECKLA
CE, 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 g
raph)


Affix: HP2
  Prefix: Hearty [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
```

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  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 gra
ph)
    (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 g
raph)
```



```
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)
    (2.0-12.0)% more chance to Interrupt Enemies (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,  HELMET,
  NECKLACE,  PANTS,  PISTOL,  RING,  SHIELD,  SHOULDER ARMOR,  WAND]
  Effects:
    (10.0-15.0)% more charge rate (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH gra
ph)
    (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, STA
FF]
  Effects:
    (10.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (U
ses LINEAR_GRAPH graph)
    +(75.0-100.0) poison damage (named DIVINE_WEAP_TOXX) (Uses LINEAR_GRAPH grap
h)
```

```
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_GRAP
H 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, NECKLA
CE, 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:
    (5.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Us
es 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, POLEAR
M, RIFLE, STAFF]
  Effects:
    (7.0-10.0)% more physical damage/monster within 10.0 meters (Up to 1) (named
 CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph)
    (10.0-15.0)% more all Damage Reflected (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, STA
FF]
  Effects:
    (8.0-12.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH gra
ph)
    (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, STA
FF]
  Effects:
    Inflict 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)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (7.0-10.0)% more physical damage/monster within 10.0 meters (Up to 1) (named
 CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph)
    (10.0-15.0)% more all Damage Reflected (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_M
AT7) (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
  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_GRAP
H 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)


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)


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, STA
FF]
  Effects:
    (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses LINEAR_GRAPH grap
h)
    Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d DMG_ANGRY2) (Uses LINEAR_GRAPH graph)


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)


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, STA
FF]
  Effects:
    (10.0-15.0)% more Attack Speed (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d DMG_ANGRY3) (Uses LINEAR_GRAPH 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 gra
ph)
    (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: 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, POLEAR
M, RIFLE, STAFF]
  Effects:
    (10.0-15.0)% more charge rate (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH gra
ph)
    (8.0-12.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH graph
)


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 gr
aph)


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]
  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)
    (20.0-33.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses PER
CENT graph)


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 g
raph)


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 PERCE
NT graph)


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, NECKLA
CE, 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)


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)


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, STA
FF]
  Effects:
    20.0% (100.0-150.0)% more ice Damage (named DMG_PROC_ICE2) (Uses LINEAR_GRAP
H graph)


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)


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, STA
FF]
  Effects:
    Inflict on Hit: (10.0-15.0)% less movement speed for 2.0 seconds (named CLAS
S_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: 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)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses Linear_Graph gra
ph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses Linear_Graph
graph)


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)


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 gr
aph)


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, STA
FF]
  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:
    (7.0-8.0)% less Mana Cost of Skills (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 gr
aph)
    (10.0-15.0)% less chance to fumble (named CLASS_BASED2) (Uses LINEAR_GRAPH g
raph)


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)


Affix: MANA_COST5
  Prefix: Lucid [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    (9.0-12.0)% less Mana Cost of Skills (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 gra
ph)


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)


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)


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
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_GRAPH graph)
    +(125.0-150.0) poison Armor (named dual_elemred_bonus3) (Uses LINEAR_GRAPH g
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]
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  Effects:
    (8.0-15.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCE
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, NECKLA
CE, 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)


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)
    (15.0-25.0)% more physical Damage Reflected (named DODGE_REFLECT4) (Uses PER
CENT 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, STA
FF]
  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)


Affix: STR_MAG2
  Prefix: Marauder's [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
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  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 gr
aph)
    (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)
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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)


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
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  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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]
  Effects:
    (10.0-15.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses LINE
AR_GRAPH graph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses LINEAR_GRAPH g
raph)
    (10.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses LINEAR_GRAPH grap
h)


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 grap
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]
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  Effects:
    (1.0-5.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT g
raph)


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_GR
APH graph)
    (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses LINEAR_GRA
PH 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, STA
FF]
  Effects:
    Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses LINEAR_GRAPH g
raph)
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Affix: FACTION_ARMOR6_A
  Prefix: Kromzek [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:
    (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 g
raph)


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:
    20.0% (100.0-150.0)% more physical Damage (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_GRA
PH graph)


Affix: CLASS_BASED_D_2_2H_2
  Prefix: Wirewood [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]
  Effects:
    (10.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH gr
aph)
    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 gra
ph)
    (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 gr
aph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses LINEAR_GRAPH g
raph)


Affix: CLASS_BASED_P_4
  Prefix: Celestial [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]
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  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: 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)


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)


Affix: MANA_COST1
  Prefix: Abstruse [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    (1.0-2.0)% less Mana Cost of Skills (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
  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)
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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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_GRAPH gr
aph)


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 gr
aph)


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, STA
FF]
  Effects:
    (10-15)% more Vitality (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more fire Damage Takenfor 2.0 seconds (named CL
ASS_BASED_D_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 gra
ph)


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 CLAS
S_BASED_P_4) (Uses LINEAR_GRAPH graph)
    (10.0-15.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses LINEAR
_GRAPH graph)
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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)


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, STA
FF]
  Effects:
    Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC1) (
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
) (Uses LINEAR_GRAPH graph)
    (10.0-15.0)% more Critical Damage (named CLASS_BASED3) (Uses LINEAR_GRAPH gr
aph)


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 PE
RCENT graph)


Affix: SLOW1
  Prefix: [ITEM] of Snaring
  No Level Range
  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 SLOW
1) (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: 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, STA
FF]
  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_GR
APH graph)


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 s
econds (named elec_explosion) (Uses LINEAR_GRAPH graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (200.0-250.0)% electric damage reflected (named FACTION_ARMOR10) (Uses LINEA
R_GRAPH graph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses Linear_Graph
graph)


Affix: DODGE_REFLECT1
  Prefix: Shade's [ITEM]
  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)
    (1.0-5.0)% more physical Damage Reflected (named DODGE_REFLECT1) (Uses PERCE
NT graph)


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 L
INEAR_GRAPH graph)
    (10.0-15.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses LINEAR_GRA
PH graph)


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, STA
FF]
  Effects:
    20.0% (100.0-150.0)% more physical Damage (named DMG_PROC_PHYS2) (Uses LINEA
R_GRAPH graph)


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)


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, NECKLA
CE, 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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
```

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  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 gra
ph)
    (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, 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_GRAP
H graph)


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)


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
```



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  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:
    (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 gr
aph)


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_GRAP
H 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, NECKLA
CE, RING]
  Can't Spawn 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)


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)


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, STA
FF]
  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_GRAP
H 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 gr
aph)
    (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 gr
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 grap
h)


Affix: CLASS_BASED_N_3_A
  Prefix: Oath-Bound [ITEM]
  No Level Range
```

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  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:
    (10.0-15.0)% more damage with wands & staves (named CLASS_BASED_N_3) (Uses L
INEAR_GRAPH graph)
    (10.0-15.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses LINEAR_GRA
PH 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)
    (10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT3) (Uses PER
CENT 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 gra
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, STA
FF]
  Effects:
    Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named FIRE_DOT
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 LINEA
R_GRAPH graph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses Linear_Graph
graph)
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```
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)


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)
    (10.0-15.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (U
ses LINEAR_GRAPH graph)


Affix: DMG_PROC_PHYS1
  Prefix: Barbed [ITEM]
  No Level Range
  Spawn Weight: 2
```

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  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (15.0-20.0)% more physical Damage (named DMG_PROC_PHYS1)


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_GR
APH graph)


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 LINEA
R_GRAPH graph)


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)


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)


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 RAMP
```



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AGE1) (Uses PERCENT graph)
    (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT
 graph)


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)


Affix: MANA_COST2
  Prefix: Recondite [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    (3.0-4.0)% less Mana Cost of Skills (named MANA_COST2) (Uses PERCENT graph)


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, NECKLA
CE, 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 CLAS
S_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: 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 gr
aph)


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, STA
FF]
  Effects:
    (25.0-30.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses LINEAR_GRA
PH graph)
```

```
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 grap
h)


Affix: MANA_COST3
  Prefix: Enigmatic [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    (5.0-6.0)% less Mana Cost of Skills (named MANA_COST3) (Uses PERCENT graph)


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, STA
FF]
  Effects:
    20.0% (100.0-150.0)% more electric Damage (named DMG_PROC_Elec2) (Uses LINEA
R_GRAPH graph)


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)


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, NECKLA
CE, 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)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]
  Effects:
    (10.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses LINEAR_GRAPH gr
aph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses LINEAR_GRAPH g
raph)


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)


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_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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses LINEAR_GRA
PH graph)


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)


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)


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 g
raph)


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 P
ERCENT graph)


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_GR
APH graph)
    (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses LINEAR_GRA
PH graph)


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)
    (5.0-10.0)% more physical Damage Reflected (named DODGE_REFLECT2) (Uses PERC
ENT graph)


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)


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 gr
aph)
    (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]
  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, NECKLA
CE, RING]
  Can’t Spawn On: [CHEST ARMOR, COLLAR, STUD]
  Effects:
    +(50.0-75.0) physical Armor (named ARMOR_STATS_STR2) (Uses LINEAR_GRAPH grap
h)
    +(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 grap
h)


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 grap
h)


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 PERCEN
T graph)
    (1.0-3.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
ph)


Affix: CLASS_BASED_S_3
  Prefix: Riftward [ITEM]
  No Level Range
```



```
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [SHOULDER ARMOR, STAFF, WAND]
  Effects:
    (0.8-1.5)% more physical damage/monster within 1.5 meters (Up to 1) (named C
LASS_BASED_S_3) (Uses PERCENT graph)
    (5.0-15.0)% more all Damage Reflected (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 gr
aph)
    (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT g
raph)


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)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses PERCE
NT 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, NECKLA
CE, 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, NECKLA
CE, 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]
  Minimum Level: 25
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Effects:
    (10-15)% more Vitality (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more electric Damage Takenfor 2.0 seconds (name
d 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, NECKLA
CE, 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
```



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  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)


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, STA
FF]
  Effects:
    (25.0-30.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses LINEAR_GRA
PH 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
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]
```

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  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 LINEA
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 grap
h)


Affix: CLASS_BASED_P_3_A
  Prefix: Empyreal [ITEM]
  Minimum Level: 25
  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:
    (7.0-10.0)% more physical damage taken/monster within 10.0 meters (Up to 1)
 (named CLASS_BASED_P_3) (Uses LINEAR_GRAPH graph)
    (10.0-15.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses LINEAR_GRA
PH 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 PER
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CENT 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 PERCE
NT 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, STA
FF]
  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) (U
ses 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
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    (6.0-10.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PE
RCENT graph)


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 grap
h)


Affix: FACTION_ARMOR3_A
  Prefix: Tytherian [ITEM]
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  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, COLLAR, STUD]
  Effects:
    (10.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses LINEAR_GRAPH gra
ph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses LINEAR_GRAPH g
raph)


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)


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 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: 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)


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 grap
h)


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) (U
ses PERCENT graph)


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, NECKLA
CE, 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)


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 g
raph)


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, NECKLA
CE, 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, STA
FF]
  Effects:
    Inflict 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)
```

```
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 gra
ph)


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 PERCE
NT 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, STA
FF]
  Effects:
    40.0% (75.0-100.0)% more physical Damage (named CLASS_BASED_B_1) (Uses LINEA
R_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BAS
ED_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 grap
h)


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:
    20.0% (100.0-150.0)% more poison Damage (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 LI
NEAR_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_G
RAPH 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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses LI
NEAR_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_G
RAPH 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, STA
FF]
  Effects:
    Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses LINEAR_GRAPH g
raph)


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, NECKLA
CE, 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, STA
FF]
  Effects:
    40.0% (75.0-100.0)% more physical Damage (named CLASS_BASED_B_1) (Uses LINEA
R_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BAS
ED_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 gr
aph)


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 PERCEN
T graph)
```



```
    (3.0-5.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
ph)


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 BLINDI
NG2) (Uses PERCENT graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses PERCE
NT 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 g
raph)


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]
  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 gr
aph)
    (10.0-15.0)% less chance to fumble (named CLASS_BASED2) (Uses Linear_Graph g
raph)
```

```
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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (5.0-15.0)% more damage with wands & staves (named FACTION_ARMOR5) (Uses PER
CENT 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, NECKLA
CE, 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 g
raph)


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) (Us
es PERCENT graph)
    (5.0-10.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses PERCENT graph
)


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, STA
FF]
  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 LINEA
R_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 PERCEN
T 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 gra
ph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses LINEAR_GRAPH g
raph)


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 PER
CENT graph)


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 grap
h)
    +(25.0-35.0) Mana stolen (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)


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
)
```

```
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: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named
 DMG_ANGRY4) (Uses PERCENT graph)


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)


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, STA
FF]
  Effects:
    +(75.0-100.0) physical damage (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH gra
ph)
    (10.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses LINEAR_GRAP
H graph)


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, STA
FF]
  Effects:
    (10.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (U
ses LINEAR_GRAPH graph)
    +(75.0-100.0) poison damage (named DIVINE_WEAP_TOXX) (Uses LINEAR_GRAPH grap
h)


Affix: CLASS_BASED_P_3_C
  Prefix: Empyreal [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 1)
(named CLASS_BASED_P_3) (Uses LINEAR_GRAPH graph)
    (10.0-15.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses LINEAR_GRA
PH 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 PERCEN
T 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, POLEAR
M, 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 LINEA
R_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, STA
FF]
  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, NECKLA
CE, 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) (Us
es PERCENT graph)
    Degrade enemy armor by (10-20) on hit (named BURN2)


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 LINEA
R_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d 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, NECKLA
CE, 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
)


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)


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)


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 PERCE
NT graph)


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 g
raph)
```

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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 PERCE
NT graph)
    (5.0-8.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
ph)


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) (U
ses LINEAR_GRAPH graph)


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)


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, STA
FF]
  Effects:
    +(75.0-100.0) physical damage (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d DMG_ANGRY4) (Uses LINEAR_GRAPH graph)


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 gr
aph)
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```
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
)


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)


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_DO
T2)


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, NECKLA
CE, 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 CLAS
S_BASED_S_4) (Uses LINEAR_GRAPH graph)
    -20.0 knockback (named CLASS_BASED_S_4) (Uses LINEAR_GRAPH graph)


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_GRA
PH graph)
    (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH g
raph)
    (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH gr
aph)
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```
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 gr
aph)


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, STA
FF]
  Effects:
    (25.0-30.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses LINEAR_GRAPH g
raph)


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)


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)


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, NECKLA
CE, 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)
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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_G
RAPH graph)


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, STA
FF]
  Effects:
    +(35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph)
    +(35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)


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 grap
h)
    +(35-50) Vitality (named ARMOR_STATS_DEF1) (Uses LINEAR_GRAPH graph)


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, NECKLA
CE, 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)


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, NECKLA
CE, 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 gr
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aph)
    (25.0-25.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH grap
h)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more poison damage (named CLASS_BASED_N_2) (Uses LINEAR_GRAPH g
raph)
    (10.0-15.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses LINEAR_GRA
PH graph)


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)


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)


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)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
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    +(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)


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
  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) (U
ses PERCENT graph)


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)


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, STA
FF]
  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 gra
ph)


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 gr
aph)
    (25.0-25.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH grap
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h)


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 PE
RCENT graph)
    (8.0-20.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses PERCENT gra
ph)


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, STA
FF]
  Effects:
    (15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses PERCE
NT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named
 DMG_ANGRY1) (Uses PERCENT graph)


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 PERCEN
T graph)


Affix: PROC_DEATHSTRIKE4
  Prefix: Vorpal [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 P
ERCENT graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses LINEAR_GR
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APH 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)


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 grap
h)


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 gra
ph)
    (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 PERCE
NT 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, STA
FF]
  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: POIS1
  Prefix: Envenomed [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]
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  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 gra
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 PERCEN
T 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 LI
NEAR_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) (U
ses PERCENT graph)
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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, STA
FF]
  Effects:
    Inflict on Hit: Does (200-250) electric damage over 4.00 seconds (named ELEC
_DOT2) (Uses LINEAR_GRAPH 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]
  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)


Affix: DMG_PROC_POIS2
  Prefix: Blight-Spike [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more poison Damage (named DMG_PROC_POIS1)


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 se
conds (named Ice_explosion) (Uses PERCENT graph)


Affix: THORNS_FIRE1
  Prefix: Smouldering [ITEM]
  No Level Range
  Spawn Weight: 1
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  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL, SHIELD]
  Effects:
    (10.0-20.0)% fire damage reflected (named THORNS_FIRE1)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_GRAPH g
raph)


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, NECKLA
CE, 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)


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)


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 grap
h)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses LINEAR_GRAPH g
raph)


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
)


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: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d DMG_ANGRY3) (Uses LINEAR_GRAPH graph)


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_GRA
PH graph)


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 gr
aph)
    Inflict on Hit: (10.0-15.0)% more physical Damage Taken (named CLASS_BASED_D
_2) (Uses LINEAR_GRAPH graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]
  Effects:
    (10.0-15.0)% more damage with wands & staves (named FACTION_ARMOR5) (Uses LI
NEAR_GRAPH graph)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses LINEAR_GRAPH g
raph)


Affix: DMG_PERCENT_POIS3
  Prefix: Venom-Shock [ITEM]
  No Level Range
  Spawn Weight: 3
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  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (10.0-15.0)% more poison damage (named DMG_PERCENT_POIS3) (Uses PERCENT grap
h)


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)


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, STA
FF]
  Effects:
    +(75.0-100.0) physical damage (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name
d DMG_ANGRY4) (Uses LINEAR_GRAPH graph)


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, STA
FF]
  Effects:
    +(35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph)
    +(35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH 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_DOT
1)


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 LI
NEAR_GRAPH graph)
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    (10.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses LINEAR_GRAPH g
raph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses LINEAR_GRA
PH graph)


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, STA
FF]
  Effects:
    Inflict on Hit: (10.0-15.0)% less movement speed for 2.0 seconds (named CLAS
S_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: BLINDING4
  Prefix: [ITEM] of Distortion
  No Level Range
  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 BLIN
DING4) (Uses PERCENT graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses PERCE
NT 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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
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  Effects:
    (10.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses Linear_Graph grap
h)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses Linear_Graph g
raph)


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 g
raph)


Affix: FACTION_ARMOR3
  Prefix: Tytherian [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 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 g
raph)


Affix: THORNS_PHYS_THORNED4
  Prefix: Jagged [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL, SHIELD]
  Effects:
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    (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, NECKLA
CE, 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
  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
```

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  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 PERCEN
T 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, NECKLA
CE, 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 LI
NEAR_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) (
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, STA
FF]
  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
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  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
FF]
  Effects:
    (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses PERCENT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (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) (
Uses LINEAR_GRAPH graph)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named ELEC2) (U
ses 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:
    (10.0-15.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses LINEAR_GR
APH 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)


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, STA
FF]
  Effects:
    (2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named
 DMG_ANGRY3) (Uses PERCENT graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    +(250.0-250.0) physical Armor (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph
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)
    (25.0-25.0)% less Movement Speed (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH gr
aph)
    (25.0-25.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH grap
h)


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 grap
h)


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)


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) (Us
es 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 PERCEN
T graph)


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)
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    (10.0-15.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses LINEAR_GRAPH
 graph)


Affix: DMG_PROC_POIS1
  Prefix: Blight-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (15.0-20.0)% more poison Damage (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, NECKLA
CE, 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 grap
h)
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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 g
raph)
    (10.0-15.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses LINEAR_GRA
PH graph)


Affix: ARMOR_WEIGHT1_C
  Prefix: Lighweight [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 gr
aph)
    (25.0-25.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH grap
h)


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, NECKLA
CE, 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_G
RAPH graph)
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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, NECKLA
CE, 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)


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 grap
h)
    +(35-50) Vitality (named ARMOR_STATS_DEF1) (Uses LINEAR_GRAPH graph)


Affix: BURN4
  Prefix: Detonating [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 BURN4) (Us
es PERCENT graph)
    Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2.0 s
econds (named fire_explosion) (Uses PERCENT graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-25.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses PERC
ENT 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
  Spawns On: [BELT, RING]
  Effects:
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    (30.0-50.0)% more Effectiveness of Potions (named POTIONS4) (Uses PERCENT gr
aph)


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 PERCE
NT graph)


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, STA
FF]
  Effects:
    Inflict on Hit: Does (200-250) electric damage over 4.00 seconds (named ELEC
_DOT2) (Uses LINEAR_GRAPH graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRA
PH graph)
    (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH g
raph)
    (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH gr
aph)


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, STA
FF]
  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_GR
APH graph)


Affix: CLASS_BASED_S_4_C
  Prefix: Warpsigil [ITEM]
```



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  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CHEST ARMOR, CROSSBOW, POLEAR
M, RIFLE, STAFF]
  Effects:
    (7.0-10.0)% more Mana/10.0s/monster within 10.0 meters (Up to 8) (named CLAS
S_BASED_S_4) (Uses LINEAR_GRAPH graph)
    -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, STA
FF]
  Effects:
    (25.0-30.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses LINEAR_GRAPH g
raph)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named draw
manax3) (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]
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  Effects:
    (10.0-10.0)% chance to cast WC_Stormclaw Proc on strike from target (named W
C_Stormclaw Proc) (Level 1)


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 OFTHEBE
AR 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
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  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    Degrade enemy armor by (175-250) on hit (named OFTHESAVAGE DEGRADE ARMOR) (U
ses LINEAR_GRAPH graph)


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)


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 RANDOMSLAY
ER_MONSTER250_DUALWIELD)
    Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT to owner (named RAND
OMSLAYER_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_Gra
ph 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, NECKLA
CE, 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)
```

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(Level 1)


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, NECKLA
CE, 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 RANDOM
SLAYER_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 RANDOM
SLAYER_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, STA
FF]
  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 OFTHEMA
STER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)
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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)


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 RANDOMSL
AYER_MONSTER25_MISSILERANGE)
    Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT to owner (named RA
NDOMSLAYER_MONSTER25_MISSILERANGE_COUNT)


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)


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, STA
FF]
  Effects:
    Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEELEP
HANT 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_fullhe
al) (Level 1)


Affix: OF_PERCENT_FLAME3_WANDS
  Prefix: Fire-Surge [ITEM]
  No Level Range
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  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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GR
APH 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)


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 drawhealt
hx5)


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)
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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, STA
FF]
  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 SP
EED) (Uses LINEAR_GRAPH graph)


Affix: OF_PROCGETHIT_FULLHEAL_3
  Prefix: Regenerating [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE]
  Effects:
    (3.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullhe
al) (Level 1)


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, NECKLA
CE, RING]
  Effects:
    +(100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_G
RAPH graph)


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)


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, STA
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FF]
  Effects:
    +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_
GRAPH graph)


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, NECKLA
CE, RING]
  Effects:
    (3.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_
GRAPH graph)


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_MON
STER250_DOT)
    Add triggerable RANDOMSLAYER_MONSTER250_DOT_COUNT to owner (named RANDOMSLAY
ER_MONSTER250_DOT_COUNT)


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)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses Li
near_Graph graph)
    +(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses Linear_Grap
h graph)
    +(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses Linear_Grap
h graph)
    +(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses Li
near_Graph graph)


Affix: OF_TL2_SILENCE_STAFFANDWAND3_1H_E
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  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)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH
 graph)


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)


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)


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, STA
FF]
  Effects:
    (10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses
LINEAR_GRAPH graph)


Affix: TRINKET_STAT_STRENGTH5
  Prefix: [ITEM] of Strength
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
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  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: [ARMOR]
  Can’t Spawn On: [COLLAR, STUD]
  Effects:
    +(9.0-12.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)


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 ELECTR
ICAL DEFENSE) (Uses Linear_Graph graph)


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 L
INEAR_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: 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 RANDOMS
LAYER_MONSTER25_PROC_FULLHEAL)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT to owner (named R
ANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT)


Affix: OF_TL2_DAMAGEOVERTIME2
  Prefix: Savage [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [WEAPON]
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  Effects:
    Inflict on Hit: Does (5-7) physical damage over 5.00 seconds (named OFTHEBEA
R DAMAGE BONUS)


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 RANDOMSL
AYER_MONSTER250_ATTACKSPEED)
    Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT to owner (named RA
NDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT)


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 RANDOMSLA
YER_CHAMP10_PROC_FULLHEAL)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RAN
DOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses L
INEAR_GRAPH graph)


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, STA
FF]
  Effects:
    +(50-70) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)


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) (U
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ses LINEAR_GRAPH graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAP
H graph)


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_Gr
aph graph)


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_GRAP
H graph)


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)


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
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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 RANDOMSLAYE
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]
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  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
  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, NECKLA
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
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  Spawns On: [1HAXE, 1HMACE, 1HSWORD]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER25_SPLASH to owner (named RANDOMSLAYER_M
ONSTER25_SPLASH)
    Add triggerable RANDOMSLAYER_MONSTER25_SPLASH_COUNT to owner (named RANDOMSL
AYER_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


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)


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)


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) (Us
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es 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: 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 LI
NEAR_GRAPH graph)
    +(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAP
H graph)
    +(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAP
H graph)
    +(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LI
NEAR_GRAPH graph)


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)


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 RAN
DOMSLAYER_MONSTER250_PROC_CHAOTICRIFT)
    Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT to owner (nam
ed RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT)


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_G
RAPH graph)


Affix: PETTRINKET_LIFESTEAL2
  Prefix: Feasting [ITEM]
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  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(120.0-140.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)


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_fullhe
al) (Level 1)


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, NECKLA
CE, RING]
  Effects:
    (15.0-10.0)% less charge bar decay rate (Uses LINEAR_GRAPH graph)


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_CHA
MP10_SPLASH)
    Add triggerable RANDOMSLAYER_CHAMP10_SPLASH_COUNT to owner (named RANDOMSLAY
ER_CHAMP10_SPLASH_COUNT)


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)


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 RANDOMSLAYE
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R_MONSTER25_MANASTEAL)
    Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT to owner (named RANDO
MSLAYER_MONSTER25_MANASTEAL_COUNT)


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)


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)


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)


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)


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_CHA
MP10_TANGLE)
    Add triggerable RANDOMSLAYER_CHAMP10_TANGLE_COUNT to owner (named RANDOMSLAY
ER_CHAMP10_TANGLE_COUNT)


Affix: OF_TL2_BLINDING3_1H
  Prefix: Blinding [ITEM]
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  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 ofblindi
ngblinding) (Uses LINEAR_GRAPH graph)


Affix: PETTRINKET_THORNS7_ELEC
  Prefix: Electro-Spiked [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    (30.0-35.0)% electric damage reflected


Affix: 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)


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)


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)


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)
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    Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE_COUNT to owner (named RANDOMS
LAYER_MONSTER25_EXECUTE_COUNT)


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)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Us
es LINEAR_GRAPH graph)


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


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)


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)


Affix: OFLEARNING_CHAMP10_TURNALIGNMENT_1H
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Effects:
    Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT to owner (named RANDOMSLA
YER_CHAMP10_TURNALIGNMENT)
    Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT to owner (named RAN
DOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT)


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)


Affix: OF_PERCENT_FLAME_WANDS
  Prefix: Fire-Surge [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [STAFF, WAND]
  Effects:
    (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)


Affix: 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 RANDOMS
LAYER_MONSTER25_TURNALIGNMENT)
    Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT to owner (named R
ANDOMSLAYER_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 OFTHEMAST
ER 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, POL
EARM]
  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 OFTHEMAST
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, STA
FF]
  Effects:
    (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAP
H 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:
    Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD to owner (named RANDOMSLAYER_
CHAMP10_DUALWIELD)
    Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT to owner (named RANDOMS
LAYER_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) (Excl
usive) (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 OFTHEMAST
ER 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 OFTHEB
EAR 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_STROMCLAW_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 RANDO
MSLAYER_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_MON
STER25_CRIT)
    Add triggerable RANDOMSLAYER_MONSTER25_CRIT_COUNT to owner (named RANDOMSLAY
ER_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, STA
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) (Us
es 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
  Prefix: Invigorating [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(2.0-4.0) Max HP


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)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Use
s LINEAR_GRAPH graph)
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```
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
INEAR_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_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)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses L
INEAR_GRAPH graph)


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)


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, STA
FF]
  Effects:
    (10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses
LINEAR_GRAPH graph)


Affix: OF_FIREDEFENSE2
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  Prefix: Cooling [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(18.0-24.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)


Affix: 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]
  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)


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:
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    (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
  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 RANDOMSL
AYER_MONSTER250_PROC_ZOMBIE)
    Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT to owner (named RA
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_fullhe
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 RANDOMSLAYER
_MONSTER250_EXECUTE)
    Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE_COUNT to owner (named RANDOM
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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 OFTH
EBEAR 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
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  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)


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 RAND
OMSLAYER_MONSTER25_PROC_CHAOTICRIFT)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT to owner (name
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)
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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:
    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:
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    +(2.5-2.5) Mana/s


Affix: PETTRINKET_DAMAGE_POIS5
  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: 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 Linear_G
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 ATTACK SP
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EED) (Uses LINEAR_GRAPH graph)


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, NECKLA
CE, 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, STA
FF]
  Effects:
    (10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Met
eor 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 LINEA
R_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, STA
FF]
  Effects:
    +(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAP
H graph)


Affix: OFTHEELEPHANT3_C
  Prefix: Healthy [ITEM]
  No Level Range
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```
  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
)


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, STA
FF]
  Effects:
    (10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_Blo
odWash) (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_Fir
eStorm) (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 ELECTRICAL D
EFENSE) (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
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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)


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)


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 L
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_MONS
TER25_DOT)
    Add triggerable RANDOMSLAYER_MONSTER25_DOT_COUNT to owner (named RANDOMSLAYE
R_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, STA
FF]
  Effects:
    +(50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GR
APH graph)


Affix: OFICE3_2H_2
  Prefix: Icy [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
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  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  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) (Use
s LINEAR_GRAPH graph)


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, NECKLA
CE, 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_STROMCLAW_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 RANDOMSL
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AYER_CHAMP10_PROC_STORMCLAW)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT to owner (named RA
NDOMSLAYER_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
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [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: [GLOVES, HELMET]
  Effects:
    (4.0-5.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)


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_AcidRa
in) (Level 1)


Affix: OF_PERCENT_ICE3_WANDS_2H
  Prefix: Ice-Surge [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
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  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)


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_GRAP
H graph)


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, POL
EARM]
  Effects:
    Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH
graph)


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)


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 OFTHEMAST
ER CRITICAL CHANCE)
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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, NECKLA
CE, RING]
  Effects:
    (5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3) (Excl
usive) (Uses LINEAR_GRAPH graph)


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, STA
FF]
  Effects:
    (10.0-15.0)% more physical damage (Uses LINEAR_GRAPH graph)


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)


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, STA
FF]
  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
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  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, 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 OFTHEMAS
TER CRITICAL CHANCE)


Affix: PETTAG_DIRECT_BURN_PERCENT_10
  Prefix: Burning [ITEM]
  No Level Range
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    Inflict on Hit: (10.0-10.0)% chance to Burn for 5.0 seconds (named OFTHEMAST
ER 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 gra
ph)


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 RANDOMSL
AYER_MONSTER250_ATTACKSPEED)
    Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT to owner (named RA
NDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT)
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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, NECKLA
CE, RING]
  Effects:
    (5.0-10.0)% less physical damage taken/monster within 10.0 meters (Up to 3)
(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
  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 g
raph)


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]
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  Effects:
    (3.0-3.0)% more Mana/5.0s/monster within 3.0 meters (Up to 3) (named drawman
ax2)


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 RANDOMSLAYE
R_CHAMP10_ATTACKSPEED)
    Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT to owner (named RANDO
MSLAYER_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 OFTHEMAST
ER CRITICAL CHANCE)


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 DEFE
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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEF
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)
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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 3) (E
xclusive)


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_STROMCLAW
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSW
ORD, FIST, POLEARM, STAFF]
  Effects:
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW to owner (named RANDOMSL
AYER_CHAMP10_PROC_STORMCLAW)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT to owner (named RA
NDOMSLAYER_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
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  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 OFTHEBEA
R 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, STA
FF]
  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, STA
FF]
  Effects:
    (10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINE
AR_GRAPH graph)


Affix: OFTHETURTLE
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  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, NECKLA
CE, RING]
  Effects:
    (10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses LINEA
R_GRAPH graph)


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)


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)


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)
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```
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)


Affix: PETTRINKET_ARMOR_ICE7
  Prefix: Ice-Armored [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(80.0-100.0) ice armor


Affix: 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)


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 RANDOMSLAYE
R_MONSTER25_SHORTSTUN)
    Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT to owner (named RANDO
MSLAYER_MONSTER25_SHORTSTUN_COUNT)


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_GR
APH graph)


Affix: OF_PERCENT_ICE3_A_E
  Prefix: Ice-Surge [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
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  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, RING]
  Can’t Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH
 graph)


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 ofblindi
ngblinding) (Uses LINEAR_GRAPH graph)


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)


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)


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)


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)
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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
FF]
  Effects:
    +(50-70) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)


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)


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 LINEAR
_GRAPH graph)


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_Fir
eStorm) (Uses LINEAR_GRAPH graph) (Level 1)


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 3) (E
xclusive)


Affix: OFTHEWINDS2
  Prefix: Deflecting [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  Spawns On: [BOOTS, CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]
  Effects:
    (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)


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, NECKLA
CE, RING]
  Effects:
    (10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses LINEA
R_GRAPH graph)


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 RANDOMSLAY
ER_MONSTER250_MANASTEAL)
    Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT to owner (named RAND
OMSLAYER_MONSTER250_MANASTEAL_COUNT)


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)


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)


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)


Affix: OF_TL2_DRAWMANA3
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  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 drawman
ax3)


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)


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 RANDOM
SLAYER_MONSTER250_TURNALIGNMENT)
    Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT to owner (named
RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) (Us
es LINEAR_GRAPH graph)


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, STA
FF]
  Effects:
    (10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH
 graph)


Affix: OFTHEMASTER3_1H
  Prefix: Skillful [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  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: PETTAG_DIRECT_BURN_PERCENT_05
  Prefix: Burning [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    Inflict on Hit: (5.0-5.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER
 CRITICAL CHANCE)


Affix: 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 RANDOMSLAY
ER_MONSTER250_LIFESTEAL)
    Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT to owner (named RAND
OMSLAYER_MONSTER250_LIFESTEAL_COUNT)


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)


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 DEF
ENSE) (Uses Linear_Graph graph)


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)
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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)


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) (E
xclusive)


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_M
ONSTER250_IMMOB)
    Add triggerable RANDOMSLAYER_MONSTER250_IMMOB_COUNT to owner (named RANDOMSL
AYER_MONSTER250_IMMOB_COUNT)


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)


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)


Affix: OF_ICEDEFENSE5
  Prefix: [ITEM] of Warming
  No Level Range
  Spawn Weight: 5
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  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(45.0-60.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)


Affix: 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)


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, 2HSW
ORD, FIST, POLEARM, STAFF]
  Can't Spawn On: [MAGIC]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW to owner (named RANDOM
SLAYER_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 LINEA
R_GRAPH graph)


Affix: OF_PERCENT_FLAME5
  Prefix: [ITEM] of Fire Rage
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR]
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  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, STA
FF]
  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]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, 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, STA
FF]
  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 LIN
EAR_GRAPH graph)
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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 g
raph)


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, NECKLA
CE, 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, STA
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)


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]
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  Effects:
    Inflict on Hit: (15.0-20.0)% chance to Burn for 5.0 seconds (named OFTHEMAST
ER CRITICAL CHANCE) (Uses Linear_Graph graph)


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 W
C_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, NECKLA
CE, 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 g
raph)


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, STA
FF]
  Effects:
    +(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH gr
aph)
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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 REFLECTION)


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 LINEA
R_GRAPH graph)


Affix: PETTAG_DEGRADE_ARMOR5
  Prefix: Savage [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    Degrade enemy armor by (40-40) on hit (named OFTHESAVAGE DEGRADE ARMOR)


Affix: OFFLAME3_2H
  Prefix: Fiery [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) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH gr
aph)


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_GR
APH graph)


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
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graph)


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)


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_GRA
PH graph)


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, STA
FF]
  Effects:
    (10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_Blo
odWash) (Uses LINEAR_GRAPH graph) (Level 1)


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, NECKLA
CE, RING]
  Can’t Spawn On: [COLLAR, STUD]
  Effects:
    +(35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)


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_Blo
odWash) (Level 1)


Affix: OF_TL2_MANA_REGEN3_A
  Prefix: Focusing [ITEM]
  No Level Range
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  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, RING]
  Effects:
    +(15.0-20.0) Mana/s (Uses LINEAR_GRAPH graph)


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 DEF
ENSE) (Uses LINEAR_GRAPH graph)


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)


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)


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, NECKLA
CE, RING]
  Effects:
    (5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3) (Excl
usive) (Uses LINEAR_GRAPH graph)


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_MON
STER25_CRIT)
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    Add triggerable RANDOMSLAYER_MONSTER25_CRIT_COUNT to owner (named RANDOMSLAY
ER_MONSTER25_CRIT_COUNT)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_
GRAPH graph)


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)


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)


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 DEFENS
E) (Uses Linear_Graph graph)


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)
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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 RANDOM
SLAYER_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 ELECTRICA
L 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, 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)


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 RANDOMSLAYE
R_MONSTER25_KNOCKBACK)
    Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT to owner (named RANDO
MSLAYER_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 RANDOMSLAYE
R_MONSTER25_DUALWIELD)
    Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT to owner (named RANDO
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MSLAYER_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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named draw
manax3) (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 RANDOMSLAYE
R_MONSTER25_MANASTEAL)
    Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT to owner (named RANDO
MSLAYER_MONSTER25_MANASTEAL_COUNT)


Affix: OF_PROC_GLACIALSPIKE_10_1H_E
  Prefix: [ITEM] of the Glacier
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  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, STA
FF]
  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)


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)


Affix: OFTHESTORMS2
  Prefix: Deflecting [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [SHIELD]
  Effects:
    (12.0-12.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)


Affix: 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: TRINKET_ICE_BONUS5_A
  Prefix: [ITEM] of Chilling
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  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)


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 DEFE
NSE)


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)


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


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: PETTRINKET_ARMOR_ICE7_A
  Prefix: Ice-Armored [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
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  Effects:
    +(75.0-100.0) ice armor (Uses Linear_Graph graph)


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)


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, STA
FF]
  Effects:
    (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GR
APH 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, NECKLA
CE, RING]
  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_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
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  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 RANDOMS
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 Lin
ear_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 Master
y)
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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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) (Us
es 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 W
C_Stormclaw Proc) (Uses Linear_Graph graph) (Level 1)


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 DEFE
NSE)


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, STA
FF]
  Effects:
    Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named OFTH
EBEAR 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_CHA
MP10_SPLASH)
    Add triggerable RANDOMSLAYER_CHAMP10_SPLASH_COUNT to owner (named RANDOMSLAY
ER_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) (E
xclusive)


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, STA
FF]
  Effects:
    Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (U
ses LINEAR_GRAPH graph)


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)


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 RANDOMSLA
YER_MONSTER25_ATTACKSPEED)
    Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT to owner (named RAN
DOMSLAYER_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 drawman
ax5)


Affix: OFTHETIGER3
  Prefix: Hasty [ITEM]
  No Level Range
  Spawn Weight: 3
```



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  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, NECKLA
CE, RING]
  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: 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 OFTHEMAS
TER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)


Affix: OF_ATTRIB_MAGIC
  Prefix: Adept [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
  Effects:
    +(30-40) Focus (named OFFLAME DAMAGE BONUS)


Affix: 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)


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)
```

```
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) (U
ses LINEAR_GRAPH graph)


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)


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)


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, STA
FF]
  Effects:
    +(50-70) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)


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)


Affix: TRINKET_GOLDFIND5_A
  Prefix: [ITEM] of Wealth
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  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)


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: 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)
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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 LINE
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, STA
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]
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  Effects:
    +(100.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DE
FENSE) (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
  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
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  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
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
FF, CROSSBOW]
  Can't Spawn On: [MAGIC]
  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: 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, STA
FF]
  Effects:
    +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_
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:
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    (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_Fir
eStorm) (Uses LINEAR_GRAPH graph) (Level 1)


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 RANDOMSLA
YER_CHAMP10_PROC_FULLHEAL)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RAN
DOMSLAYER_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_GRAP
H 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
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  Occupies no slots
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAP
H graph)


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) (Us
es 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 RANDOMSLA
YER_CHAMP10_TURNALIGNMENT)
    Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT to owner (named RAN
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DOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT)


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_CHAMP1
0_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_ICEDEFENSE5
  Prefix: [ITEM] of Warming
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
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  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(60.0-80.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)


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)


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, STA
FF]
  Effects:
    (10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Met
eor 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 RANDOMS
LAYER_MONSTER250_MISSILERANGE)
    Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT to owner (named R
ANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT)


Affix: PETTRINKET_DAMAGE_ELEC7_A_E
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  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_G
RAPH graph)


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)


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
  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 WC_
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 OFTHEMASTER
 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 drawman
ax1)


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 OFTHEELEP
HANT MAX HP) (Uses LINEAR_GRAPH graph)


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 DEFEN
SE) (Uses Linear_Graph graph)


Affix: OF_ICEDEFENSE2
  Prefix: Warming [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(18.0-24.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)
```

```
Affix: 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 DEFEN
SE)


Affix: PETTRINKET_DAMAGE_ELEC
  Prefix: Juiced [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(7.0-10.0) electric damage (named OFTHEBEAR DAMAGE BONUS)


Affix: 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 draw
manax3) (Uses LINEAR_GRAPH graph)


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, STA
FF]
  Effects:
    +(50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH
graph)


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


Affix: OFLEARNING_MONSTER25_SPLASH
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
```



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  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_M
ONSTER25_SPLASH)
    Add triggerable RANDOMSLAYER_MONSTER25_SPLASH_COUNT to owner (named RANDOMSL
AYER_MONSTER25_SPLASH_COUNT)


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 RANDOMSLA
YER_MONSTER25_PROC_ZOMBIE)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT to owner (named RAN
DOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT)


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 RANDOMSLA
YER_MONSTER25_PROC_ZOMBIE)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT to owner (named RAN
DOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT)


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


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, NECKLA
CE, RING]
  Effects:
    (325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION
) (Uses LINEAR_GRAPH graph)


Affix: OF_TL2_SPLASH2_2H
  Prefix: Slashing [ITEM]
  No Level Range
  Spawn Weight: 1
```

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  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]
  Effects:
    (20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)


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)


Affix: TRINKET_STAT_DEXTERITY5_A
  Prefix: [ITEM] of Swiftness
  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 gr
aph)


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)


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)


Affix: OFTHEBEAR2
  Prefix: Superior [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSS
BOW, FIST, PISTOL, POLEARM, RIFLE]
  Effects:
    +(12.0-16.0) physical damage (named OFTHEBEAR DAMAGE BONUS)
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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)


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, STA
FF]
  Can't Spawn On: [MAGIC]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN to owner (named RANDOMSLAYE
R_MONSTER25_SHORTSTUN)
    Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT to owner (named RANDO
MSLAYER_MONSTER25_SHORTSTUN_COUNT)


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)


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)


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)


Affix: OF_PROC_FIRESTORM_10_2H
  Prefix: [ITEM] of the Fire Storm
  No Level Range
  Spawn Weight: 1
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  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  Effects:
    (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_Fir
eStorm) (Uses LINEAR_GRAPH graph) (Level 1)


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)


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


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)


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_CH
AMP10_EXECUTE)
    Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE_COUNT to owner (named RANDOMSLA
YER_CHAMP10_EXECUTE_COUNT)


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)
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    (7.0-9.0)% more Cast Speed


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)


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) (Us
es 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 ofblindi
ngblinding)


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_M
ONSTER25_TANGLE)
    Add triggerable RANDOMSLAYER_MONSTER25_TANGLE_COUNT to owner (named RANDOMSL
AYER_MONSTER25_TANGLE_COUNT)
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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_MO
NSTER25_IMMOB)
    Add triggerable RANDOMSLAYER_MONSTER25_IMMOB_COUNT to owner (named RANDOMSLA
YER_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) (Us
es 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, STA
FF]
  Effects:
    Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named OFTH
EBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)


Affix: OF_TL2_BLINDING3
  Prefix: Blinding [ITEM]
  No Level Range
```



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  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 ofblindi
ngblinding)


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, STA
FF]
  Effects:
    (10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)


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_Met
eor Strike) (Uses LINEAR_GRAPH graph) (Level 1)


Affix: OFLEARNING_MONSTER25_PROC_STROMCLAW_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 RANDOM
SLAYER_MONSTER25_PROC_STORMCLAW)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT to owner (named
RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT)


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)
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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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Use
s LINEAR_GRAPH graph)


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


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 RANDOMSL
AYER_MONSTER25_MISSILERANGE)
    Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT to owner (named RA
NDOMSLAYER_MONSTER25_MISSILERANGE_COUNT)


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)


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 ELECTR
ICAL DEFENSE) (Uses Linear_Graph graph)


Affix: OFTHEBEAR3
  Prefix: Superior [ITEM]
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  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSS
BOW, FIST, PISTOL, POLEARM, RIFLE]
  Effects:
    +(18.0-24.0) physical damage (named OFTHEBEAR DAMAGE BONUS)


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


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, STA
FF]
  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_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)


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_M
ONSTER25_TANGLE)
    Add triggerable RANDOMSLAYER_MONSTER25_TANGLE_COUNT to owner (named RANDOMSL
AYER_MONSTER25_TANGLE_COUNT)


Affix: PETTRINKET_LIFESTEAL7_A_E
  Prefix: Feasting [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
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    +(300.0-500.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAP
H graph)


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, STA
FF]
  Effects:
    Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEELEP
HANT MAX HP) (Uses LINEAR_GRAPH graph)


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


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 RANDOMS
LAYER_CHAMP10_SHORTSTUN_COUNT)


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 OFTHEELEP
HANT MAX HP)


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)


Affix: OFLEARNING_MONSTER250_SHIELDBREAKER_1H
  Prefix: Augmented [ITEM]
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  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 RANDOM
SLAYER_MONSTER250_SHIELDBREAKER)
    Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT to owner (named
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:
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    Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT to owner (named RANDOMSLAY
ER_MONSTER250_DAMAGEPCT)
    Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT to owner (named RAND
OMSLAYER_MONSTER250_DAMAGEPCT_COUNT)


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)


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 L
INEAR_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_Met
eor Strike) (Uses LINEAR_GRAPH graph) (Level 1)


Affix: OF_POISONDEFENSE2
  Prefix: Restorative [ITEM]
  No Level Range
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  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)


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_GRAP
H graph)


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 RANDOMSLAYE
R_CHAMP10_PROC_ZOMBIE)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT to owner (named RANDO
MSLAYER_CHAMP10_PROC_ZOMBIE_COUNT)


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)


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)


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 RANDOMSLAY
ER_MONSTER250_KNOCKBACK)
    Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT to owner (named RAND
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OMSLAYER_MONSTER250_KNOCKBACK_COUNT)


Affix: OF_PERCENT_ICE3_WANDS
  Prefix: Ice-Surge [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [STAFF, WAND]
  Effects:
    (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)


Affix: OF_PERCENT_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)


Affix: OFICE3
  Prefix: Icy [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    +(13.0-17.0) ice damage (named OFICE DAMAGE BONUS)


Affix: 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)


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]
  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
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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 RANDOMS
LAYER_CHAMP10_KNOCKBACK_COUNT)


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


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
)


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
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  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)


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]
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  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_G
raph 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_CHAM
P10_IMMOB)
    Add triggerable RANDOMSLAYER_CHAMP10_IMMOB_COUNT to owner (named RANDOMSLAYE
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]
  Effects:
    +(27.0-36.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)


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 OFTH
EBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)


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_GR
APH graph)


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]
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  Effects:
    +(40.0-40.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)


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)


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 Lin
ear_Graph graph)


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, NECKLA
CE, RING]
  Effects:
    +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)


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)


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) (U
ses LINEAR_GRAPH graph)


Affix: OFLEARNING_MONSTER25_EXECUTE_1H
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 2
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  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 RANDOMS
LAYER_MONSTER25_EXECUTE_COUNT)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH
graph)


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)


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, NECKLA
CE, 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]
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  Effects:
    +(50.0-75.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LINE
AR_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 LINE
AR_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_Bl
indCloud) (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]
  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 gra
ph)


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:
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    (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, 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_CHAM
P10_IMMOB)
    Add triggerable RANDOMSLAYER_CHAMP10_IMMOB_COUNT to owner (named RANDOMSLAYE
R_CHAMP10_IMMOB_COUNT)


Affix: OF_PERCENT_POISON3_A
  Prefix: Poison-Surge [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GR
APH 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, NECKLA
CE, 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


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 RANDOMSLA
YER_CHAMP10_PROC_FULLHEAL)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RAN
DOMSLAYER_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 LI
NEAR_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 OFTHEELEP
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HANT 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]
  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, STA
FF]
  Effects:
    +(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH g
raph)


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, NECKLA
CE, RING]
  Effects:
    +(25-35) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)


Affix: OF_PROC_GLACIALSPIKE_10_1H
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  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)


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 RANDOMS
LAYER_MONSTER250_MISSILERANGE)
    Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT to owner (named R
ANDOMSLAYER_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, STA
FF]
  Effects:
    (4-8) second increased duration of elemental effects (named CLASS_BASED_D_3)
 (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, STA
FF, CROSSBOW]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER to owner (named RANDOM
SLAYER_MONSTER250_SHIELDBREAKER)
    Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT to owner (named
RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT)


Affix: OFLEARNING_CHAMP10_MANASTEAL_1H
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  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 RANDOMS
LAYER_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 RANDOMSLA
YER_MONSTER25_ATTACKSPEED)
    Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT to owner (named RAN
DOMSLAYER_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_M
ONSTER250_IMMOB)
    Add triggerable RANDOMSLAYER_MONSTER250_IMMOB_COUNT to owner (named RANDOMSL
AYER_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 ofblindi
ngblinding)


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 gr
aph)


Affix: OF_TL2_DRAWHEALTH3_A_E
  Prefix: Restoring  [ITEM]
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  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, RING]
  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_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, STA
FF]
  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 DEFEN
SE) (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, NECKLA
CE, RING]
  Effects:
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    (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, STA
FF]
  Effects:
    (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GR
APH 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 RANDOMSLAYE
R_MONSTER25_LIFESTEAL)
    Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT to owner (named RANDO
MSLAYER_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
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  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)


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 SP
EED) (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, NECKLA
CE, 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 g
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raph)


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, 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 OFTHEMAS
TER 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 RANDOMSL
AYER_MONSTER250_PROC_ZOMBIE)
    Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT to owner (named RA
NDOMSLAYER_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
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  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Effects:
    Add triggerable RANDOMSLAYER_CHAMP10_DOT to owner (named RANDOMSLAYER_CHAMP1
0_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 RANDOMSLAYE
R_CHAMP10_PROC_ZOMBIE)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT to owner (named RANDO
MSLAYER_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 L
INEAR_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
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  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 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
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  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: OFTHETIGER3_2H
  Prefix: Hasty [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 Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses
 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 RANDOMSLAYER_
CHAMP10_DAMAGEPCT)
    Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT to owner (named RANDOMS
LAYER_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
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  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT to owner (named RANDOMSLAY
ER_MONSTER250_DAMAGEPCT)
    Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT to owner (named RAND
OMSLAYER_MONSTER250_DAMAGEPCT_COUNT)


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)


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 RANDOMSLAYE
R_CHAMP10_ATTACKSPEED)
    Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT to owner (named RANDO
MSLAYER_CHAMP10_ATTACKSPEED_COUNT)


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)


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 g
raph)


Affix: PETTRINKET_THORNS7_ICE
  Prefix: Ice-Spiked [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
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  Effects:
    (30.0-35.0)% ice damage reflected


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)


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


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) (Us
es LINEAR_GRAPH graph)


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)


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)


Affix: OFLEARNING_CHAMP10_KNOCKBACK
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BOW, CROSSBOW, PISTOL, RIFLE, WAND]
  Effects:
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    Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK to owner (named RANDOMSLAYER_
CHAMP10_KNOCKBACK)
    Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT to owner (named RANDOMS
LAYER_CHAMP10_KNOCKBACK_COUNT)


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)


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, STA
FF]
  Effects:
    (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_
GRAPH graph)


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 LINE
AR_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, NECKLA
CE, 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]
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  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 OFTHEMAST
ER 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 ELECTRI
CAL DEFENSE)


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, NECKLA
CE, 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)
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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)


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)


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)


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)
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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)


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)


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_CHAMP
10_CRIT)
    Add triggerable RANDOMSLAYER_CHAMP10_CRIT_COUNT to owner (named RANDOMSLAYER
_CHAMP10_CRIT_COUNT)


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)


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


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, NECKLA
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CE, 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_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)


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)


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 RANDOMS
LAYER_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 W
C_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)
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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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses LI
NEAR_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, NECKLA
CE, RING]
  Effects:
    +(100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_G
RAPH 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, STA
FF]
  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]
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  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 OFTHEMAST
ER 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 RAN
DOMSLAYER_MONSTER250_PROC_CHAOTICRIFT)
    Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT to owner (nam
ed 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, STA
FF]
  Effects:
    Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMAST
ER 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)
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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 OFTHEMAST
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_GR
APH 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 OFTHEELEPHA
NT 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 OFTHEMASTE
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R 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, 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.
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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)


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_M
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 RANDOMSLAY
ER_CHAMP10_MISSILERANGE)
    Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE_COUNT to owner (named RAND
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, STA
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)


Affix: OFTHEMASTER3
  Prefix: Skillful [ITEM]
  No Level Range
  Spawn Weight: 3
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  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]
  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_MONS
TER25_DOT)
    Add triggerable RANDOMSLAYER_MONSTER25_DOT_COUNT to owner (named RANDOMSLAYE
R_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 RANDOMS
LAYER_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 RANDOMSLAY
ER_MONSTER250_MANASTEAL)
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    Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT to owner (named RAND
OMSLAYER_MONSTER250_MANASTEAL_COUNT)


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 LINE
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_MISSILERANGEBONUS4_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 ATTACK SP
EED) (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]
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  Effects:
    (30.0-35.0)% physical damage reflected


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


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 L
inear_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:
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    (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 OFTHEELEPHA
NT MAX HP)


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_GR
APH 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, STA
FF]
  Effects:
    (10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEA
R_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 ELECT
RICAL DEFENSE)


Affix: OF_PROC_BLOODWASH_10_1H
  Prefix: [ITEM] of Blood
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  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_Blo
odWash) (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)


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, STA
FF]
  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) (U
ses LINEAR_GRAPH graph)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) (Us
es LINEAR_GRAPH graph)


Affix: PETTRINKET_THORNS7_FIRE_A
  Prefix: Fire-Spiked [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
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    (750.0-1000.0)% fire damage reflected (Uses Linear_Graph graph)


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)


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 RANDOMSLAYE
R_MONSTER25_KNOCKBACK)
    Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT to owner (named RANDO
MSLAYER_MONSTER25_KNOCKBACK_COUNT)


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_G
RAPH graph)


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)


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)


Affix: OF_TL2_DUALWIELDBONUS2
  Prefix: Bifold [ITEM]
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  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


Affix: OF_ICEDEFENSE
  Prefix: Warming [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(9.0-12.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)


Affix: 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


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_CHAMP
10_CRIT)
    Add triggerable RANDOMSLAYER_CHAMP10_CRIT_COUNT to owner (named RANDOMSLAYER
_CHAMP10_CRIT_COUNT)


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)


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, STA
FF]
  Effects:
    Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (U
ses LINEAR_GRAPH graph)
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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 RANDOMS
LAYER_MONSTER250_TANGLE_COUNT)


Affix: OF_ATTRIB_MAGIC3
  Prefix: Adept [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
  Effects:
    +(100-120) Focus (named OFFLAME DAMAGE BONUS)


Affix: OFTHEVAMPIRE3_2H
  Prefix: Vampiric [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  Effects:
    +(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAP
H graph)


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: 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)


Affix: OFTHECHEETAH_A_E
  Prefix: Brisk [ITEM]
  No Level Range
  Spawn Weight: 1
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  Occupies no slots
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses LI
NEAR_GRAPH graph)


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)


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)


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 RANDOMSLAYE
R_MONSTER25_DAMAGEPCT)
    Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT to owner (named RANDO
MSLAYER_MONSTER25_DAMAGEPCT_COUNT)


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)


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, NECKLA
CE, RING]
  Effects:
    +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)
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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 DEFE
NSE)


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 ofblindi
ngblinding)


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)


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)


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)


Affix: OFTHETURTLE3
  Prefix: Superior [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
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  Effects:
    +(13.0-17.0) physical Armor (named OFTHETURTLE ARMOR BONUS)


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)


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 RANDOMS
LAYER_MONSTER25_TURNALIGNMENT)
    Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT to owner (named R
ANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT)


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)


Affix: OF_PERCENT_ICE2_WANDS
  Prefix: Ice-Surge [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [STAFF, WAND]
  Effects:
    (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)


Affix: 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 RANDOMS
LAYER_MONSTER25_PROC_FULLHEAL)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT to owner (named R
ANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT)
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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.


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 LINE
AR_GRAPH graph)


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)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(75.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses LINE
AR_GRAPH graph)


Affix: PETTRINKET_ARMOR_POISON2
  Prefix: Poison-Armored [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(30.0-40.0) poison armor


Affix: 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, NECKLA
CE, RING]
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  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)


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)


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


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)


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 L
INEAR_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) (Exclus
ive)


Affix: PETTRINKET_DAMAGE_ELEC7
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  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 RANDOMS
LAYER_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:
    (10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) (Us
es 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, STA
FF, CROSSBOW]
  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: 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 OFTHEMAST
ER CRITICAL CHANCE)


Affix: OF_TL2_CHARGEDECAY
  Prefix: Grasping [ITEM]
  No Level Range
  Spawn Weight: 1
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  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
  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: 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 PER
CENT graph)


Affix: OF_PERCENT_FLAME3_WANDS_2H_2
  Prefix: Fire-Surge [ITEM]
  No Level Range
  Spawn Weight: 1
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  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  Effects:
    (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAP
H 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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LI
NEAR_GRAPH graph)
    +(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAP
H graph)
    +(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAP
H graph)
    +(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LI
NEAR_GRAPH graph)


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 RANDOMS
LAYER_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]
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  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 RANDOMSLAY
ER_MONSTER250_DUALWIELD)
    Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT to owner (named RAND
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: 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)


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) (Exclus
ive)


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_Bl
indCloud) (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)
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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


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 RANDOMS
LAYER_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 ELECTRICAL
DEFENSE)


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]
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  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (2.0-3.0)% more ice damage (named OFFLAME DAMAGE BONUS)


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_MO
NSTER250_CRIT)
    Add triggerable RANDOMSLAYER_MONSTER250_CRIT_COUNT to owner (named RANDOMSLA
YER_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_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)


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)


Affix: PETTAG_TL2_SHIELDBREAKER5
  Prefix: Crushing [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
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    (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
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
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, STA
FF]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN to owner (named RANDOMSLAY
ER_MONSTER250_SHORTSTUN)
    Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT to owner (named RAND
OMSLAYER_MONSTER250_SHORTSTUN_COUNT)


Affix: PETTAG_DIRECT_POISON_PERCENT_20
  Prefix: Poisoning [ITEM]
  No Level Range
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  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 OFTHEMA
STER CRITICAL CHANCE)


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)


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)


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)


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)


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)


Affix: OF_TL2_CHARGERATEBONUS3_A_E
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  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)


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)


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)


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)


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)


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)
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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)


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)


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]
  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: PETTRINKET_DAMAGE_FIRE3
  Prefix: Burning [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(24.0-30.0) fire damage (named OFTHEBEAR DAMAGE BONUS)


Affix: 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)


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:
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    (18.0-22.0)% more Damage while Dual Wielding


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) (Us
es LINEAR_GRAPH graph)


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)


Affix: PETTRINKET_THORNS3
  Prefix: Spiked [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    (17.0-21.0)% physical damage reflected


Affix: 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, STA
FF]
  Effects:
    (10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)


Affix: PETTRINKET_ARMOR_POISON7
  Prefix: Poison-Armored [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(80.0-100.0) poison armor


Affix: OFTHETHORN3_C
  Prefix: Avenging [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
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  Spawns On: [CHEST ARMOR]
  Effects:
    (325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION
) (Uses LINEAR_GRAPH graph)


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 W
C_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)


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, STA
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) (Us
es 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_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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
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  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, NECKLA
CE, 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]
  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 ofblindi
ngblinding) (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, STA
FF]
  Effects:
    (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_Fir
eStorm) (Uses LINEAR_GRAPH graph) (Level 1)


Affix: PETTRINKET_LIFESTEAL_MASTER
  Prefix: Synergistic [ITEM]
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  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 RANDOMSLAY
ER_MONSTER250_SHORTSTUN)
    Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT to owner (named RAND
OMSLAYER_MONSTER250_SHORTSTUN_COUNT)


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)


Affix: PETTRINKET_THORNS2
  Prefix: Spiked [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    (11.0-14.0)% physical damage reflected


Affix: 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)
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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


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_Met
eor Strike) (Level 1)


Affix: PETTRINKET_DAMAGE_FIRE2
  Prefix: Burning [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(14.0-20.0) fire damage (named OFTHEBEAR DAMAGE BONUS)


Affix: 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 ofblindi
ngblinding) (Uses LINEAR_GRAPH graph)


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 RANDOMSLAYE
R_MONSTER25_LIFESTEAL)
    Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT to owner (named RANDO
MSLAYER_MONSTER25_LIFESTEAL_COUNT)


Affix: OF_ATTRIB_MAGIC5
  Prefix: [ITEM] of the Mage
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
  Effects:
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    +(170-200) Focus (named OFFLAME DAMAGE BONUS)


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)


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 DE
FENSE)


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_fullhe
al) (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, STA
FF]
  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: OFLEARNING_MONSTER25_IMMOB_1H
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 2
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  Occupies no slots
  Spawns On: [PISTOL, WAND]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER25_IMMOB to owner (named RANDOMSLAYER_MO
NSTER25_IMMOB)
    Add triggerable RANDOMSLAYER_MONSTER25_IMMOB_COUNT to owner (named RANDOMSLA
YER_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 RAND
OMSLAYER_MONSTER25_PROC_CHAOTICRIFT)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT to owner (name
d 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 RANDOMSLA
YER_CHAMP10_PROC_FULLHEAL)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RAN
DOMSLAYER_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]
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  Effects:
    (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAP
H 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
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
  Effects:
    +(21.0-29.0) physical Armor (named OFTHETURTLE ARMOR BONUS)


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)


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)


Affix: OF_TL2_CRITICALDAMAGE3_2H_2
  Prefix: Brutal [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
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  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  Effects:
    (10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEA
R_GRAPH graph)


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, STA
FF]
  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_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 drawhealt
hx1)


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)


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 OFTHEMA
STER CRITICAL CHANCE) (Uses Linear_Graph graph)


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.


Affix: OF_ELECTRICDEFENSE3_A_E
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  Prefix: Grounded [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEF
ENSE) (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, 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: 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) (Us
es 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, STA
FF]
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  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
  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 DEF
ENSE) (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, 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)


Affix: PETTAG_TL2_SHORTSTUN3
  Prefix: Frightening [ITEM]
  No Level Range
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  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 OFTHEMAST
ER CRITICAL CHANCE)


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 gr
aph)


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) (Exclus
ive)


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 RANDOMSLAY
ER_MONSTER250_LIFESTEAL)
    Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT to owner (named RAND
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, STA
FF]
  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]
  Effects:
    (10.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFEN
SE)


Affix: OFLEARNING_MONSTER250_PROC_STROMCLAW
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSW
ORD, FIST, POLEARM, STAFF]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW to owner (named RANDO
MSLAYER_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_Blo
odWash) (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_CHA
MP10_TANGLE)
    Add triggerable RANDOMSLAYER_CHAMP10_TANGLE_COUNT to owner (named RANDOMSLAY
ER_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, STA
FF]
  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:
    (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 W
C_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, NECKLA
CE, RING]
```



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  Effects:
    (325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION
) (Uses LINEAR_GRAPH graph)


Affix: PETTAG_TL2_SHORTSTUN2
  Prefix: Frightening [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    Inflict on Hit: (10.0-10.0)% chance to Stun for 2.0 seconds (named OFTHEMAST
ER CRITICAL CHANCE)


Affix: OFTHESTORMS
  Prefix: Deflecting [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [SHIELD]
  Effects:
    (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)


Affix: PETTRINKET_ARMOR_POISON5
  Prefix: Poison-Armored [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(80.0-100.0) poison armor


Affix: 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]
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  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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Us
es LINEAR_GRAPH graph)


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, STA
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_Bl
indCloud) (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, STA
FF]
  Effects:
    Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN to owner (named RANDOMSLAYER_
CHAMP10_SHORTSTUN)
    Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT to owner (named RANDOMS
LAYER_CHAMP10_SHORTSTUN_COUNT)
```



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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_Grap
h 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 DEFE
NSE)


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 RANDOMSLAY
ER_MONSTER250_KNOCKBACK)
    Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT to owner (named RAND
OMSLAYER_MONSTER250_KNOCKBACK_COUNT)


Affix: OFTHEBULL
  Prefix: Slamming [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
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  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
  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 LINE
AR_GRAPH graph)


Affix: OF_TL2_MISSILERANGEBONUS4
  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 SP
EED)


Affix: PETTAG_ATTACK_SPEED5_A
  Prefix: Agitating [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  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_CH
AMP10_EXECUTE)
    Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE_COUNT to owner (named RANDOMSLA
YER_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) (Exclus
ive)


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)


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) (U
ses 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)
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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 PERCE
NT 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:
    (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% more ice Damage Takenfor 2.0 seconds (named CLA
SS_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]
```



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  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:
    20.0% (15.0-20.0)% more ice Damage (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:
    20.0% (15.0-20.0)% more electric Damage (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_MAT
12)
    +(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:
    40.0% (15.0-25.0)% more physical Damage (named CLASS_BASED_B_1)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BAS
ED_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
```

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  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 PE
RCENT 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 PERCEN
T 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 gr
aph)


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 g
raph)


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 grap
h)


Affix: RED_ELEMENTAL_RANGE3
  Prefix: Chaotic [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]
  Effects:
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    (1.0-15.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PE
RCENT 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 PERCEN
T 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:
    20.0% (15.0-20.0)% more fire Damage (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 g
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:
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```
    Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC3) (U
ses 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 PERCE
NT 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 grap
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) (U
ses PERCENT graph)


Affix: DMG_PROC_ELEC2
  Prefix: Jolt-Spike [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more electric Damage (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:
    20.0% (20.0-30.0)% more ice Damage (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:
    (2-5)% more Vitality (named CLASS_BASED1) (Uses PERCENT graph)
```



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    Inflict on Hit: (10.0-20.0)% more electric Damage Takenfor 2.0 seconds (name
d 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_MAT1
1) (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 grap
h)
    (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]
  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
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  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 gr
aph)


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 PER
CENT 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 g
raph)


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 gra
ph)


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]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more fire Damage (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:
    (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% more fire Damage Takenfor 2.0 seconds (named CL
ASS_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 P
ERCENT graph)


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)


Affix: DMG_ELEMENTAL_RANGE2
  Prefix: Flux [ITEM]
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```
  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 grap
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 grap
h)
    (7.0-15.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG3) (Uses PERC
ENT 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: 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)


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) (U
ses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% chance to cast elec_explosion on kill for 2.0 s
econds (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)


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 g
raph)
    (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
```



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  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 gra
ph)


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]
  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 PE
RCENT 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 PERCEN
T graph)


Affix: RED_ELEMENTAL_RANGE5
  Prefix: Primordial [ITEM]
  Minimum Level: 25
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]
  Effects:
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    (5.0-25.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PE
RCENT 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 PERCEN
T 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 gr
aph)


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]
  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)


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)
```



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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
  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:
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    (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 grap
h)


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)
    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
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  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_MA
T14) (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 thiefs) (Uses PERCENT graph)
    (5.0-10.0)% more Magic Find (named thiefs) (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]
  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
```

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  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 gra
ph)


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
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (15.0-25.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses PERCENT gr
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 g
raph)
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```
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
  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)
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    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 grap
h)


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)
    +(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_M
AT3) (Uses PERCENT graph)
```



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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 gr
aph)


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)


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
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  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 PER
CENT 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:
    (1.0-3.0)% more Fame Gain (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 gr
aph)


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)
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    (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) (U
ses 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 grap
h)
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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 g
raph)
    (7.0-10.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT gra
ph)


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]
```



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  Effects:
    (5.0-10.0)% more Fame Gain (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 PE
RCENT graph)
    (5.0-25.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERC
ENT 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)


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 PE
RCENT graph)
    (1.0-20.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERC
ENT 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:
    (2.0-6.0)% more Fame Gain (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]
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  Effects:
    (20.0-30.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT g
raph)
    (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT gr
aph)


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_BA
SED_A_2) (Uses PERCENT graph)
    (10.0-20.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (U
ses 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 grap
h)


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)


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)
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```
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_MA
T5) (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 gr
aph)
    (1.0-3.0)% more physical Armor (named ARM_BONUS_STUNRES1) (Uses PERCENT grap
h)


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 gr
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
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  Prefix: Lighweight [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 PER
CENT 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 g
raph)


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 PER
CENT graph)
    (1.0-5.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCE
NT 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 gr
```

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aph)


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_M
AT4) (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
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]
  Effects:
    (5.0-10.0)% more Cast Speed (named CAST_SPEED2) (Uses PERCENT graph)
```



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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: 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 gr
aph)
    (3.0-5.0)% more physical Armor (named ARM_BONUS_STUNRES2) (Uses PERCENT grap
h)


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]
```

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  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 g
raph)
    (1.0-5.0)% more poison damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT gra
ph)


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 PE
RCENT graph)
    (1.0-15.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERC
ENT 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]
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  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 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 PE
RCENT graph)
    (1.0-10.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERC
ENT graph)


Affix: HP_MP_PERCENT3
  Prefix: [ITEM] of the Exarch
  Minimum Level: 20
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [HELMET, RING]
  Effects:
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    (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:
    (8.0-15.0)% more Fame Gain (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 g
raph)
    (4.0-8.0)% more physical Armor (named ARM_BONUS_STUNRES3) (Uses PERCENT grap
h)


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 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)
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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)


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)


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:
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    (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]
  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 g
raph)


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
```



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  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 grap
h)
    (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 PERCEN
T 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 gra
ph)
    (4.0-8.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses PERCENT graph
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)


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_B
ASED_P_2) (Uses PERCENT graph)
    (5.0-10.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses PERCENT grap
h)


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)


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 gr
aph)


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
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  Prefix: Empyreal [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) (n
amed CLASS_BASED_P_3) (Uses PERCENT graph)
    (5.0-10.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses PERCENT gra
ph)


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
  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
```



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  Occupies no slots
  Spawns On: [RING, WEAPON]
  Effects:
    (15.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE2) (Uses PERCENT gra
ph)
    (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:
    (8.0-15.0)% less charge bar decay rate (named CHARGE_DECAY3) (Uses PERCENT g
raph)


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)
    (2.0-12.0)% more chance to Interrupt Enemies (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:
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    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
  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) (Us
es 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
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  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_M
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]
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  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)


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 gra
ph)
    (5.0-10.0)% more ice Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)
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    (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 gr
aph)


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)
    (20.0-33.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses PER
CENT 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 PERCE
NT 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
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  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]
  Effects:
    (7.0-8.0)% less Mana Cost of Skills (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:
    (9.0-12.0)% less Mana Cost of Skills (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 gra
ph)


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)


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)
```

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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 grap
h)
    (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
  Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]
  Effects:
    (8.0-15.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCE
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: 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)
    (15.0-25.0)% more physical Damage Reflected (named DODGE_REFLECT4) (Uses PER
CENT graph)


Affix: STR_MAG2
  Prefix: Marauder's [ITEM]
  No Level Range
  Spawn Weight: 3
```



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  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 gr
aph)
    (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]
  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
```



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  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
  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 g
raph)


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]
```

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  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
  Prefix: Spiked [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more physical Damage (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_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:
    (1.0-2.0)% less Mana Cost of Skills (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
```

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  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
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]
  Effects:
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    +(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
  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
```

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  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)
    (1.0-5.0)% more physical Damage Reflected (named DODGE_REFLECT1) (Uses PERCE
NT 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)


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
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  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 gr
aph)
    (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)
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    (2.0-6.0)% chance to Stun for 2.0 seconds (named RING_MAT6) (Uses PERCENT gr
aph)


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)
    (10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT3) (Uses PER
CENT 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]
  Effects:
    (10.0-20.0)% more Critical Damage (named CRIT_DAMAGE1) (Uses PERCENT graph)


Affix: ARMOR_MAT6
  Prefix: Serpentine [ITEM]
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  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: DMG_PROC_PHYS1
  Prefix: Barbed [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (15.0-20.0)% more physical Damage (named DMG_PROC_PHYS1)


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)


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)


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 RAMP
AGE1) (Uses PERCENT graph)
    (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT
 graph)


Affix: DEX4
  Prefix: Specialist's [ITEM]
  No Level Range
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]
  Effects:
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    +(175-250) Dexterity (named DEX4)


Affix: MANA_COST2
  Prefix: Recondite [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    (3.0-4.0)% less Mana Cost of Skills (named MANA_COST2) (Uses PERCENT graph)


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 grap
h)


Affix: MANA_COST3
  Prefix: Enigmatic [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    (5.0-6.0)% less Mana Cost of Skills (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
```



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  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
  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 P
ERCENT 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)
    (5.0-10.0)% more physical Damage Reflected (named DODGE_REFLECT2) (Uses PERC
ENT 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:
    (20.0-33.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT gr
aph)
    (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 grap
h)


Affix: PET_BUFF2
  Prefix: Packleader's [ITEM]
  Minimum Level: 16
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL, BOW]
  Effects:
```



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    (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 grap
h)


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 PERCEN
T graph)
    (1.0-3.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
ph)


Affix: CLASS_BASED_S_3
  Prefix: Riftward [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [SHOULDER ARMOR, STAFF, WAND]
  Effects:
    (0.8-1.5)% more physical damage/monster within 1.5 meters (Up to 1) (named C
LASS_BASED_S_3) (Uses PERCENT graph)
    (5.0-15.0)% more all Damage Reflected (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 gr
aph)
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    (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT g
raph)


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 PERCE
NT 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)


Affix: PROC_ENERGYSHIELD5
  Prefix: Warding [ITEM]
```



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  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
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 grap
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 PER
CENT graph)


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 PERCE
NT graph)


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)


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 PE
RCENT graph)


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 grap
h)


Affix: CHARGE_RATE2
  Prefix: [ITEM] of Craving
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [GLOVES, RING, SHOULDER ARMOR]
```



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  Effects:
    (4.0-10.0)% more charge rate (named CHARGE_RATE2) (Uses PERCENT graph)


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)


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 grap
h)


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) (U
ses PERCENT graph)


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)


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 gra
ph)


Affix: CLASS_BASED_S_2
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  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 PERCE
NT graph)


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)


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 gr
aph)


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 PERCEN
T graph)
    (3.0-5.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
ph)


Affix: BLINDING2
  Prefix: [ITEM] of Obscuring
  Minimum Level: 13
  Spawn Weight: 3
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  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDI
NG2) (Uses PERCENT graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses PERCE
NT 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 g
raph)


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 PER
CENT 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) (Us
es PERCENT graph)
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    (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 PERCEN
T 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
  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 PER
CENT graph)


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
)


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: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named
 DMG_ANGRY4) (Uses PERCENT graph)


Affix: POIS4
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  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 PERCEN
T 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) (Us
es 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)


Affix: FACTION_ARMOR4
  Prefix: Cygnaran [ITEM]
  Minimum Level: 12
  Spawn Weight: 3
  Occupies no slots
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  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 PERCE
NT 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 g
raph)


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 PERCE
NT graph)
    (5.0-8.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
ph)


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:
```



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    (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)


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 gr
aph)


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
)


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)


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_DO
T2)


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)


Affix: REGEN_MAX2
  Prefix: [ITEM] of Restoration
  Minimum Level: 20
  Spawn Weight: 4
  Occupies no slots
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  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)


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)
    (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: [1HMACE, 2HMACE, CANNON, STAFF]
  Effects:
    (15.0-20.0)% chance to cast crushing_blow on strike (named crushing_blow) (U
ses 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 PE
RCENT graph)
    (8.0-20.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses PERCENT gra
ph)


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, STA
FF]
  Effects:
    (15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses PERCE
NT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (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 PERCEN
T graph)


Affix: PROC_DEATHSTRIKE4
  Prefix: Vorpal [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 P
ERCENT graph)


Affix: REFLECT4
  Prefix: [ITEM] of Reverberation
  No Level Range
```

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  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 grap
h)


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 PERCE
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 gra
ph)


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 PERCEN
T 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) (U
ses 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:
    20.0% (20.0-30.0)% more poison Damage (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 se
conds (named Ice_explosion) (Uses PERCENT graph)


Affix: THORNS_FIRE1
  Prefix: Smouldering [ITEM]
  Minimum Level: 8
  Spawn Weight: 1
  Occupies no slots
```

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  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 grap
h)


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]
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  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_DOT
1)


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 BLIN
DING4) (Uses PERCENT graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses PERCE
NT 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 g
raph)


Affix: FACTION_ARMOR3
  Prefix: Tytherian [ITEM]
  Minimum Level: 12
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]
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  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:
    (20.0-30.0)% electric damage reflected (named THORNS_ELEC2)


Affix: MP1
  Prefix: Chanter's [ITEM]
  No Level Range
  Spawn Weight: 1
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  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 PERCEN
T 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
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
FF]
  Effects:
    (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses PERCENT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (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, STA
FF]
  Effects:
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    (2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (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 grap
h)


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) (Us
es 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 PERCEN
T graph)


Affix: DMG_PROC_POIS1
  Prefix: Blight-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (15.0-20.0)% more poison Damage (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
  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) (Us
es PERCENT graph)
    Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2.0 s
econds (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]
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  Effects:
    (10.0-25.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses PERC
ENT 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
  Spawns On: [BELT, RING]
  Effects:
    (30.0-50.0)% more Effectiveness of Potions (named POTIONS4) (Uses PERCENT gr
aph)


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 PERCE
NT graph)


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
```



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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_fullhe
al) (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
  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 3
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 REFLECTION)


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: PROC_DEATHSTRIKE1
  Prefix: [ITEM] of Killing
  Minimum Level: 20
  Spawn Weight: 2
```

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  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    (1.0-3.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PER
CENT graph)


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
  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
```



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  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]
  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
```

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  Spawns On: [ARMOR]
  Effects:
    (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)


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
  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 DEFENS
E)


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
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  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) (U
ses 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 PERCE
NT 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
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  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:
    (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% more ice Damage Takenfor 2.0 seconds (named CLA
SS_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:
    20.0% (15.0-20.0)% more ice Damage (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:
    20.0% (15.0-20.0)% more electric Damage (named DMG_PROC_Elec1)


Affix: WEAPON_MAT12
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  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_MAT
12)
    +(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:
    40.0% (15.0-25.0)% more physical Damage (named CLASS_BASED_B_1)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BAS
ED_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 PE
RCENT 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 PERCEN
T graph)


Affix: DMG_PERCENT_BONUS4
  Prefix: Grim [ITEM]
  Minimum Level: 8
```

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  Spawn Weight: 2
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    (5.0-15.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT gr
aph)


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 g
raph)


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 grap
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 PE
RCENT 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 PERCEN
T 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:
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    (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:
    20.0% (15.0-20.0)% more fire Damage (named DMG_PROC_FIRE1)


Affix: THORNS_POIS2
  Prefix: Despoiled [ITEM]
  Minimum Level: 8
  Spawn Weight: 2
  Occupies no slots
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  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 g
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) (U
ses 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)
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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 PERCE
NT 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 grap
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
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  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) (U
ses PERCENT graph)


Affix: DMG_PROC_ELEC2
  Prefix: Jolt-Spike [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more electric Damage (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:
    20.0% (20.0-30.0)% more ice Damage (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:
    (2-5)% more Vitality (named CLASS_BASED1) (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% more electric Damage Takenfor 2.0 seconds (name
d 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_MAT1
1) (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 grap
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h)
    (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]
  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 gr
aph)


Affix: RED_ELEMENTAL_RANGE1
  Prefix: Elemental [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]
  Effects:
    (1.0-5.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PER
CENT 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 g
raph)


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 gra
ph)


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)
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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]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more fire Damage (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:
    (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% more fire Damage Takenfor 2.0 seconds (named CL
ASS_BASED_D_1) (Uses PERCENT graph)


Affix: DODGE4
  Prefix: Phased [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, BOOTS]
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  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 P
ERCENT graph)


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)


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 grap
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 grap
h)
    (7.0-15.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG3) (Uses PERC
ENT graph)
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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: 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)


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) (U
ses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% chance to cast elec_explosion on kill for 2.0 s
econds (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)


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]
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  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 g
raph)
    (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:
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    (2.0-7.0)% more physical damage (named DMG_PERCENT_BONUS2) (Uses PERCENT gra
ph)


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]
  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 PE
RCENT 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 PERCEN
T 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 PE
RCENT 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 PERCEN
T 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]
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  Effects:
    (3.0-10.0)% more physical damage (named DMG_PERCENT_BONUS3) (Uses PERCENT gr
aph)


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]
  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)


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
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  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
  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
)
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    (5.0-25.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT grap
h)


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)
    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_MA
T14) (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 thiefs) (Uses PERCENT graph)
    (5.0-10.0)% more Magic Find (named thiefs) (Uses PERCENT graph)
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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]
  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 gra
ph)


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)
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    +(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
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (15.0-25.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses PERCENT gr
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 g
raph)


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
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  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
  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
)
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    (1.0-20.0)% more fire damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT grap
h)


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)
    +(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_M
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_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 gr
aph)


Affix: PET_BUFF13
  Prefix: Lord’s [ITEM]
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  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)


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 PER
CENT 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
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  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:
    (1.0-3.0)% more Fame Gain (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 gr
aph)


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) (U
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ses 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 grap
h)


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
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  Occupies no slots
  Spawns On: [GLOVES, PANTS, SHIELD]
  Effects:
    (15.0-25.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT g
raph)
    (7.0-10.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT gra
ph)


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:
    (5.0-10.0)% more Fame Gain (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 PE
RCENT graph)
    (5.0-25.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERC
ENT 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
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)
    (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)


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 PE
RCENT graph)
    (1.0-20.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERC
ENT graph)


Affix: HP_MP_STEAL_PERCENT3
  Prefix: Consuming [ITEM]
  Minimum Level: 30
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  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:
    (2.0-6.0)% more Fame Gain (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 g
raph)
    (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT gr
aph)


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_BA
SED_A_2) (Uses PERCENT graph)
    (10.0-20.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (U
ses PERCENT graph)


Affix: DMG_BONUS_MISC2
  Prefix: Tempered [ITEM]
  Minimum Level: 8
  Spawn Weight: 3
  Occupies no slots
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  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 grap
h)


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)


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_MA
T5) (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 gr
aph)
    (1.0-3.0)% more physical Armor (named ARM_BONUS_STUNRES1) (Uses PERCENT grap
h)
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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 gr
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: Lighweight [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 PER
CENT 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 g
raph)
```



```
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 PER
CENT graph)
    (1.0-5.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCE
NT 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 gr
aph)


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_M
AT4) (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
  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: 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 gr
aph)
    (3.0-5.0)% more physical Armor (named ARM_BONUS_STUNRES2) (Uses PERCENT grap
h)


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 g
raph)
    (1.0-5.0)% more poison damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT gra
ph)


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 PE
RCENT graph)
    (1.0-15.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERC
ENT 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
)


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
```



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  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 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 PE
RCENT graph)
    (1.0-10.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERC
ENT 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:
    (8.0-15.0)% more Fame Gain (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 g
raph)
    (4.0-8.0)% more physical Armor (named ARM_BONUS_STUNRES3) (Uses PERCENT grap
h)


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 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: 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)


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)
```



```
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]
  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 g
raph)


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 grap
h)
    (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
```



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  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 PERCEN
T 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 gra
ph)
    (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
```

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  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_B
ASED_P_2) (Uses PERCENT graph)
    (5.0-10.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses PERCENT grap
h)


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)


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 gr
aph)


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) (n
amed CLASS_BASED_P_3) (Uses PERCENT graph)
    (5.0-10.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses PERCENT gra
ph)


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
  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 gra
ph)
    (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:
    (8.0-15.0)% less charge bar decay rate (named CHARGE_DECAY3) (Uses PERCENT g
raph)


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)
    (2.0-12.0)% more chance to Interrupt Enemies (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
  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) (Us
es 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_M
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:
    (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)


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 gra
ph)
    (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 gr
aph)


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)
    (20.0-33.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses PER
CENT 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 PERCE
NT 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]
  Effects:
    (7.0-8.0)% less Mana Cost of Skills (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:
    (9.0-12.0)% less Mana Cost of Skills (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 gra
ph)


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)


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 grap
h)
    (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
  Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]
  Effects:
    (8.0-15.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCE
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: 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)
    (15.0-25.0)% more physical Damage Reflected (named DODGE_REFLECT4) (Uses PER
CENT 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 gr
aph)
    (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
```



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  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]
  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
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  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]
  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:
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```
    (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 g
raph)


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
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  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:
    20.0% (20.0-30.0)% more physical Damage (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_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)
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Affix: MANA_COST1
  Prefix: Abstruse [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    (1.0-2.0)% less Mana Cost of Skills (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 gr
aph)


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 gra
ph)


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]
```

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  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
  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)
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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)


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 PE
RCENT 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 SLOW
1) (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)
    (1.0-5.0)% more physical Damage Reflected (named DODGE_REFLECT1) (Uses PERCE
NT 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)
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    (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
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  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 gr
aph)
    (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 gr
aph)


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)
    (10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT3) (Uses PER
CENT graph)
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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]
  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: DMG_PROC_PHYS1
  Prefix: Barbed [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (15.0-20.0)% more physical Damage (named DMG_PROC_PHYS1)


Affix: SPLASH2
  Prefix: Sweeping [ITEM]
  Minimum Level: 10
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM,
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STAFF]
  Effects:
    (20.0-35.0)% more Damage to Secondary Targets (named SPLASH2) (Uses PERCENT
graph)


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)


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 RAMP
AGE1) (Uses PERCENT graph)
    (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT
 graph)


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)


Affix: MANA_COST2
  Prefix: Recondite [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    (3.0-4.0)% less Mana Cost of Skills (named MANA_COST2) (Uses PERCENT graph)


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 grap
h)


Affix: MANA_COST3
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  Prefix: Enigmatic [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    (5.0-6.0)% less Mana Cost of Skills (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
  Prefix: Oiled [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
  Effects:
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    +(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 P
ERCENT 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)
    (5.0-10.0)% more physical Damage Reflected (named DODGE_REFLECT2) (Uses PERC
ENT 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:
    (20.0-33.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT gr
aph)
    (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
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  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 grap
h)


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]
  Effects:
    (15.0-25.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT grap
h)
```



```
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 PERCEN
T graph)
    (1.0-3.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
ph)


Affix: CLASS_BASED_S_3
  Prefix: Riftward [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [SHOULDER ARMOR, STAFF, WAND]
  Effects:
    (0.8-1.5)% more physical damage/monster within 1.5 meters (Up to 1) (named C
LASS_BASED_S_3) (Uses PERCENT graph)
    (5.0-15.0)% more all Damage Reflected (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 gr
aph)
    (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT g
raph)


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 PERCE
NT 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)


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
NT graph)


Affix: CHARGE_RATE3
  Prefix: [ITEM] of Desire
  Minimum Level: 12
  Spawn Weight: 2
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  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 grap
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 PER
CENT graph)


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 PERCE
NT graph)


Affix: CLASS_BASED_N_4
  Prefix: Pact-Speaker's [ITEM]
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  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)


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 PE
RCENT graph)


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 grap
h)


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)


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)


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 grap
```



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h)


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) (U
ses PERCENT graph)


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)


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 gra
ph)


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 PERCE
NT graph)


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)


Affix: GF1
  Prefix: Gaudy [ITEM]
  No Level Range
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  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 gr
aph)


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 PERCEN
T graph)
    (3.0-5.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
ph)


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 BLINDI
NG2) (Uses PERCENT graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses PERCE
NT 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 g
raph)


Affix: POIS_DOT1
  Prefix: [ITEM] of Rot
  No Level Range
  Spawn Weight: 2
```



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  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 PER
CENT 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) (Us
es 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 PERCEN
T 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
  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 PER
CENT graph)


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
)


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: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (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
```



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  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 PERCEN
T 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) (Us
es 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)


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 PERCE
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NT 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 g
raph)


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 PERCE
NT graph)
    (5.0-8.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
ph)


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)


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 gr
aph)


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
)
```



```
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)


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_DO
T2)


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)


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)


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)
    (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
```

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  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: [1HMACE, 2HMACE, CANNON, STAFF]
  Effects:
    (15.0-20.0)% chance to cast crushing_blow on strike (named crushing_blow) (U
ses 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 PE
RCENT graph)
    (8.0-20.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses PERCENT gra
ph)


Affix: DMG_ANGRY1
  Prefix: [ITEM] of Fury
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  Minimum Level: 13
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
FF]
  Effects:
    (15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses PERCE
NT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (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 PERCEN
T graph)


Affix: PROC_DEATHSTRIKE4
  Prefix: Vorpal [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 P
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 grap
h)


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 PERCE
NT graph)


Affix: POIS1
  Prefix: Envenomed [ITEM]
  Minimum Level: 20
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]
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  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 gra
ph)


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 PERCEN
T 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) (U
ses 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]
```



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  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:
    20.0% (20.0-30.0)% more poison Damage (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 se
conds (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)
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    -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 grap
h)


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_DOT
1)


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 BLIN
DING4) (Uses PERCENT graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses PERCE
NT graph)


Affix: FUMBLE_CHANCE1
  Prefix: [ITEM] of Accuracy
  Minimum Level: 5
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  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 g
raph)


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)
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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:
    (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 PERCEN
T graph)


Affix: POIS3
  Prefix: Rusted [ITEM]
  Minimum Level: 20
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]
  Effects:
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    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
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
FF]
  Effects:
    (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses PERCENT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (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, STA
FF]
  Effects:
    (2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (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 grap
h)


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) (
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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) (Us
es 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 PERCEN
T graph)


Affix: DMG_PROC_POIS1
  Prefix: Blight-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (15.0-20.0)% more poison Damage (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
  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
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  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) (Us
es PERCENT graph)
    Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2.0 s
econds (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 PERC
ENT 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
  Spawns On: [BELT, RING]
  Effects:
    (30.0-50.0)% more Effectiveness of Potions (named POTIONS4) (Uses PERCENT gr
aph)


Affix: BLINDING5
  Prefix: [ITEM] of Confusion
  Minimum Level: 13
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
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    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 PERCE
NT 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 PER
CENT graph)


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 kaitennohan
geki)
    (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 kaitennohange
ki)
    (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 kaitennohang
eki2)
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    (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
  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)
    (25.0-25.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken)
    (50.0-50.0)% chance to cast kaitennohangeki when struck (named kaitennohange
ki)
    (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 kennoseishin on kill (named kennoseishin)
    (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 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 kaitennohangeki when struck (named kaitennohange
ki)
    (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 kennoseishin on kill (named kennoseishin)
    (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 kaitennohang
eki2)
    (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
  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)


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 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 kaitennohan
geki)
    (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 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 kaitennohangeki2 when struck (named kaitennohang
eki2)
    (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 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 kaitennohangeki2 when struck (named kaitennohang
eki2)


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:
    (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 kaitennohange
ki)


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 kaitennohange
ki)
    (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 kaitennohang
eki2)
    (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 kaitennohang
eki2)
    (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]
  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 kaitennohange
ki)
    (20.0-20.0)% chance to cast arekuruunoken on swing (named arekuruunoken)


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 ELECTRICA
L 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
  Spawns On: [ARMOR_ELEMENTAL, TRINKET, WEAPON]
  Can't Spawn On: [COLLAR, STUD, WEAPON]
  Effects:
    +(40.0-40.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFEN
SE)


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 ELECT
RICAL 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 ELECTRI
CAL 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:
    (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_fullhe
al) (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
  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 3
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 REFLECTION)
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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
  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]
  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 REFLECTION)


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
  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 DEFENS
E)


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)
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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) (U
ses 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 PERCE
NT graph)


Affix: MAG1
  Prefix: Mage's [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]
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  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:
    (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% more ice Damage Takenfor 2.0 seconds (named CLA
SS_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:
    20.0% (15.0-20.0)% more ice Damage (named DMG_PROC_ICE1)


Affix: DMG_PROC_ELEC1
  Prefix: Jolt-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
```

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  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (15.0-20.0)% more electric Damage (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_MAT
12)
    +(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:
    40.0% (15.0-25.0)% more physical Damage (named CLASS_BASED_B_1)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BAS
ED_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 PE
RCENT 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 PERCEN
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T 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 gr
aph)


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 g
raph)


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 grap
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 PE
RCENT 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 PERCEN
T 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
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  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:
    20.0% (15.0-20.0)% more fire Damage (named DMG_PROC_FIRE1)
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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 g
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) (U
ses 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
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  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 PERCE
NT 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 grap
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:
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    (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) (U
ses PERCENT graph)


Affix: DMG_PROC_ELEC2
  Prefix: Jolt-Spike [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more electric Damage (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:
    20.0% (20.0-30.0)% more ice Damage (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:
    (2-5)% more Vitality (named CLASS_BASED1) (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% more electric Damage Takenfor 2.0 seconds (name
d 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_MAT1
1) (Uses PERCENT graph)
    +(5.0-10.0) physical damage (named WEAPON_MAT11)


Affix: CLASS_BASED_B_2
  Prefix: [ITEM] of Reaving
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  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 grap
h)
    (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]
  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 gr
aph)
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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 PER
CENT 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 g
raph)


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 gra
ph)


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
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  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]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more fire Damage (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:
    (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% more fire Damage Takenfor 2.0 seconds (named CL
ASS_BASED_D_1) (Uses PERCENT graph)
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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 P
ERCENT graph)


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)


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 grap
h)


Affix: RED_DMG_MELEE_DMG3
  Prefix: War-Glyph [ITEM]
  Minimum Level: 20
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [SHIELD, STAFF]
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  Effects:
    (10.0-20.0)% more melee damage (named ARM_BONUS_STUNRES3) (Uses PERCENT grap
h)
    (7.0-15.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG3) (Uses PERC
ENT 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: 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)


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) (U
ses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% chance to cast elec_explosion on kill for 2.0 s
econds (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)


Affix: FACTION_ARMOR9
  Prefix: Greenmist [ITEM]
  Minimum Level: 12
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR, GLOVES, HELMET]
  Effects:
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    (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 g
raph)
    (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
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```
  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 gra
ph)


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]
  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 PE
RCENT 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 PERCEN
T 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 PE
RCENT 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 PERCEN
T 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 gr
aph)


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]
  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)


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
  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
```



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  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 grap
h)


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)
    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_MA
T14) (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 thiefs) (Uses PERCENT graph)
    (5.0-10.0)% more Magic Find (named thiefs) (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]
  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 gra
ph)


Affix: VIT_MAG2
  Prefix: Hermit's [ITEM]
```



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  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
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (15.0-25.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses PERCENT gr
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 g
raph)


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
  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
```



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  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)


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)
    +(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_M
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_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)
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    (1.0-20.0)% more poison damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT gr
aph)


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)


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 PER
CENT 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)
```



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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:
    (1.0-3.0)% more Fame Gain (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 gr
aph)


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
```

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  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) (U
ses 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 grap
h)


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 g
raph)
    (7.0-10.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT gra
ph)


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:
    (5.0-10.0)% more Fame Gain (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 PE
RCENT graph)
    (5.0-25.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERC
ENT graph)


Affix: HP_MP_STEAL_PERCENT2
  Prefix: Parasitic [ITEM]
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  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)


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 PE
RCENT graph)
    (1.0-20.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERC
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ENT 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:
    (2.0-6.0)% more Fame Gain (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 g
raph)
    (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT gr
aph)


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_BA
SED_A_2) (Uses PERCENT graph)
    (10.0-20.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (U
ses PERCENT graph)
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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 grap
h)


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)


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_MA
T5) (Uses PERCENT graph)


Affix: ARM_BONUS_STUNRES1
  Prefix: Beetle’s [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
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  Spawns On: [GLOVES, PANTS, SHIELD]
  Effects:
    (1.0-10.0)% more Stun resistance (named ARM_BONUS_STUNRES1) (Uses PERCENT gr
aph)
    (1.0-3.0)% more physical Armor (named ARM_BONUS_STUNRES1) (Uses PERCENT grap
h)


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 gr
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: 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 PER
CENT 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 g
raph)


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 PER
CENT graph)
    (1.0-5.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCE
NT 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 gr
aph)


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
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  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_M
AT4) (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
  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: 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
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) (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 gr
aph)
    (3.0-5.0)% more physical Armor (named ARM_BONUS_STUNRES2) (Uses PERCENT grap
h)


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 g
raph)
    (1.0-5.0)% more poison damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT gra
ph)


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 PE
RCENT graph)
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    (1.0-15.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERC
ENT 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)
    (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 PE
RCENT graph)
    (1.0-10.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERC
ENT graph)
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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:
    (8.0-15.0)% more Fame Gain (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 g
raph)
    (4.0-8.0)% more physical Armor (named ARM_BONUS_STUNRES3) (Uses PERCENT grap
h)


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
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  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: 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)


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)


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)
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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]
  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 g
raph)


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
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 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 grap
h)
    (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 PERCEN
T graph)


Affix: CRIT_DMG_CHANCE3
  Prefix: Sinister [ITEM]
```

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  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 gra
ph)
    (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_B
ASED_P_2) (Uses PERCENT graph)
    (5.0-10.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses PERCENT grap
h)


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
```



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  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 gr
aph)


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
```

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  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)% more physical damage taken/monster within 1.5 meters (Up to 1) (n
amed CLASS_BASED_P_3) (Uses PERCENT graph)
    (5.0-10.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses PERCENT gra
ph)


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
  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]
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  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 gra
ph)
    (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:
    (8.0-15.0)% less charge bar decay rate (named CHARGE_DECAY3) (Uses PERCENT g
raph)


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)
    (2.0-12.0)% more chance to Interrupt Enemies (named RING_MAT2) (Uses PERCENT
 graph)
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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
  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) (Us
es 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]
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  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_M
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
```

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  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)


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]
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  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 gra
ph)
    (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 gr
aph)


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)
    (20.0-33.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses PER
CENT 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 PERCE
NT 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]
```

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  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]
  Effects:
    (7.0-8.0)% less Mana Cost of Skills (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
```



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  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    (9.0-12.0)% less Mana Cost of Skills (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 gra
ph)


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)


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]
```

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  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 grap
h)
    (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
  Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]
  Effects:
    (8.0-15.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCE
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: 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)
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    (15.0-25.0)% more physical Damage Reflected (named DODGE_REFLECT4) (Uses PER
CENT 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 gr
aph)
    (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
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  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]
  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)
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    (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
  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 g
raph)


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
```

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  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
  Prefix: Spiked [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more physical Damage (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
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  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) (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:
    (1.0-2.0)% less Mana Cost of Skills (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:
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    (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 gr
aph)


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 gra
ph)


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)
```



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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
  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 PE
RCENT 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 SLOW
```

```
1) (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)
    (1.0-5.0)% more physical Damage Reflected (named DODGE_REFLECT1) (Uses PERCE
NT 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)


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
```



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  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
  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 gr
aph)
    (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)
```

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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 gr
aph)


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)
    (10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT3) (Uses PER
CENT 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
```



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  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: DMG_PROC_PHYS1
  Prefix: Barbed [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (15.0-20.0)% more physical Damage (named DMG_PROC_PHYS1)


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)


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)


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 RAMP
AGE1) (Uses PERCENT graph)
    (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT
 graph)
```

```
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)


Affix: MANA_COST2
  Prefix: Recondite [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    (3.0-4.0)% less Mana Cost of Skills (named MANA_COST2) (Uses PERCENT graph)


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 grap
h)


Affix: MANA_COST3
  Prefix: Enigmatic [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    (5.0-6.0)% less Mana Cost of Skills (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
  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 P
ERCENT 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)
    (5.0-10.0)% more physical Damage Reflected (named DODGE_REFLECT2) (Uses PERC
ENT 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:
    (20.0-33.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT gr
aph)
    (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 grap
h)
```



```
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]
  Effects:
    (15.0-25.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT grap
h)


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 PERCEN
T graph)
    (1.0-3.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
ph)


Affix: CLASS_BASED_S_3
  Prefix: Riftward [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [SHOULDER ARMOR, STAFF, WAND]
  Effects:
    (0.8-1.5)% more physical damage/monster within 1.5 meters (Up to 1) (named C
LASS_BASED_S_3) (Uses PERCENT graph)
    (5.0-15.0)% more all Damage Reflected (named CLASS_BASED_S_3) (Uses PERCENT
graph)


Affix: FLURRY1
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```
  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 gr
aph)
    (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT g
raph)


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 PERCE
NT 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)


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
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
```

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  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 grap
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 PER
CENT graph)


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 PERCE
NT graph)


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)


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 PE
RCENT graph)


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 grap
h)
```



```
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)


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)


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 grap
h)


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) (U
ses PERCENT graph)


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)


Affix: POTIONS1
  Prefix: Saturated [ITEM]
  No Level Range
  Spawn Weight: 1
```

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  Occupies no slots
  Spawns On: [BELT, RING]
  Effects:
    (1.0-15.0)% more Effectiveness of Potions (named POTIONS1) (Uses PERCENT gra
ph)


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 PERCE
NT graph)


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)


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 gr
aph)


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 PERCEN
T graph)
```



```
    (3.0-5.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
ph)


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 BLINDI
NG2) (Uses PERCENT graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses PERCE
NT 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 g
raph)


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 PER
CENT 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) (Us
es 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 PERCEN
T 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
  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 PER
CENT graph)


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
)


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: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (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 PERCEN
T 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) (Us
es 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
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) (Uses PERCENT graph)


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 PERCE
NT 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 g
raph)


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 PERCE
NT graph)
    (5.0-8.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
ph)
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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)


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 gr
aph)


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
)


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)


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_DO
T2)


Affix: FUMBLE_CHANCE2
  Prefix: [ITEM] of Precision
  Minimum Level: 10
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [GLOVES, WEAPON]
  Effects:
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    (3.0-7.0)% less chance to fumble (named FUMBLE_CHANCE2) (Uses PERCENT graph)


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)


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)
    (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
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  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) (U
ses 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 PE
RCENT graph)
    (8.0-20.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses PERCENT gra
ph)


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, STA
FF]
  Effects:
    (15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses PERCE
NT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (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 PERCEN
T graph)


Affix: PROC_DEATHSTRIKE4
  Prefix: Vorpal [ITEM]
  Minimum Level: 20
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [WEAPON]
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  Effects:
    (10.0-15.0)% chance to cast deathstrike on swing (named deathstrike) (Uses P
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 grap
h)


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 PERCE
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 gra
ph)


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]
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  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 PERCEN
T 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) (U
ses 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:
    20.0% (20.0-30.0)% more poison Damage (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 se
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conds (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]
  Effects:
    (10.0-15.0)% more poison damage (named DMG_PERCENT_POIS3) (Uses PERCENT grap
h)


Affix: DMG_PERCENT_POIS1
  Prefix: Venom-Flicker [ITEM]
  Minimum Level: 8
  Spawn Weight: 1
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  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_DOT
1)


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 BLIN
DING4) (Uses PERCENT graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses PERCE
NT 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 g
raph)
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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]
```



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  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 PERCEN
T 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
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
FF]
  Effects:
    (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses PERCENT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named
 DMG_ANGRY2) (Uses PERCENT graph)
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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, STA
FF]
  Effects:
    (2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (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 grap
h)


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) (Us
es 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 PERCEN
T graph)


Affix: DMG_PROC_POIS1
  Prefix: Blight-Barb [ITEM]
```



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  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (15.0-20.0)% more poison Damage (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
  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) (Us
es PERCENT graph)
    Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2.0 s
econds (named fire_explosion) (Uses PERCENT graph)
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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 PERC
ENT 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
  Spawns On: [BELT, RING]
  Effects:
    (30.0-50.0)% more Effectiveness of Potions (named POTIONS4) (Uses PERCENT gr
aph)


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 PERCE
NT graph)


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)


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)


Affix: SOCKET_OFTHEMASTER5
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  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)


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)


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)


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.


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)


Affix: SOCKET_OF_TL2_FUMBLECHANCE
  Prefix: Precise [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
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    (3.0-3.0)% less chance to fumble


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_AcidRa
in) (Level 1)


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)


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)


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)


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)


Affix: SOCKET_OF_ATTRIB_DEFENSE3
  Prefix: Fortified [ITEM]
  Max Level: 9999
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  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:
    (10.0-10.0)% chance to cast WC_FireStorm on strike from target (named WC_Fir
eStorm) (Level 1)
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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
  Spawn Weight: 3
  Occupies no slots
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  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(100-120) Strength (named OFFLAME DAMAGE BONUS)


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)


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


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)


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)


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)


Affix: SOCKET_OF_ICEDEFENSE3
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  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_ICEDEFENSE ICE DEFENSE)


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)


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)


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)


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.


Affix: SOCKET_OFTHEMASTER3
  Prefix: Skillful [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
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    (3.0-5.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)


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)


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)


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)


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)


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)


Affix: SOCKET_OF_TL2_SILENCE2
  Prefix: Silencing [ITEM]
  Max Level: 9999
  Spawn Weight: 3
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  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.


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)


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)


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)


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


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)
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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)


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)


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)


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)


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_Met
eor Strike) (Level 1)


Affix: SOCKET_OF_FIREDEFENSE2
  Prefix: Cooling [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
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  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(18.0-24.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)


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)


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)


Affix: SOCKET_OF_ICEDEFENSE5
  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_ICEDEFENSE ICE DEFENSE)


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)


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)


Affix: SOCKET_OFFLAME3
  Prefix: Fiery [ITEM]
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  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)


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)


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.


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)


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)


Affix: SOCKET_OFRESISTANCE
  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:
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    +(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: 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)


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)


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 OFTHEB
EAR DAMAGE BONUS)


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)


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.
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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


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)


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)


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)


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)


Affix: SOCKET_OF_ELECTRICDEFENSE3
  Prefix: Grounded [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
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  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(27.0-36.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFE
NSE)


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 OFTHEELEPHA
NT MAX HP)


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


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


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)


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]
  Effects:
    +(125.0-175.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)
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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) (Exclus
ive)


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 drawman
ax5)


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)


Affix: SOCKET_OF_TL2_MISSILERANGEBONUS2
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  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 SP
EED)


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 OFTHEELEPHA
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) (Exclus
ive)


Affix: SOCKET_OFHTERAM
  Prefix: Slamming [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
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  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    -15.0 knockback (named OFHTERAM KNOCK BACK EFFECT)


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)


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)


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)


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)


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)
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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


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 OFTHEELEPHA
NT MAX HP)


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 DEFE
NSE)


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)


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)


Affix: SOCKET_OF_PROCKILL_FULLHEAL_2
  Prefix: Engulfing [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
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  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)


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)


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)


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.


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)


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]
  Effects:
    Inflict on Hit: Does (5-7) physical damage over 5.00 seconds (named OFTHEBEA
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R DAMAGE BONUS)


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)


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)


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)


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)


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)


Affix: SOCKET_OF_TL2_DAMAGEOVERTIME3
  Prefix: Savage [ITEM]
  Max Level: 9999
  Spawn Weight: 3
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  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 OFTHEBE
AR DAMAGE BONUS)


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)


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)


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)


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_Blo
odWash) (Level 1)


Affix: SOCKET_OF_TL2_FEAR5
  Prefix: [ITEM] of Terror
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
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    Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds (named OFTHEELEP
HANT MAX HP)


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 DEFE
NSE)


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)


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)


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 drawhealt
hx1)


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 OFFLAME DAMAGE BONUS)
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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)


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)


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)


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) (Exclus
ive)


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 drawman
ax3)


Affix: SOCKET_OF_TL2_CHARGERATEBONUS
  Prefix: Energizing [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
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  Spawns On: [COLLAR, STUD, ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (3.0-3.0)% more charge rate


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)


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)


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 ATTACK SP
EED)


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 drawman
ax2)


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:
    (10.0-10.0)% chance to cast WC_ThunderStorm on strike from target (named WC_
ThunderStorm) (Level 1)
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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
  Spawn Weight: 3
  Occupies no slots
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  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)


Affix: SOCKET_OFTHESTORMS2
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  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)


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)


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


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


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)


Affix: SOCKET_OFTHESAVAGE5
  Prefix: [ITEM] of Demolishing
  Max Level: 9999
  Spawn Weight: 3
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  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)


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 W
C_Stormclaw Proc) (Level 1)


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)


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)


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)


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:
    +(21.0-29.0) ice damage (named OFICE DAMAGE BONUS)
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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)


Affix: SOCKET_OF_TL2_BLINDING5
  Prefix: [ITEM] of Blinding
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  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 ofblindi
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]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
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     (1.0-1.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)


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


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)


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)


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


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)


Affix: SOCKET_OFTHEMASTER
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  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)


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)


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 OFTHEMAST
ER CRITICAL CHANCE)


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_fullhe
al) (Level 1)


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 DEFEN
SE)


Affix: SOCKET_OF_PROCGETHIT_FULLHEAL_1
  Prefix: Regenerating [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
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  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_fullhe
al) (Level 1)


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


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)


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)


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)


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)
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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)


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


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)


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)


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_M
eteor Strike) (Level 1)


Affix: SOCKET_OF_PERCENT_ELECTRIC2_WANDS
  Prefix: Electric-Surge [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
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  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)


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)


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.


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)


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)


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)


Affix: SOCKET_OFTHEMISER2
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  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)


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)


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


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_fullhe
al) (Level 1)


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)


Affix: SOCKET_OF_PERCENT_ICE
  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]
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  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 ofblindi
ngblinding)


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]
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  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 REFLECTION)


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]
  Effects:
    (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)
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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_Bl
indCloud) (Level 1)


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)


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 ofblindi
ngblinding)


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 OFTHEMAST
ER CRITICAL CHANCE)


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_fullhe
al) (Level 1)


Affix: SOCKET_OF_PERCENT_ALL5
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  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)


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


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)


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)


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


Affix: SOCKET_OF_TL2_CHARGERATEBONUS5
  Prefix: [ITEM] of Energy
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
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    (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)


Affix: SOCKET_OF_TL2_SHIELDBREAK
  Prefix: Shieldsplitter [ITEM]
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  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 REFLECTION)


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 drawhealt
hx3)


Affix: SOCKET_OF_TL2_SPLASH2
  Prefix: Slashing [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
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  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 ofblindi
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)


Affix: SOCKET_OFTHEMULE5
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  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 PER
CENT graph)


Affix: SOCKET_OF_ICEDEFENSE
  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:
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    +(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) (E
xclusive)


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
  Prefix: Salving [ITEM]
  Max Level: 9999
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  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) (E
xclusive)


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]
  Effects:
    (3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)
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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
  Spawn Weight: 3
  Occupies no slots
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  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 drawhealt
hx5)


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:
    (7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)
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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) (E
xclusive)


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
  Spawn Weight: 3
  Occupies no slots
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  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)


Affix: SOCKET_OFTHEBULL2
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  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)


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)


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)


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)


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)


Affix: SOCKET_OFTHEWINDS5
  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:
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    (15.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)


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)


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


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)


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)


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)


Affix: SOCKET_OF_TL2_DRAWARMOR_PHYSICAL3
  Prefix: Fortified  [ITEM]
  Max Level: 9999
  Spawn Weight: 3
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  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) (E
xclusive)


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)


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)


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
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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)


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_sup
ercharge) (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_sup
ercharge) (Level 1)


Affix: REAT_OF_PROC_SUPERCHARGE_3
  Prefix: Super [ITEM]
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  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)


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]
  Effects:
    Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OFTHEBE
AR DAMAGE BONUS)


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)


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)


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)


Affix: OF_PROCGETHIT_FULLHEAL_2
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  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_fullhe
al) (Level 1)


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


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)


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 drawhealt
hx5)


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_Fir
eStorm) (Level 1)


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_fullhe
al) (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]
  Effects:
    +(21.0-29.0) poison damage (named OFVENOM DAMAGE BONUS)
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```
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)


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_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 for 0
.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 OFTHEBEA
R DAMAGE BONUS)


Affix: OF_PROC_GLACIALSPIKE_15
  Prefix: [ITEM] of the Glacier
  Minimum Level: 5
  Spawn Weight: 4
  Occupies no slots
```



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  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)


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)


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


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
```

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  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_fullhe
al) (Level 1)


Affix: REAT_OF_WONDER5
  Prefix: [ITEM] of Possiblity
  No Level Range
```



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  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) (Level 1)


Affix: REAT_OF_BARD
  Prefix: Bard's [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [GLOVES, HELMET]
  Effects:
    (1.0-3.0)% more Fame Gain (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
  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, NEC
KLACE, 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
  Spawns On: [GLOVES, NECKLACE, STAFF, WAND]
  Effects:
    (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)
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```
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
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)
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```
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
  Prefix: Electric-Surge [ITEM]
  Minimum Level: 11
  Spawn Weight: 1
  Occupies no slots
```

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  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
  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 WC_
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 drawhealt
hx3)


Affix: OF_FIREDEFENSE3
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  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_fullhe
al) (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)
```

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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
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NEC
KLACE, POLEARM]
  Effects:
```



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    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
  Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]
  Effects:
    -20.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)
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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_Fir
eStorm) (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
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
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```
    (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
  Prefix:  [ITEM] of Acid Rain
  Minimum Level: 5
  Spawn Weight: 4
  Occupies no slots
```

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  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, NEC
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
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  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 Telepo
rt) (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_FROZENSOUL_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 re
at_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 drawman
ax2)
```

```
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 Telepo
rt) (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 DEF
ENSE)


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) (E
xclusive)


Affix: OF_TL2_DAMAGEOVERTIME
  Prefix: Savage [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [SHOULDER ARMOR, WEAPON]
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  Effects:
    Inflict on Hit: Does (2-4) physical damage over 5.00 seconds (named OFTHEBEA
R 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)


Affix: OFTHEVAMPIRE2
  Prefix: Vampiric [ITEM]
  Minimum Level: 7
  Spawn Weight: 3
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  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 3) (E
xclusive)


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
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  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 re
at_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_pr
oc) (Level 1)


Affix: OF_TL2_DRAWARMOR_PHYSICAL
  Prefix: Fortified  [ITEM]
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  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) (E
xclusive)


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_OFLICH5
  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)
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```
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
  Spawns On: [GLOVES, NECKLACE, STAFF, WAND]
  Effects:
    (2.0-3.0)% more ice damage (named 2)
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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:
    (5.0-5.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_s
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 uni
que_immobilize)


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
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_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 ELECTRICA
L 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
  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
    (20.0-20.0)% more Fame Gain
    (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 re
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 DEFE
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)
    (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
  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_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


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
  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 DEFE
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) (E
xclusive)


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_Blo
odWash) (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 drawman
ax5)


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]
  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_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]
  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 uni
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_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


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]
```

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  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]
  Effects:
    (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)


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 REFLECTION)


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
```



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  Occupies no slots
  Spawns On: [NECKLACE, STAFF, WAND]
  Effects:
    (2-2) second increased duration of elemental effects (named ELEMEFFECTDURATI
ONBONUS)


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
  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
```

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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)


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 drawman
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)
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    (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_pr
oc) (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 DEFEN
SE)


Affix: OF_TL2_CRITICALDAMAGE2H3
  Prefix: Brutal [ITEM]
  Minimum Level: 5
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  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
  Spawns On: [ARMOR_ELEMENTAL]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)
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```
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_poison
burst_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:
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    +(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 ofblindi
ngblinding)


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 ofblindi
ngblinding)


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:
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    (7.0-10.0)% more Fame Gain (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_poison
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
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  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]
  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_aegis
) (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 OFTHEELEP
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
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  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
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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_poisonbu
rst_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)
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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)


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
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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
  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_RANGER5
  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 ELECT
RICAL DEFENSE)


Affix: OF_TL2_PETDAMAGE2
  Prefix: Commanding [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
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  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)


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)


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
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  Occupies no slots
  Spawns On: [NECKLACE, ONE HANDED]
  Effects:
    (10.0-10.0)% chance to cast WC_BlindCloud on strike from target (named WC_Bl
indCloud) (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
  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, CROSS
BOW, FIST, PISTOL, POLEARM, RIFLE]
  Effects:
    +(6.0-8.0) physical damage (named OFTHEBEAR DAMAGE BONUS)


Affix: REAT_OF_EARTHATTUN
  Prefix: [ITEM] of Earth Attunement
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  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


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


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]
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  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)


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:
    (3.0-5.0)% more Fame Gain (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 ofblindi
ngblinding)


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:
    (5.0-7.0)% more Fame Gain (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_poison
burst_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
  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, POLEARM,
 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:
```



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    (15.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_Bl
indCloud) (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 OFTHEELEPHA
NT 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
```

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  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
  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 ELECTRI
CAL 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 uniqu
e_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
  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
  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 W
C_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
  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 OFTHEELEPHA
NT 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)
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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


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, NEC
KLACE, 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_M
eteor 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]
```

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  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
  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 OFTHEELEPHA
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 ELECT
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
  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)


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 DEFE
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 ofblindi
ngblinding)


Affix: OF_TL2_EXECUTE5
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  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_fullcharg
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
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  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) (Exclus
ive)


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


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:
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    (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
  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
```

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  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
  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) (Exclus
ive)


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 ELECTRICAL
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)
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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 ATTACK SP
EED)


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)


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
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    +(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
  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
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    -(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 0.5
 seconds (named Weapon Zombie Proc)


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)


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_Met
eor Strike) (Level 1)


Affix: OFTHEELEPHANT
  Prefix: Healthy [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
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  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)


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 ELECTRICAL DE
FENSE)


Affix: OFICE
  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 OFICE 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
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  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (1.0-1.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharg
e_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
    (10.0-10.0)% more Fame Gain
    (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_fullcharg
e_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 drawhealt
hx1)


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
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  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
  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
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  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) (Exclus
ive)


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
  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 DEFEN
SE)


Affix: REAT_OF_HAPPINESS
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  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)


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
```



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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]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFE
NSE)


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)


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)


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)


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 SP
EED)
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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


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)


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) (Exclus
ive)


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)


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)


Affix: REAT_OFWISDOM
  Prefix: [ITEM] of the Sage
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [HELMET, NECKLACE]
```



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  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) (U
ses 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 PERCE
NT 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
```

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  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:
    (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% more ice Damage Takenfor 2.0 seconds (named CLA
SS_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:
    20.0% (15.0-20.0)% more ice Damage (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:
    20.0% (15.0-20.0)% more electric Damage (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_MAT
12)
    +(5.0-10.0) physical damage (named WEAPON_MAT12)
```



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Affix: CLASS_BASED_B_1
  Prefix: Totemic [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]
  Effects:
    40.0% (15.0-25.0)% more physical Damage (named CLASS_BASED_B_1)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BAS
ED_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 PE
RCENT 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 PERCEN
T 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 gr
aph)


Affix: DMG_PERCENT_BONUS5
  Prefix: Cruel [ITEM]
  Minimum Level: 10
  Spawn Weight: 3
```

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  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    (10.0-20.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT g
raph)


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 grap
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 PE
RCENT 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 PERCEN
T 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:
    20.0% (15.0-20.0)% more fire Damage (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:
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```
    (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 g
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) (U
ses 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 PERCE
NT graph)
```



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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 grap
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) (U
ses PERCENT graph)


Affix: DMG_PROC_ELEC2
  Prefix: Jolt-Spike [ITEM]
  No Level Range
```

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  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more electric Damage (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:
    20.0% (20.0-30.0)% more ice Damage (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:
    (2-5)% more Vitality (named CLASS_BASED1) (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% more electric Damage Takenfor 2.0 seconds (name
d 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_MAT1
1) (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 grap
h)
    (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:
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    (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]
  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 gr
aph)


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 PER
CENT 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]
```

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  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 g
raph)


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 gra
ph)


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)
```



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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]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more fire Damage (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:
    (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% more fire Damage Takenfor 2.0 seconds (named CL
ASS_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 P
ERCENT graph)


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)


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 grap
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 grap
h)
    (7.0-15.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG3) (Uses PERC
ENT 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: 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)


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) (U
ses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% chance to cast elec_explosion on kill for 2.0 s
econds (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)


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 g
raph)
    (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 gra
ph)


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]
  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 PE
RCENT 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 PERCEN
T 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 PE
RCENT 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 PERCEN
T 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 gr
aph)


Affix: VIT2
  Prefix: Defender's [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [CANNON, HELMET, RING, SHIELD]
  Effects:
```

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    +(50-100) Vitality (named VIT2)


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)


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
  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 grap
h)


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)
    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_MA
T14) (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 thiefs) (Uses PERCENT graph)
    (5.0-10.0)% more Magic Find (named thiefs) (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]
  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 gra
ph)


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
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (15.0-25.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses PERCENT gr
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 g
raph)


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
  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 grap
h)


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)
    +(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_M
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_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 gr
aph)


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)


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 PER
CENT 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]
```

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  Effects:
    (1.0-3.0)% more Fame Gain (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 gr
aph)


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) (U
ses 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_
```



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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 grap
h)


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 g
raph)
    (7.0-10.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT gra
ph)


Affix: PET_BUFF10
  Prefix: Thaumaturgist's [ITEM]
  Minimum Level: 16
```

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  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:
    (5.0-10.0)% more Fame Gain (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 PE
RCENT graph)
    (5.0-25.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERC
ENT 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:
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    (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)


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 PE
RCENT graph)
    (1.0-20.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERC
ENT 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]
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  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS]
  Effects:
    (2.0-6.0)% more Fame Gain (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 g
raph)
    (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT gr
aph)


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_BA
SED_A_2) (Uses PERCENT graph)
    (10.0-20.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (U
ses 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 grap
h)


Affix: WEAPON_MAT1
  Prefix: Bone [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
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  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_MA
T5) (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 gr
aph)
    (1.0-3.0)% more physical Armor (named ARM_BONUS_STUNRES1) (Uses PERCENT grap
h)


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 gr
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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: Lighweight [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 PER
CENT 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 g
raph)


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)
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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 PER
CENT graph)
    (1.0-5.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCE
NT 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 gr
aph)


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_M
AT4) (Uses PERCENT graph)
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    +(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: 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
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  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 gr
aph)
    (3.0-5.0)% more physical Armor (named ARM_BONUS_STUNRES2) (Uses PERCENT grap
h)


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 g
raph)
    (1.0-5.0)% more poison damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT gra
ph)


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 PE
RCENT graph)
    (1.0-15.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERC
ENT graph)


Affix: MP_PERCENT2
  Prefix: [ITEM] of the Raven
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  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
)


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 Wyrm
  Minimum Level: 20
  Spawn Weight: 4
  Occupies no slots
```



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  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 PE
RCENT graph)
    (1.0-10.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERC
ENT 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:
    (8.0-15.0)% more Fame Gain (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 g
raph)
    (4.0-8.0)% more physical Armor (named ARM_BONUS_STUNRES3) (Uses PERCENT grap
h)
```

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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 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: 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)


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)


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]
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  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]
  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]
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  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 g
raph)


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 grap
h)
    (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]
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  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 PERCEN
T 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 gra
ph)
    (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_B
ASED_P_2) (Uses PERCENT graph)
    (5.0-10.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses PERCENT grap
h)
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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)


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 gr
```



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aph)


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)% more physical damage taken/monster within 1.5 meters (Up to 1) (n
amed CLASS_BASED_P_3) (Uses PERCENT graph)
    (5.0−10.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses PERCENT gra
ph)


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
)
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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: 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 gra
ph)
    (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]
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  Effects:
    (8.0-15.0)% less charge bar decay rate (named CHARGE_DECAY3) (Uses PERCENT g
raph)


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)
    (2.0-12.0)% more chance to Interrupt Enemies (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
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  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) (Us
es 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_M
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
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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,
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]
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  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 gra
ph)
    (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 gr
aph)


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)
    (20.0-33.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses PER
CENT graph)
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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 PERCE
NT 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]
  Effects:
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    (7.0-8.0)% less Mana Cost of Skills (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:
    (9.0-12.0)% less Mana Cost of Skills (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 gra
ph)


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)


Affix: REGEN_MAX_HP1
  Prefix: [ITEM] of Revivication
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, RING, SHOULDER ARMOR]
```



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  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 grap
h)
    (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
  Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]
  Effects:
    (8.0-15.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCE
NT graph)


Affix: HP1
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  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)
    (15.0-25.0)% more physical Damage Reflected (named DODGE_REFLECT4) (Uses PER
CENT 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 gr
aph)
    (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
```



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  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]
  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]
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  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
  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 g
raph)
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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
  Prefix: Spiked [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
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    20.0% (20.0-30.0)% more physical Damage (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_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:
    (1.0-2.0)% less Mana Cost of Skills (named MANA_COST1) (Uses PERCENT graph)


Affix: STR_VIT2
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  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 gr
aph)


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 gra
ph)


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]
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  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
  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
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  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 PE
RCENT 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 SLOW
1) (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)
    (1.0-5.0)% more physical Damage Reflected (named DODGE_REFLECT1) (Uses PERCE
NT 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)


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
  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:
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    (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 gr
aph)
    (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 gr
aph)


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)
    (10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT3) (Uses PER
CENT 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]
  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: DMG_PROC_PHYS1
  Prefix: Barbed [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (15.0-20.0)% more physical Damage (named DMG_PROC_PHYS1)


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)


Affix: STR_VIT1
  Prefix: Vigilant's [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HMACE, BELT, POLEARM]
```



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  Effects:
    +(50-100) Strength (named STR_VIT1)
    +(50-100) Vitality (named STR_VIT1)


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 RAMP
AGE1) (Uses PERCENT graph)
    (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT
 graph)


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)


Affix: MANA_COST2
  Prefix: Recondite [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    (3.0-4.0)% less Mana Cost of Skills (named MANA_COST2) (Uses PERCENT graph)


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 grap
h)


Affix: MANA_COST3
  Prefix: Enigmatic [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    (5.0-6.0)% less Mana Cost of Skills (named MANA_COST3) (Uses PERCENT graph)


Affix: ALL_STATS1
  Prefix: [ITEM] of the Stars
  Minimum Level: 15
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  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
  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)
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 (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 P
ERCENT 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)
    (5.0-10.0)% more physical Damage Reflected (named DODGE_REFLECT2) (Uses PERC
ENT 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:
    (20.0-33.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT gr
aph)
    (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
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  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 grap
h)


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]
  Effects:
    (15.0-25.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT grap
h)


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 PERCEN
T graph)
    (1.0-3.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
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ph)


Affix: CLASS_BASED_S_3
  Prefix: Riftward [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [SHOULDER ARMOR, STAFF, WAND]
  Effects:
    (0.8-1.5)% more physical damage/monster within 1.5 meters (Up to 1) (named C
LASS_BASED_S_3) (Uses PERCENT graph)
    (5.0-15.0)% more all Damage Reflected (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 gr
aph)
    (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT g
raph)


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 PERCE
NT 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
)
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```
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
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]
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  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 grap
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 PER
CENT graph)


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 PERCE
NT graph)


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)


Affix: PROC_DEATHSTRIKE3
  Prefix: [ITEM] of Doom
  Minimum Level: 20
```

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  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    (6.0-10.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PE
RCENT graph)


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 grap
h)


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)


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)


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 grap
h)


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) (U
ses PERCENT graph)
```



```
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)


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 gra
ph)


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 PERCE
NT graph)


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)


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
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  Spawns On: [BELT, RING]
  Effects:
    (20.0-35.0)% more Effectiveness of Potions (named POTIONS3) (Uses PERCENT gr
aph)


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 PERCEN
T graph)
    (3.0-5.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
ph)


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 BLINDI
NG2) (Uses PERCENT graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses PERCE
NT 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 g
raph)


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]
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  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 PER
CENT 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) (Us
es 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 PERCEN
T 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
  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 PER
CENT graph)
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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
)


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: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (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 PERCEN
T graph)


Affix: BURN2
  Prefix: Slag [ITEM]
  Minimum Level: 20
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  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) (Us
es 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)


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 PERCE
NT 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 g
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raph)


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 PERCE
NT graph)
    (5.0-8.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
ph)


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)


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 gr
aph)


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
)


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)


Affix: ELEC_DOT2
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  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_DO
T2)


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)


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)


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)
    (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:
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    (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: [1HMACE, 2HMACE, CANNON, STAFF]
  Effects:
    (15.0-20.0)% chance to cast crushing_blow on strike (named crushing_blow) (U
ses 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 PE
RCENT graph)
    (8.0-20.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses PERCENT gra
ph)


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, STA
FF]
  Effects:
    (15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses PERCE
NT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named
 DMG_ANGRY1) (Uses PERCENT graph)
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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 PERCEN
T graph)


Affix: PROC_DEATHSTRIKE4
  Prefix: Vorpal [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 P
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 grap
h)


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 PERCE
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:
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    (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 gra
ph)


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 PERCEN
T 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) (U
ses 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
```



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  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more poison Damage (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 se
conds (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]
  Effects:
    (10.0-15.0)% more poison damage (named DMG_PERCENT_POIS3) (Uses PERCENT grap
h)


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_DOT
1)


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 BLIN
DING4) (Uses PERCENT graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses PERCE
NT 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
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  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 g
raph)


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)
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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:
    (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 PERCEN
T 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:
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    (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
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
FF]
  Effects:
    (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses PERCENT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (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, STA
FF]
  Effects:
    (2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (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 grap
h)


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) (Us
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es 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 PERCEN
T graph)


Affix: DMG_PROC_POIS1
  Prefix: Blight-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (15.0-20.0)% more poison Damage (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
  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]
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  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) (Us
es PERCENT graph)
    Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2.0 s
econds (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 PERC
ENT 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
  Spawns On: [BELT, RING]
  Effects:
    (30.0-50.0)% more Effectiveness of Potions (named POTIONS4) (Uses PERCENT gr
aph)


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 PERCE
NT graph)


Affix: PROC_DEATHSTRIKE1
  Prefix: [ITEM] of Killing
  Minimum Level: 20
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [WEAPON]
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  Effects:
    (1.0-3.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PER
CENT graph)


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)


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
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  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)


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_sup
ercharge) (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_sup
ercharge) (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_sup
ercharge) (Level 1)


Affix: OFTHEMASTER
  Prefix: Skillful [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
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  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]
  Effects:
    Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OFTHEBE
AR DAMAGE BONUS)


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)


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)


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)


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_fullhe
al) (Level 1)


Affix: REAT_OF_DWARVEN5
  Prefix: [ITEM] of the Stone Golem
  No Level Range
  Spawn Weight: 5
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  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
    (15.0-15.0)% less Movement Speed
    +(48.0-52.0) physical Armor


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)


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 drawhealt
hx5)


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_Fir
eStorm) (Level 1)


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_fullhe
al) (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
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  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]
  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_Acid
Rain) (Level 1)


Affix: TRINKET_STAT_STRENGTH5
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  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_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 for 0
.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 OFTHEBEA
R DAMAGE BONUS)


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 WC
_Glacial Spike) (Level 1)


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)
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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


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)
```



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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_fullhe
al) (Level 1)


Affix: REAT_OF_WONDER5
  Prefix: [ITEM] of Possiblity
  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:
```

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    -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) (Level 1)


Affix: REAT_OF_BARD
  Prefix: Bard's [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [GLOVES, HELMET]
  Effects:
    (1.0-3.0)% more Fame Gain (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
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  Spawns On: [TWO HANDED]
  Effects:
    (15.0-15.0)% more charge rate


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)


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
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  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NEC
KLACE, 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
  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
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  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
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 ARMOR)


Affix: OF_PROCKILL_FULLHEAL_5
  Prefix: [ITEM] of Engulfing
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  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
  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
```



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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 WC_
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 drawhealt
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
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  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_fullhe
al) (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]
```



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  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
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NEC
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
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  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
  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_Fir
eStorm) (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
  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
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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
  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)
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    (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, NEC
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
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  Occupies no slots
  Spawns On: [BOOTS]
  Effects:
    (25.0-25.0)% chance to cast Random Teleport when struck (named Random Telepo
rt) (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_FROZENSOUL_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 re
at_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 drawman
ax2)


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 Telepo
rt) (Level 1)


Affix: REAT_OF_VILLAINNY3
  Prefix: Delinquent [ITEM]
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  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 DEF
ENSE)


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) (E
xclusive)


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 OFTHEBEA
R 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)
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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)


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)
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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 3) (E
xclusive)


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 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 re
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at_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_pr
oc) (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) (E
xclusive)


Affix: OF_TL2_PETDAMAGE
  Prefix: Commanding [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
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  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_OFLICH5
  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
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  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
  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
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  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:
    (5.0-5.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_s
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 uni
que_immobilize)


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
_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
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  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 ELECTRICA
L 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
  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
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    (20.0-20.0)% more Fame Gain
    (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 re
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 DEFE
NSE)


Affix: OFTHEWINDS5
  Prefix: [ITEM] of Deflection
  Minimum Level: 13
  Spawn Weight: 5
  Occupies no slots
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  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)
    (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
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  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
  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_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


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
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  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 DEFE
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) (E
xclusive)


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_Blo
odWash) (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 drawman
ax5)


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)
```



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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)


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:
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    +(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_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
```



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  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 uni
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_OFLICH
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  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
  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)
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```
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)


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 REFLECTION)


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 ELEMEFFECTDURATI
ONBONUS)


Affix: OF_TL2_FUMBLECHANCE2
  Prefix: Precise [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
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    (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
  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)


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 drawman
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
```

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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_pr
oc) (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 DEFEN
SE)


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:
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    (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
  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
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  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_poison
burst_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
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  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 ofblindi
ngblinding)


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 ofblindi
ngblinding)


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:
    (7.0-10.0)% more Fame Gain (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
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  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_poison
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)
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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


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)


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 OFTHEELEP
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)
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    +(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
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  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_poisonbu
rst_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
```

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  Spawn Weight: 3
  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]
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  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)


Affix: REAT_OF_RANGER5
  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 ELECT
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)
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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)


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_Bl
indCloud) (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]
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  Effects:
    +(44.0-56.0) Mana (named OFTHEOWL MAX MANA)


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)


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, CROSS
BOW, 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, ma
x 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
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  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


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)
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    +(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)


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:
    (3.0-5.0)% more Fame Gain (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]
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  Effects:
    Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindi
ngblinding)


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:
    (5.0-7.0)% more Fame Gain (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_poison
burst_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
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
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  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, POLEARM,
 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_Bl
indCloud) (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)
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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 OFTHEELEPHA
NT 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:
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    (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]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  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 ELECTRI
CAL 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 uniqu
e_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
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  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


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
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  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
  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 W
C_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]
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  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
  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 OFTHEELEPHA
NT 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
```

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  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


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, NEC
KLACE, 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_M
eteor 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)
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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)


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 OFTHEELEPHA
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 ELECT
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)
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```
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
  Occupies no slots
  Spawns On: [GLOVES, HELMET, NECKLACE]
  Effects:
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    +(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 DEFE
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 ofblindi
ngblinding)


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
```

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  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (5.0-5.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharg
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) (Exclus
ive)


Affix: REAT_OF_FIREATTUN
  Prefix: [ITEM] of Fire Attunement
  Minimum Level: 5
  Spawn Weight: 5
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  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


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)
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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
  Spawns On: [GLOVES, WEAPON]
  Effects:
    +(21.0-29.0) fire damage (named OFFLAME DAMAGE BONUS)
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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) (Exclus
ive)


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 ELECTRICAL
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 ATTACK SP
EED)


Affix: PETTAG_TL2_SHIELDBREAKER5
  Prefix: Crushing [ITEM]
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  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)


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
  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 0.5
 seconds (named Weapon Zombie Proc)
```

```
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)


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_Met
eor 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)


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 ELECTRICAL DE
FENSE)


Affix: OFICE
  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 OFICE 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_fullcharg
e_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
    (10.0-10.0)% more Fame Gain
    (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_fullcharg
e_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 drawhealt
hx1)


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
  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) (Exclus
ive)


Affix: OF_TL2_SHIELDBREAK5
  Prefix: [ITEM] of Shieldbreaking
  No Level Range
  Spawn Weight: 5
  Occupies no slots
```

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  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 DEFEN
SE)


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
```



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  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)


Affix: TRINKET_FIRE_PERCENT5
  Prefix: [ITEM] of Incineration
  Minimum Level: 15
  Spawn Weight: 5
```

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  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 DEFE
NSE)


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)


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)


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)


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 SP
EED)


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


Affix: REAT_OF_PROC_FULLCHARGE_2
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  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)


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) (Exclus
ive)


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)


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)


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: 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)
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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)


Affix: REAT_OF_PROC_SUPERCHARGE_5
  Prefix: Super [ITEM]
```



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  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)


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_sup
ercharge) (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_sup
ercharge) (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]
  Effects:
    Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OFTHEBE
AR DAMAGE BONUS)
```

```
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)


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)


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)


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_fullhe
al) (Level 1)


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


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)
```



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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 drawhealt
hx5)


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_Fir
eStorm) (Level 1)


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_fullhe
al) (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]
  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_Acid
Rain) (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_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 for 0
.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 OFTHEBEA
R DAMAGE BONUS)


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 WC
_Glacial Spike) (Level 1)


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)


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


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_fullhe
al) (Level 1)


Affix: REAT_OF_WONDER5
  Prefix: [ITEM] of Possiblity
  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) (Level 1)


Affix: REAT_OF_BARD
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  Prefix: Bard’s [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [GLOVES, HELMET]
  Effects:
    (1.0−3.0)% more Fame Gain (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
  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, NEC
KLACE, 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)
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    (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
```



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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 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]
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  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
```



```
  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 WC_
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 drawhealt
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_fullhe
al) (Level 1)
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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
  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:
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    (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, NEC
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
  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]
```

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  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_Fir
eStorm) (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:
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    (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]
```

```
  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
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NEC
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 Telepo
rt) (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)
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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_FROZENSOUL_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 re
at_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 drawman
ax2)


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 Telepo
rt) (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]
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  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(90.0-120.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEF
ENSE)


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) (E
xclusive)


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 OFTHEBEA
R 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]
```

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  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:
    (10.0-10.0)% more chance to break shields (named unique_shieldbreak)


Affix: OF_TL2_DRAWARMOR_PHYSICAL3
  Prefix: Fortified  [ITEM]
  Minimum Level: 5
```



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  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) (E
xclusive)


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 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 re
at_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_pr
oc) (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) (E
xclusive)


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)
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Affix: REAT_OFLICH5
  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 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
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    +(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:
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    (5.0-5.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_s
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 uni
que_immobilize)


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
_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 ELECTRICA
L DEFENSE)


Affix: REAT_OF_STEELTOE5
  Prefix: [ITEM] of Cement
  No Level Range
  Spawn Weight: 5
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  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
    (20.0-20.0)% more Fame Gain
    (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
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  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 re
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 DEFE
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)
    (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
  Spawns On: [NECKLACE, WEAPON]
```



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  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_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


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
  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 DEFE
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) (E
xclusive)


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_Blo
odWash) (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 drawman
ax5)


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]
  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
```

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  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_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]
  Effects:
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```
    +(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 uni
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_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


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]
  Effects:
    (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)


Affix: OFTHETHORN2
  Prefix: Avenging [ITEM]
  Minimum Level: 5
```



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  Spawn Weight: 2
  Occupies no slots
  Spawns On: [SHIELD, SHOULDER ARMOR]
  Effects:
    (17.0-23.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)


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 ELEMEFFECTDURATI
ONBONUS)


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
  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
```

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  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)


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 drawman
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_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_pr
oc) (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 DEFEN
SE)


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
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  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
  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:
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    (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_poison
burst_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 ofblindi
ngblinding)


Affix: PETTRINKET_LIFESTEAL_MASTER7
  Prefix: Synergistic [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
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  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 ofblindi
ngblinding)


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:
    (7.0-10.0)% more Fame Gain (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_poison
burst_proc) (Level 1)


Affix: MANA_ADDER_3
  Prefix: Mystical [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
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  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]
  Effects:
    (6.0-6.0)% more charge rate


Affix: REAT_OF_PROCGETHIT_AEGIS2
  Prefix: Aegis [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
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  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: 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 OFTHEELEP
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)
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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_poisonbu
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rst_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)


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)
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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
  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_RANGER5
  Prefix: [ITEM] of the Beast Master
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [BOW, CROSSBOW, POLEARM, RIFLE, CHEST ARMOR]
  Effects:
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    (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 ELECT
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)


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)


Affix: TRINKET_FIRE_BONUS5
  Prefix: [ITEM] of Burning
  No Level Range
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  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_Bl
indCloud) (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
  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
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  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, CROSS
BOW, 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, ma
x 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
    (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
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  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
  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
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  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:
    (3.0-5.0)% more Fame Gain (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 ofblindi
ngblinding)


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:
    (5.0-7.0)% more Fame Gain (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_poison
burst_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
  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
```



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    +(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, POLEARM,
 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_Bl
indCloud) (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
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  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: 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


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
```



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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)


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 ELECTRI
CAL 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 uniqu
e_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
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]
  Effects:
    +(0.9-0.9) HP/Second
```



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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
  Prefix: Parrying [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [2HMELEE]
  Effects:
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    (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 W
C_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
  Prefix: Charged [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [GLOVES, STAFF, WAND]
  Effects:
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    +(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 OFTHEELEPHA
NT 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


Affix: OF_TL2_SILENCE
  Prefix: Silencing [ITEM]
  Minimum Level: 6
  Spawn Weight: 1
  Occupies no slots
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  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NEC
KLACE, 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_M
eteor 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
  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
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  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 OFTHEELEPHA
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 ELECT
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
  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
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  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]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(150-150) Vitality (named OFTHEMASTER CRITICAL CHANCE)


Affix: OFTHEMASTER2
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  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 DEFE
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 ofblindi
ngblinding)


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_fullcharg
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)
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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) (Exclus
ive)


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


Affix: OF_TL2_CHARGEDECAY
  Prefix: Grasping [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]
```



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  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
  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
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  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
  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) (Exclus
ive)


Affix: TRINKET_ELECTRIC_PERCENT5
  Prefix: [ITEM] of Shock
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  Minimum Level: 15
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-10.0)% more electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL
DEFENSE)


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 ATTACK SP
EED)


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)


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]
```

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  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
  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]
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  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 0.5
 seconds (named Weapon Zombie Proc)


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)


Affix: PETTRINKET_LIFESTEAL_MASTER
  Prefix: Synergistic [ITEM]
  No Level Range
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  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_Met
eor 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)


Affix: TRINKET_POISON_PERCENT5
  Prefix: [ITEM] of Poisoning
  Minimum Level: 15
  Spawn Weight: 5
```



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  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 DE
FENSE)


Affix: OFICE
  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 OFICE 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_fullcharg
e_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
    (10.0-10.0)% more Fame Gain
    (10.0-10.0)% less all damage
```

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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)


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)


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)
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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) (Exclus
ive)


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)
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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 DEFEN
SE)


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
```



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    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]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFE
NSE)


Affix: OFTHEBULL
  Prefix: Slamming [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [MELEE]
  Effects:
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    -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:
    (25.0-25.0)% more chance to break shields (named unique_shieldbreak)


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)


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 SP
EED)


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


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)


Affix: OF_TL2_DRAWARMOR
  Prefix: Bolstered  [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
```



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  Spawns On: [SHIELD, SHOULDER ARMOR]
  Effects:
    (1.0-1.0)% less all damage taken/monster within 1.0 meters (Up to 3) (Exclus
ive)


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)


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)


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: 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)


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
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  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)


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_sup
ercharge) (Level 1)


Affix: REAT_OF_PROC_SUPERCHARGE_1
  Prefix: Engulfing [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
```



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  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_sup
ercharge) (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_sup
ercharge) (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]
  Effects:
    Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OFTHEBE
AR DAMAGE BONUS)


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)


Affix: OF_PROCKILL_FULLHEAL_3
  Prefix: Engulfing [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
```

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  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)


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)


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_fullhe
al) (Level 1)


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


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)


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 drawhealt
hx5)


Affix: OF_PROC_FIRESTORM_15
  Prefix: [ITEM] of the Fire Storm
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  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_Fir
eStorm) (Level 1)


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_fullhe
al) (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
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  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]
  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_Acid
Rain) (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_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 for 0
.5 seconds (named Weapon Zombie Proc)
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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 OFTHEBEA
R DAMAGE BONUS)


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 WC
_Glacial Spike) (Level 1)


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)


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


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:
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    (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]
```



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  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_fullhe
al) (Level 1)


Affix: REAT_OF_WONDER5
  Prefix: [ITEM] of Possiblity
  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) (Level 1)


Affix: REAT_OF_BARD
  Prefix: Bard's [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [GLOVES, HELMET]
  Effects:
    (1.0-3.0)% more Fame Gain (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]
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  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
  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
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  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, NEC
KLACE, 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
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  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
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
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  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 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)
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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
  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
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  Spawns On: [TWO HANDED]
  Effects:
    (15.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named WC_
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 drawhealt
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_fullhe
al) (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
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  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
  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
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  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, NEC
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
  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
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  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_Fir
eStorm) (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
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  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]
  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:
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    (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
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NEC
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
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  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 Telepo
rt) (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_FROZENSOUL_3
  Prefix: Numbing [ITEM]
  Minimum Level: 5
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  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 re
at_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 drawman
ax2)


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 Telepo
rt) (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 DEF
ENSE)


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)
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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) (E
xclusive)


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 OFTHEBEA
R 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:
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    (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:
    (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) (E
xclusive)


Affix: OFTHEWINDS2
  Prefix: Deflecting [ITEM]
  Minimum Level: 13
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [PANTS]
  Effects:
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    (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 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 re
at_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]
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  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_pr
oc) (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) (E
xclusive)


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_OFLICH5
  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
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  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 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]
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  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:
    (5.0-5.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_s
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
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  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 uni
que_immobilize)


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
_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 ELECTRICA
L 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)
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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
    (20.0-20.0)% more Fame Gain
    (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 re
at_frozensoul_proc) (Level 1)


Affix: OFTHESTORMS2
  Prefix: Mirrored [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  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 DEFE
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)
    (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
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  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
  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_PAPER5
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  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
  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 DEFE
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) (E
xclusive)


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_Blo
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odWash) (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 drawman
ax5)


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]
  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)
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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
```

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  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_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]
  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
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  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 uni
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_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


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
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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]
  Effects:
    (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)


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 REFLECTION)


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:
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    +(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 ELEMEFFECTDURATI
ONBONUS)


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
  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
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  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)


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
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  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 drawman
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_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_pr
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oc) (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 DEFEN
SE)


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
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  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
  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_poison
burst_proc) (Level 1)


Affix: OFTHESOLDIER5
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  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 ofblindi
ngblinding)


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 ofblindi
ngblinding)
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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:
    (7.0-10.0)% more Fame Gain (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_poison
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)
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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]
  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_aegis
) (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 OFTHEELEP
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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
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  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_poisonbu
rst_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]
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  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)


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
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  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
  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_RANGER5
  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)
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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 ELECT
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)


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)


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:
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    (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_Bl
indCloud) (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
  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
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  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, CROSS
BOW, 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, ma
x 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
    (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)
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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)


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]
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  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:
    (3.0-5.0)% more Fame Gain (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 ofblindi
ngblinding)


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:
    (5.0-7.0)% more Fame Gain (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
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  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (25.0-25.0)% chance to cast reat_poisonburst_proc on kill (named reat_poison
burst_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
  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, POLEARM,
 STAFF]
  Effects:
    (50.0-50.0)% more Damage to Secondary Targets
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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_Bl
indCloud) (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 OFTHEELEPHA
NT 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
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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


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
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  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)


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 ELECTRI
CAL DEFENSE)


Affix: OFLIGHTNING3
  Prefix: Charged [ITEM]
  No Level Range
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  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 uniqu
e_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
  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
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  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
  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
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  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 W
C_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
  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
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  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 OFTHEELEPHA
NT 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


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, NEC
KLACE, 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_M
eteor Strike) (Level 1)
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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
  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 OFTHEELEPHA
NT MAX HP)
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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 ELECT
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
  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]
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  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]
  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]
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  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(60.0-80.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFE
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 ofblindi
ngblinding)


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_fullcharg
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
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  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) (Exclus
ive)


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


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
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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
  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:
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    -(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
  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) (Exclus
ive)


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 ELECTRICAL
DEFENSE)


Affix: REAT_OF_POISONATTUN
  Prefix: [ITEM] of Poison Attunement
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
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  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 ATTACK SP
EED)


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)


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
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  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
  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
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  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 0.5
 seconds (named Weapon Zombie Proc)


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)


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)
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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_Met
eor 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)


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 ELECTRICAL DE
FENSE)


Affix: OFICE
  Prefix: Icy [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [GLOVES, STAFF, WAND]
  Effects:
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    +(4.0-6.0) ice damage (named OFICE 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_fullcharg
e_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
    (10.0-10.0)% more Fame Gain
    (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_fullcharg
e_proc) (Level 1)


Affix: OF_TL2_DRAWHEALTH
  Prefix: Restoring  [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
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  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)


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
```



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  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) (Exclus
ive)


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
```

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  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 DEFEN
SE)


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]
```



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  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]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFE
NSE)


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)


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)


Affix: OF_PERCENT_ALL5_WANDS
  Prefix: [ITEM] of the Spectrum
```

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  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)


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 SP
EED)


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


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)


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) (Exclus
ive)


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)
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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)


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) (U
ses 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 PERCE
NT graph)


Affix: MAG1
  Prefix: Mage's [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]
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  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:
    (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% more ice Damage Takenfor 2.0 seconds (named CLA
SS_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:
    20.0% (15.0-20.0)% more ice Damage (named DMG_PROC_ICE1)


Affix: DMG_PROC_ELEC1
  Prefix: Jolt-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (15.0-20.0)% more electric Damage (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_MAT
12)
    +(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:
    40.0% (15.0-25.0)% more physical Damage (named CLASS_BASED_B_1)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BAS
ED_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 PE
RCENT 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 PERCEN
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T 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 gr
aph)


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 g
raph)


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 grap
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 PE
RCENT 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 PERCEN
T 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
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  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:
    20.0% (15.0-20.0)% more fire Damage (named DMG_PROC_FIRE1)
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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 g
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) (U
ses 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
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  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 PERCE
NT 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 grap
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:
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    (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) (U
ses PERCENT graph)


Affix: DMG_PROC_ELEC2
  Prefix: Jolt-Spike [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more electric Damage (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:
    20.0% (20.0-30.0)% more ice Damage (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:
    (2-5)% more Vitality (named CLASS_BASED1) (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% more electric Damage Takenfor 2.0 seconds (name
d 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_MAT1
1) (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 grap
h)
    (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]
  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 gr
aph)
```

```
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 PER
CENT 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 g
raph)


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 gra
ph)


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]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more fire Damage (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:
    (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% more fire Damage Takenfor 2.0 seconds (named CL
ASS_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 P
ERCENT graph)


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)


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 grap
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 grap
h)
    (7.0-15.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG3) (Uses PERC
ENT 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: 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)


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) (U
ses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% chance to cast elec_explosion on kill for 2.0 s
econds (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)


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 g
raph)
    (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
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  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 gra
ph)


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]
  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 PE
RCENT 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 PERCEN
T 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 PE
RCENT 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 PERCEN
T 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 gr
aph)


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]
  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)


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)
```



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    (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
  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
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  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 grap
h)


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)
    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_MA
T14) (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:
```



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    (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 thiefs) (Uses PERCENT graph)
    (5.0-10.0)% more Magic Find (named thiefs) (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]
  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 gra
ph)


Affix: VIT_MAG2
  Prefix: Hermit's [ITEM]
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  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
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (15.0-25.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses PERCENT gr
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 g
raph)


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)
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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
  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
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  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)


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)
    +(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_M
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_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)
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    (1.0-20.0)% more poison damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT gr
aph)


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)


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 PER
CENT 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)
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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:
    (1.0-3.0)% more Fame Gain (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 gr
aph)


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
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  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) (U
ses 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 grap
h)


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)
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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 g
raph)
    (7.0-10.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT gra
ph)


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:
    (5.0-10.0)% more Fame Gain (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 PE
RCENT graph)
    (5.0-25.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERC
ENT graph)


Affix: HP_MP_STEAL_PERCENT2
  Prefix: Parasitic [ITEM]
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  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)


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 PE
RCENT graph)
    (1.0-20.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERC
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ENT 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:
    (2.0-6.0)% more Fame Gain (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 g
raph)
    (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT gr
aph)


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_BA
SED_A_2) (Uses PERCENT graph)
    (10.0-20.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (U
ses PERCENT graph)
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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 grap
h)


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)


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_MA
T5) (Uses PERCENT graph)


Affix: ARM_BONUS_STUNRES1
  Prefix: Beetle's [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
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  Spawns On: [GLOVES, PANTS, SHIELD]
  Effects:
    (1.0-10.0)% more Stun resistance (named ARM_BONUS_STUNRES1) (Uses PERCENT gr
aph)
    (1.0-3.0)% more physical Armor (named ARM_BONUS_STUNRES1) (Uses PERCENT grap
h)


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 gr
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: Lighweight [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 PER
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CENT 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 g
raph)


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 PER
CENT graph)
    (1.0-5.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCE
NT 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 gr
aph)


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
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  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_M
AT4) (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
  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)
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    (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 gr
aph)
    (3.0-5.0)% more physical Armor (named ARM_BONUS_STUNRES2) (Uses PERCENT grap
h)


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 g
raph)
    (1.0-5.0)% more poison damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT gra
ph)


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)
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    (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 PE
RCENT graph)
    (1.0-15.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERC
ENT 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
)


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
)
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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 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 PE
RCENT graph)
    (1.0-10.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERC
ENT 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:
    (8.0-15.0)% more Fame Gain (named FAME4) (Uses PERCENT graph)


Affix: BOOTS9
  Prefix: Tracker’s [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  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 g
raph)
    (4.0-8.0)% more physical Armor (named ARM_BONUS_STUNRES3) (Uses PERCENT grap
h)


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 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: 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)


Affix: WEAPON_MAT7
  Prefix: Caermic [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
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  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]
  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]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  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 g
raph)


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 grap
h)
    (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)
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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 PERCEN
T 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 gra
ph)
    (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
```

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  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_B
ASED_P_2) (Uses PERCENT graph)
    (5.0-10.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses PERCENT grap
h)


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)


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 gr
aph)


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)% more physical damage taken/monster within 1.5 meters (Up to 1) (n
amed CLASS_BASED_P_3) (Uses PERCENT graph)
    (5.0-10.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses PERCENT gra
ph)


Affix: ALL_STATS4
  Prefix: [ITEM] of the Planes
  Minimum Level: 45
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [BELT, HELMET, NECKLACE, RING]
  Effects:
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    +(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: 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 gra
ph)
    (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:
    (8.0-15.0)% less charge bar decay rate (named CHARGE_DECAY3) (Uses PERCENT g
raph)


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)
    (2.0-12.0)% more chance to Interrupt Enemies (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
  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) (Us
es 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_M
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:
    (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)
```

```
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 gra
ph)
    (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 gr
aph)


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)
    (20.0-33.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses PER
CENT 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 PERCE
NT 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]
  Effects:
    (7.0-8.0)% less Mana Cost of Skills (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:
    (9.0-12.0)% less Mana Cost of Skills (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 gra
ph)
```



```
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)


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:
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    (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]
  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 PERCE
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: 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)
    (15.0-25.0)% more physical Damage Reflected (named DODGE_REFLECT4) (Uses PER
CENT 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 gr
aph)
    (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]
  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]
  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 g
raph)


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
  Prefix: Spiked [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (20.0-30.0)% more physical Damage (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_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]
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  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:
    (1.0-2.0)% less Mana Cost of Skills (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 gr
aph)


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 gra
ph)
```

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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
  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
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  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
  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 PE
RCENT 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 SLOW
1) (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)
    (1.0-5.0)% more physical Damage Reflected (named DODGE_REFLECT1) (Uses PERCE
NT graph)


Affix: RING_MAT4
  Prefix: Bladeweave [ITEM]
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  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)


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)
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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 gr
aph)
    (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 gr
aph)


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
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  Spawns On: [BELT, PANTS, SHOULDER ARMOR]
  Effects:
    (3.0-4.0)% more Dodge Chance (named DODGE_REFLECT3) (Uses PERCENT graph)
    (10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT3) (Uses PER
CENT 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]
  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: DMG_PROC_PHYS1
  Prefix: Barbed [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (15.0-20.0)% more physical Damage (named DMG_PROC_PHYS1)
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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)


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)


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 RAMP
AGE1) (Uses PERCENT graph)
    (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT
 graph)


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)


Affix: MANA_COST2
  Prefix: Recondite [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    (3.0-4.0)% less Mana Cost of Skills (named MANA_COST2) (Uses PERCENT graph)


Affix: ARMOR_PERCENT_LOW1
  Prefix: Iron Shod [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
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  Effects:
    (1.0-5.0)% more physical Armor (named ARMOR_PERCENT_LOW1) (Uses PERCENT grap
h)


Affix: MANA_COST3
  Prefix: Enigmatic [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    (5.0-6.0)% less Mana Cost of Skills (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
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  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 P
ERCENT 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)
    (5.0-10.0)% more physical Damage Reflected (named DODGE_REFLECT2) (Uses PERC
ENT 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:
    (20.0-33.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT gr
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aph)
    (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 grap
h)


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
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  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (15.0-25.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT grap
h)


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 PERCEN
T graph)
    (1.0-3.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
ph)


Affix: CLASS_BASED_S_3
  Prefix: Riftward [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [SHOULDER ARMOR, STAFF, WAND]
  Effects:
    (0.8-1.5)% more physical damage/monster within 1.5 meters (Up to 1) (named C
LASS_BASED_S_3) (Uses PERCENT graph)
    (5.0-15.0)% more all Damage Reflected (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 gr
aph)
    (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT g
raph)


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 PERCE
NT graph)


Affix: THORNS_PHYS_THORNED1
  Prefix: Thorned [ITEM]
  Minimum Level: 8
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  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
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 grap
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 PER
CENT graph)


Affix: DUAL_WIELD4
  Prefix: Mercurial [ITEM]
  Minimum Level: 20
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]
  Effects:
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```
    (15.0-20.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCE
NT graph)


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)


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 PE
RCENT graph)


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 grap
h)


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)


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)


Affix: FREEZE2
  Prefix: Brittlebite [ITEM]
  Minimum Level: 20
  Spawn Weight: 3
```



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  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 grap
h)


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) (U
ses PERCENT graph)


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)


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 gra
ph)


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 PERCE
NT graph)


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)


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 gr
aph)


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 PERCEN
T graph)
    (3.0-5.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
ph)


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 BLINDI
NG2) (Uses PERCENT graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses PERCE
NT 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 g
raph)
```



```
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 PER
CENT 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) (Us
es 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 PERCEN
T graph)


Affix: ARMOR_STATS_STR2
  Prefix: Pit Forged [ITEM]
  No Level Range
```

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  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
  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 PER
CENT graph)


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
)


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: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (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:
```



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    (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 PERCEN
T 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) (Us
es 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)


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
```

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  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 PERCE
NT 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 g
raph)


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 PERCE
NT graph)
    (5.0-8.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT gra
ph)


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)


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 gr
aph)


Affix: DMG_PERCENT_POIS2
  Prefix: Venom-Flare [ITEM]
  Minimum Level: 11
  Spawn Weight: 2
```



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  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (5.0-10.0)% more poison damage (named DMG_PERCENT_POIS2) (Uses PERCENT graph
)


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)


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_DO
T2)


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)


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)


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)
    (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: [1HMACE, 2HMACE, CANNON, STAFF]
  Effects:
    (15.0-20.0)% chance to cast crushing_blow on strike (named crushing_blow) (U
ses 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 PE
RCENT graph)
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    (8.0-20.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses PERCENT gra
ph)


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, STA
FF]
  Effects:
    (15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses PERCE
NT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (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 PERCEN
T graph)


Affix: PROC_DEATHSTRIKE4
  Prefix: Vorpal [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 P
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 grap
h)


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 PERCE
NT graph)
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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 gra
ph)


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 PERCEN
T 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) (U
ses PERCENT graph)


Affix: MP3
  Prefix: [ITEM] of Evocation
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]
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  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:
    20.0% (20.0-30.0)% more poison Damage (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 se
conds (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
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  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 grap
h)


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_DOT
1)


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 BLIN
DING4) (Uses PERCENT graph)
    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses PERCE
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NT 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 g
raph)


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
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  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:
    (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 PERCEN
T graph)


Affix: POIS3
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  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
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
FF]
  Effects:
    (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses PERCENT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (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, STA
FF]
  Effects:
    (2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph)
    Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (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 grap
h)


Affix: POIS2
  Prefix: Festering [ITEM]
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  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) (Us
es 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 PERCEN
T graph)


Affix: DMG_PROC_POIS1
  Prefix: Blight-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    20.0% (15.0-20.0)% more poison Damage (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
  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)
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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) (Us
es PERCENT graph)
    Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2.0 s
econds (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 PERC
ENT 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
  Spawns On: [BELT, RING]
  Effects:
    (30.0-50.0)% more Effectiveness of Potions (named POTIONS4) (Uses PERCENT gr
aph)


Affix: BLINDING5
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  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 PERCE
NT 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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named draw
manax3) (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 W
C_Stormclaw Proc) (Level 1)


Affix: OF_TL2_DAMAGEOVERTIME3
  Prefix: Savage [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
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  Effects:
    Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OFTHEBE
AR 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) (U
ses LINEAR_GRAPH graph)


Affix: PETTRINKET_THORNS7_ELEC_A_E
  Prefix: Electro-Spiked [ITEM]
  No Level Range
  Spawn Weight: 1
```

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  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 RANDOMSLAY
ER_MONSTER250_DUALWIELD)
    Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT to owner (named RAND
OMSLAYER_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_Gra
ph 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, NECKLA
CE, 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
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, RING]
  Effects:
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    +(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 RANDOM
SLAYER_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 RANDOM
SLAYER_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, STA
FF]
  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 OFTHEMA
STER 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:
    +(100.0-150.0) ice damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH
graph)
```

```
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 RANDOMSL
AYER_MONSTER25_MISSILERANGE)
    Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT to owner (named RA
NDOMSLAYER_MONSTER25_MISSILERANGE_COUNT)


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)


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, STA
FF]
  Effects:
    Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEELEP
HANT 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_fullhe
al) (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
```



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  Occupies no slots
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, RING]
  Can’t Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GR
APH 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)


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 drawhealt
hx5)


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, STA
FF]
  Effects:
    (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses
 LINEAR_GRAPH graph)
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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 SP
EED) (Uses LINEAR_GRAPH graph)


Affix: OF_PROCGETHIT_FULLHEAL_3
  Prefix: Regenerating [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE]
  Effects:
    (3.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullhe
al) (Level 1)


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, NECKLA
CE, RING]
  Effects:
    +(100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_G
RAPH graph)


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)


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, STA
FF]
  Effects:
    +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_
GRAPH graph)


Affix: OFTHESAGE3_A_E
  Prefix: Sage [ITEM]
  Minimum Level: 25
  Spawn Weight: 1
  Occupies no slots
```



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  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, RING]
  Effects:
    (3.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_
GRAPH graph)


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_MON
STER250_DOT)
    Add triggerable RANDOMSLAYER_MONSTER250_DOT_COUNT to owner (named RANDOMSLAY
ER_MONSTER250_DOT_COUNT)


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)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses Li
near_Graph graph)
    +(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses Linear_Grap
h graph)
    +(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses Linear_Grap
h graph)
    +(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses Li
near_Graph graph)


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)


Affix: OF_PERCENT_ICE3_A
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  Prefix: Ice-Surge [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: [COLLAR, STUD]
  Effects:
    (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH
 graph)


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)


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)


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, STA
FF]
  Effects:
    (10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses
LINEAR_GRAPH graph)


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: [ARMOR]
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  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(9.0-12.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)


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 ELECTR
ICAL DEFENSE) (Uses Linear_Graph graph)


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 L
INEAR_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: 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 RANDOMS
LAYER_MONSTER25_PROC_FULLHEAL)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT to owner (named R
ANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT)


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 OFTHEBEA
R DAMAGE BONUS)


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]
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  Effects:
    Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED to owner (named RANDOMSL
AYER_MONSTER250_ATTACKSPEED)
    Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT to owner (named RA
NDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT)


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 RANDOMSLA
YER_CHAMP10_PROC_FULLHEAL)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RAN
DOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses L
INEAR_GRAPH graph)


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, STA
FF]
  Effects:
    +(50-70) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)


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) (U
ses LINEAR_GRAPH graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
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  Effects:
    (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAP
H graph)


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_Gr
aph graph)


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_GRAP
H graph)


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)


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


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 RANDOMSLAYE
R_MONSTER25_DAMAGEPCT)
    Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT to owner (named RANDO
MSLAYER_MONSTER25_DAMAGEPCT_COUNT)
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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
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Effects:
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    (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
  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, NECKLA
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 RANDOMSLAYER_M
ONSTER25_SPLASH)
    Add triggerable RANDOMSLAYER_MONSTER25_SPLASH_COUNT to owner (named RANDOMSL
AYER_MONSTER25_SPLASH_COUNT)


Affix: OF_PERCENT_ELECTRIC3_WANDS_1H_E
  Prefix: Electric-Surge [ITEM]
  No Level Range
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  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


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)


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)


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) (Us
es 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: OFRESISTANCE5_C
  Prefix: [ITEM] of Resistance
  No Level Range
  Spawn Weight: 4
  Occupies no slots
```



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  Spawns On: [CHEST ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LI
NEAR_GRAPH graph)
    +(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAP
H graph)
    +(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAP
H graph)
    +(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LI
NEAR_GRAPH graph)


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)


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 RAN
DOMSLAYER_MONSTER250_PROC_CHAOTICRIFT)
    Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT to owner (nam
ed RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT)


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_G
RAPH graph)


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)


Affix: OF_PROCGETHIT_FULLHEAL_1
  Prefix: Regenerating [ITEM]
  No Level Range
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  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_fullhe
al) (Level 1)


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, NECKLA
CE, RING]
  Effects:
    (15.0-10.0)% less charge bar decay rate (Uses LINEAR_GRAPH graph)


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_CHA
MP10_SPLASH)
    Add triggerable RANDOMSLAYER_CHAMP10_SPLASH_COUNT to owner (named RANDOMSLAY
ER_CHAMP10_SPLASH_COUNT)


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)


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 RANDOMSLAYE
R_MONSTER25_MANASTEAL)
    Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT to owner (named RANDO
MSLAYER_MONSTER25_MANASTEAL_COUNT)


Affix: PETTAG_TL2_SHIELDBREAKER5_A_E
  Prefix: Crushing [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [COLLAR, STUD]
```



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  Effects:
    (75.0-100.0)% more chance to break shields (named unique_shieldbreak) (Uses
LINEAR_GRAPH graph)


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)


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)


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)


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_CHA
MP10_TANGLE)
    Add triggerable RANDOMSLAYER_CHAMP10_TANGLE_COUNT to owner (named RANDOMSLAY
ER_CHAMP10_TANGLE_COUNT)


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 ofblindi
ngblinding) (Uses LINEAR_GRAPH graph)


Affix: PETTRINKET_THORNS7_ELEC
  Prefix: Electro-Spiked [ITEM]
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  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    (30.0-35.0)% electric damage reflected


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)


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)


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)


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 RANDOMS
LAYER_MONSTER25_EXECUTE_COUNT)


Affix: OFTHEMISER5
  Prefix: [ITEM] of Wealth
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [GLOVES, HELMET]
  Effects:
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    (6.0-7.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Us
es LINEAR_GRAPH graph)


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


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)


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)


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 RANDOMSLA
YER_CHAMP10_TURNALIGNMENT)
    Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT to owner (named RAN
DOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT)


Affix: PETTRINKET_DAMAGE_POIS2
  Prefix: Virulent [ITEM]
  No Level Range
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  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(14.0-20.0) poison damage (named OFTHEBEAR DAMAGE BONUS)


Affix: OF_PERCENT_FLAME_WANDS
  Prefix: Fire-Surge [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [STAFF, WAND]
  Effects:
    (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)


Affix: 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 RANDOMS
LAYER_MONSTER25_TURNALIGNMENT)
    Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT to owner (named R
ANDOMSLAYER_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 OFTHEMAST
ER 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, POL
EARM]
  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)
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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 OFTHEMAST
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, STA
FF]
  Effects:
    (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAP
H 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)
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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:
    Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD to owner (named RANDOMSLAYER_
CHAMP10_DUALWIELD)
    Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT to owner (named RANDOMS
LAYER_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) (Excl
usive) (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 OFTHEMAST
ER 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 OFTHEB
EAR DAMAGE BONUS)


Affix: OF_PERCENT_POISON
  Prefix: Poison-Surge [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
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  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_STROMCLAW_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 RANDO
MSLAYER_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_MON
STER25_CRIT)
    Add triggerable RANDOMSLAYER_MONSTER25_CRIT_COUNT to owner (named RANDOMSLAY
ER_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)
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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, STA
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) (Us
es 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
  Prefix: Invigorating [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(2.0-4.0) Max HP


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)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Use
s LINEAR_GRAPH graph)


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
INEAR_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
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 LINEAR_GRAPH graph)
    (7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph)


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)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses L
INEAR_GRAPH graph)


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)


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, STA
FF]
  Effects:
    (10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses
LINEAR_GRAPH graph)


Affix: OF_FIREDEFENSE2
  Prefix: Cooling [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(18.0-24.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)


Affix: TRINKET_GOLDFIND5
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  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]
  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)


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:
```



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    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
  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 RANDOMSL
AYER_MONSTER250_PROC_ZOMBIE)
    Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT to owner (named RA
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_fullhe
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 RANDOMSLAYER
_MONSTER250_EXECUTE)
    Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE_COUNT to owner (named RANDOM
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)
```

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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
EBEAR 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)


Affix: OF_FIREDEFENSE
  Prefix: Cooling [ITEM]
```



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  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 RAND
OMSLAYER_MONSTER25_PROC_CHAOTICRIFT)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT to owner (name
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:
    +(40.0-50.0) poison damage (named OFTHEBEAR DAMAGE BONUS)
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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_POIS5
  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)
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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 Linear_G
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 ATTACK SP
EED) (Uses LINEAR_GRAPH graph)


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, NECKLA
CE, RING]
  Effects:
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    +(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, STA
FF]
  Effects:
    (10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Met
eor 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 LINEA
R_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, STA
FF]
  Effects:
    +(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAP
H 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
)


Affix: OF_PROC_BLOODWASH_10_2H
  Prefix: [ITEM] of Blood
  No Level Range
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  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_BloodWash on strike from target (named WC_Blo
odWash) (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_Fir
eStorm) (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 ELECTRICAL D
EFENSE) (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:
    +(266.0-333.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)
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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)


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 L
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_MONS
TER25_DOT)
    Add triggerable RANDOMSLAYER_MONSTER25_DOT_COUNT to owner (named RANDOMSLAYE
R_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, STA
FF]
  Effects:
    +(50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GR
APH 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, STA
FF]
  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
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  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) (Use
s LINEAR_GRAPH graph)


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, NECKLA
CE, 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_STROMCLAW_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 RANDOMSL
AYER_CHAMP10_PROC_STORMCLAW)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT to owner (named RA
NDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT)


Affix: OFTHEBULL2
  Prefix: Slamming [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [MELEE]
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  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
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [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: [GLOVES, HELMET]
  Effects:
    (4.0-5.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)


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_AcidRa
in) (Level 1)


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, STA
FF]
  Effects:
    (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH
 graph)


Affix: OFTHEVAMPIRE3_1H
  Prefix: Vampiric [ITEM]
  No Level Range
  Spawn Weight: 2
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  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Effects:
    +(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAP
H graph)


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, POL
EARM]
  Effects:
    Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH
graph)


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)


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 OFTHEMAST
ER CRITICAL CHANCE)


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, NECKLA
CE, RING]
  Effects:
    (5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3) (Excl
usive) (Uses LINEAR_GRAPH graph)
```

```
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, STA
FF]
  Effects:
    (10.0-15.0)% more physical damage (Uses LINEAR_GRAPH graph)


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)


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, STA
FF]
  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, NECKLA
CE, 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
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  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 OFTHEMAS
TER CRITICAL CHANCE)


Affix: PETTAG_DIRECT_BURN_PERCENT_10
  Prefix: Burning [ITEM]
  No Level Range
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    Inflict on Hit: (10.0-10.0)% chance to Burn for 5.0 seconds (named OFTHEMAST
ER 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 gra
ph)


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 RANDOMSL
AYER_MONSTER250_ATTACKSPEED)
    Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT to owner (named RA
NDOMSLAYER_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, NECKLA
CE, RING]
  Effects:
    (5.0-10.0)% less physical damage taken/monster within 10.0 meters (Up to 3)
```

```
(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
  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 g
raph)


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 drawman
ax2)


Affix: OFLEARNING_CHAMP10_ATTACKSPEED
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
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  Effects:
    Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED to owner (named RANDOMSLAYE
R_CHAMP10_ATTACKSPEED)
    Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT to owner (named RANDO
MSLAYER_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 OFTHEMAST
ER CRITICAL CHANCE)


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 DEFE
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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEF
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)
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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) (E
xclusive)


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_STROMCLAW
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSW
ORD, FIST, POLEARM, STAFF]
  Effects:
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW to owner (named RANDOMSL
AYER_CHAMP10_PROC_STORMCLAW)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT to owner (named RA
NDOMSLAYER_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
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  Spawns On: [WEAPON]
  Effects:
    Inflict on Hit: Does (2-4) physical damage over 5.00 seconds (named OFTHEBEA
R 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, STA
FF]
  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, STA
FF]
  Effects:
    (10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINE
AR_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]
```

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  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, NECKLA
CE, RING]
  Effects:
    (10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses LINEA
R_GRAPH graph)


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)


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)


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)


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)
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Affix: PETTRINKET_ARMOR_ICE7
  Prefix: Ice-Armored [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(80.0-100.0) ice armor


Affix: 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)


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 RANDOMSLAYE
R_MONSTER25_SHORTSTUN)
    Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT to owner (named RANDO
MSLAYER_MONSTER25_SHORTSTUN_COUNT)


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_GR
APH graph)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH
 graph)


Affix: OF_TL2_BLINDING3_2H_2
  Prefix: Blinding [ITEM]
  No Level Range
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  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 ofblindi
ngblinding) (Uses LINEAR_GRAPH graph)


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)


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)


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)


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)


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
FF]
  Effects:
    +(50-70) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)
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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)


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 LINEAR
_GRAPH graph)


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_Fir
eStorm) (Uses LINEAR_GRAPH graph) (Level 1)


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 3) (E
xclusive)


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)


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, NECKLA
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CE, RING]
  Effects:
    (10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses LINEA
R_GRAPH graph)


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 RANDOMSLAY
ER_MONSTER250_MANASTEAL)
    Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT to owner (named RAND
OMSLAYER_MONSTER250_MANASTEAL_COUNT)


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)


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)


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)


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 drawman
ax3)


Affix: OFTHESTORMS5
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  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)


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 RANDOM
SLAYER_MONSTER250_TURNALIGNMENT)
    Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT to owner (named
RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) (Us
es LINEAR_GRAPH graph)


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, STA
FF]
  Effects:
    (10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH
 graph)


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)


Affix: PETTAG_DIRECT_BURN_PERCENT_05
  Prefix: Burning [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  Spawns On: [COLLAR, STUD]
  Effects:
    Inflict on Hit: (5.0-5.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER
 CRITICAL CHANCE)


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 RANDOMSLAY
ER_MONSTER250_LIFESTEAL)
    Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT to owner (named RAND
OMSLAYER_MONSTER250_LIFESTEAL_COUNT)


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)


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 DEF
ENSE) (Uses Linear_Graph graph)


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)


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)
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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) (E
xclusive)


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_M
ONSTER250_IMMOB)
    Add triggerable RANDOMSLAYER_MONSTER250_IMMOB_COUNT to owner (named RANDOMSL
AYER_MONSTER250_IMMOB_COUNT)


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)


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)


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)


Affix: PETTRINKET_RESISTALL3
  Prefix: Resisting [ITEM]
  No Level Range
  Spawn Weight: 3
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  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, 2HSW
ORD, FIST, POLEARM, STAFF]
  Can't Spawn On: [MAGIC]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW to owner (named RANDOM
SLAYER_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 LINEA
R_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]
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  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, STA
FF]
  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]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, 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, STA
FF]
  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 LIN
EAR_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 g
raph)
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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, NECKLA
CE, 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, STA
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)


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 OFTHEMAST
ER CRITICAL CHANCE) (Uses Linear_Graph graph)


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]
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  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)


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, NECKLA
CE, 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 g
raph)


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, STA
FF]
  Effects:
    +(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH gr
aph)


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 REFLECTION)


Affix: OFTHEMISER3_C
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  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 LINEA
R_GRAPH graph)


Affix: PETTAG_DEGRADE_ARMOR5
  Prefix: Savage [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    Degrade enemy armor by (40-40) on hit (named OFTHESAVAGE DEGRADE ARMOR)


Affix: OFFLAME3_2H
  Prefix: Fiery [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) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH gr
aph)


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_GR
APH graph)


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)


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)
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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_GRA
PH graph)


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, STA
FF]
  Effects:
    (10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_Blo
odWash) (Uses LINEAR_GRAPH graph) (Level 1)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)


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_Blo
odWash) (Level 1)


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, NECKLA
CE, RING]
  Effects:
    +(15.0-20.0) Mana/s (Uses LINEAR_GRAPH graph)


Affix: OF_ELECTRICDEFENSE3_C
  Prefix: Grounded [ITEM]
  No Level Range
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  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 DEF
ENSE) (Uses LINEAR_GRAPH graph)


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)


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)


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, NECKLA
CE, RING]
  Effects:
    (5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3) (Excl
usive) (Uses LINEAR_GRAPH graph)


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_MON
STER25_CRIT)
    Add triggerable RANDOMSLAYER_MONSTER25_CRIT_COUNT to owner (named RANDOMSLAY
ER_MONSTER25_CRIT_COUNT)


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, NECKLA
CE, RING]
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  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_
GRAPH graph)


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)


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)


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 DEFENS
E) (Uses Linear_Graph graph)


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)


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 RANDOM
SLAYER_MONSTER250_PROC_FULLHEAL)
    Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT to owner (named
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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 ELECTRICA
L 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, 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)


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 RANDOMSLAYE
R_MONSTER25_KNOCKBACK)
    Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT to owner (named RANDO
MSLAYER_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 RANDOMSLAYE
R_MONSTER25_DUALWIELD)
    Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT to owner (named RANDO
MSLAYER_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)
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```
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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named draw
manax3) (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 RANDOMSLAYE
R_MONSTER25_MANASTEAL)
    Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT to owner (named RANDO
MSLAYER_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]
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  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)


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)


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)


Affix: OFTHESTORMS2
  Prefix: Deflecting [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [SHIELD]
  Effects:
    (12.0-12.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)


Affix: 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: 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)


Affix: OF_ELECTRICDEFENSE3
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  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 DEFE
NSE)


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)


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


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: 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)


Affix: OFTHESAVANT5
  Prefix: [ITEM] of the Savant
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [HELMET]
  Effects:
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    (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, STA
FF]
  Effects:
    (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GR
APH 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, NECKLA
CE, RING]
  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_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
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  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 RANDOMS
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 Lin
ear_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 Master
y)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) (Us
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es 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 W
C_Stormclaw Proc) (Uses Linear_Graph graph) (Level 1)


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 DEFE
NSE)


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, STA
FF]
  Effects:
    Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named OFTH
EBEAR 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_CHA
MP10_SPLASH)
    Add triggerable RANDOMSLAYER_CHAMP10_SPLASH_COUNT to owner (named RANDOMSLAY
ER_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) (E
xclusive)
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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, STA
FF]
  Effects:
    Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (U
ses LINEAR_GRAPH graph)


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)


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 RANDOMSLA
YER_MONSTER25_ATTACKSPEED)
    Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT to owner (named RAN
DOMSLAYER_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 drawman
ax5)


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
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  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, RING]
  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: 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 OFTHEMAS
TER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)


Affix: OF_ATTRIB_MAGIC
  Prefix: Adept [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
  Effects:
    +(30-40) Focus (named OFFLAME DAMAGE BONUS)


Affix: 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)


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)


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) (U
ses LINEAR_GRAPH graph)
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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)


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)


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, STA
FF]
  Effects:
    +(50-70) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)


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)


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)


Affix: TRINKET_STAT_MAGIC5
  Prefix: [ITEM] of Focus
  No Level Range
  Spawn Weight: 5
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  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]
  Effects:
    (10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINE
AR_GRAPH graph)
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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
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 DE
FENSE) (Uses Linear_Graph graph)


Affix: OFTHEWIZARD3
  Prefix: Draining [ITEM]
  No Level Range
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [WEAPON]
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  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
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 1
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  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
FF, CROSSBOW]
  Can't Spawn On: [MAGIC]
  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: 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, STA
FF]
  Effects:
    +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_
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 WC_Fir
eStorm) (Uses LINEAR_GRAPH graph) (Level 1)


Affix: OFLEARNING_CHAMP10_PROC_FULLHEAL
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
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    Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL to owner (named RANDOMSLA
YER_CHAMP10_PROC_FULLHEAL)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RAN
DOMSLAYER_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_GRAP
H 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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAP
H graph)


Affix: OF_TL2_PETHEALTH3_C
  Prefix: Salving [ITEM]
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  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) (Us
es 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 RANDOMSLA
YER_CHAMP10_TURNALIGNMENT)
    Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT to owner (named RAN
DOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT)


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_CHAMP1
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0_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_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: PETTAG_DEGRADE_ARMOR3
  Prefix: Savage [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [COLLAR, STUD]
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  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, STA
FF]
  Effects:
    (10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Met
eor 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 RANDOMS
LAYER_MONSTER250_MISSILERANGE)
    Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT to owner (named R
ANDOMSLAYER_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_G
RAPH graph)


Affix: OF_FIREDEFENSE3_C
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  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)


Affix: OF_ATTRIB_STRENGTH3_1H_E
  Prefix: Mighty [ITEM]
  No Level Range
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  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
  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 WC_
ThunderStorm) (Uses LINEAR_GRAPH graph) (Level 1)


Affix: OF_TL2_SHORTSTUN
  Prefix: Stunning [ITEM]
  No Level Range
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  Spawn Weight: 1
  Occupies no slots
  Spawns On: [2HMELEE]
  Effects:
    Inflict on Hit: (5.0-5.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER
 CRITICAL CHANCE)


Affix: OF_TL2_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)


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 OFTHEELEP
HANT MAX HP) (Uses LINEAR_GRAPH graph)


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 DEFEN
SE) (Uses Linear_Graph graph)


Affix: OF_ICEDEFENSE2
  Prefix: Warming [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(18.0-24.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)


Affix: 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 DEFEN
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SE)


Affix: PETTRINKET_DAMAGE_ELEC
  Prefix: Juiced [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(7.0-10.0) electric damage (named OFTHEBEAR DAMAGE BONUS)


Affix: 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 draw
manax3) (Uses LINEAR_GRAPH graph)


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, STA
FF]
  Effects:
    +(50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH
graph)


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


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_M
ONSTER25_SPLASH)
    Add triggerable RANDOMSLAYER_MONSTER25_SPLASH_COUNT to owner (named RANDOMSL
AYER_MONSTER25_SPLASH_COUNT)


Affix: OFLEARNING_MONSTER25_PROC_ZOMBIE
  Prefix: Augmented [ITEM]
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  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 RANDOMSLA
YER_MONSTER25_PROC_ZOMBIE)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT to owner (named RAN
DOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT)


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 RANDOMSLA
YER_MONSTER25_PROC_ZOMBIE)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT to owner (named RAN
DOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT)


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


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, NECKLA
CE, RING]
  Effects:
    (325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION
) (Uses LINEAR_GRAPH graph)


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)


Affix: OF_PERCENT_ELECTRIC3_C
  Prefix: Electric-Surge [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
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  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)


Affix: TRINKET_STAT_DEXTERITY5_A
  Prefix: [ITEM] of Swiftness
  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 gr
aph)


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)


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)


Affix: OFTHEBEAR2
  Prefix: Superior [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSS
BOW, FIST, PISTOL, POLEARM, RIFLE]
  Effects:
    +(12.0-16.0) physical damage (named OFTHEBEAR DAMAGE BONUS)


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)
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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, STA
FF]
  Can't Spawn On: [MAGIC]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN to owner (named RANDOMSLAYE
R_MONSTER25_SHORTSTUN)
    Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT to owner (named RANDO
MSLAYER_MONSTER25_SHORTSTUN_COUNT)


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)


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)


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)


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, STA
FF]
  Effects:
    (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_Fir
eStorm) (Uses LINEAR_GRAPH graph) (Level 1)


Affix: OFTHESEEKER3_1H_E
  Prefix: Lucky [ITEM]
  No Level Range
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  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)


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


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)


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_CH
AMP10_EXECUTE)
    Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE_COUNT to owner (named RANDOMSLA
YER_CHAMP10_EXECUTE_COUNT)


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


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)
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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) (Us
es 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 ofblindi
ngblinding)


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_M
ONSTER25_TANGLE)
    Add triggerable RANDOMSLAYER_MONSTER25_TANGLE_COUNT to owner (named RANDOMSL
AYER_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)
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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_MO
NSTER25_IMMOB)
    Add triggerable RANDOMSLAYER_MONSTER25_IMMOB_COUNT to owner (named RANDOMSLA
YER_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) (Us
es 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, STA
FF]
  Effects:
    Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named OFTH
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 ofblindi
ngblinding)


Affix: OF_TL2_PETHEALTH3
  Prefix: Salving [ITEM]
  No Level Range
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  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, STA
FF]
  Effects:
    (10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)


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_Met
eor Strike) (Uses LINEAR_GRAPH graph) (Level 1)


Affix: OFLEARNING_MONSTER25_PROC_STROMCLAW_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 RANDOM
SLAYER_MONSTER25_PROC_STORMCLAW)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT to owner (named
RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT)


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)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Use
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s LINEAR_GRAPH graph)


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


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 RANDOMSL
AYER_MONSTER25_MISSILERANGE)
    Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT to owner (named RA
NDOMSLAYER_MONSTER25_MISSILERANGE_COUNT)


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)


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 ELECTR
ICAL DEFENSE) (Uses Linear_Graph graph)


Affix: OFTHEBEAR3
  Prefix: Superior [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSS
BOW, FIST, PISTOL, POLEARM, RIFLE]
  Effects:
    +(18.0-24.0) physical damage (named OFTHEBEAR DAMAGE BONUS)


Affix: OF_TL2_SPLASH5
  Prefix: [ITEM] of Carnage
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  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


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, STA
FF]
  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_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)


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_M
ONSTER25_TANGLE)
    Add triggerable RANDOMSLAYER_MONSTER25_TANGLE_COUNT to owner (named RANDOMSL
AYER_MONSTER25_TANGLE_COUNT)


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_GRAP
H graph)


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, STA
FF]
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  Effects:
    Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEELEP
HANT MAX HP) (Uses LINEAR_GRAPH graph)


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


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 RANDOMS
LAYER_CHAMP10_SHORTSTUN_COUNT)


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 OFTHEELEP
HANT MAX HP)


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)


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 RANDOM
SLAYER_MONSTER250_SHIELDBREAKER)
    Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT to owner (named
RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT)
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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 RANDOMSLAY
ER_MONSTER250_DAMAGEPCT)
    Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT to owner (named RAND
OMSLAYER_MONSTER250_DAMAGEPCT_COUNT)


Affix: OF_PERCENT_ICE3
  Prefix: Ice-Surge [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
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  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 L
INEAR_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_Met
eor 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)


Affix: OFTHEVAMPIRE3_1H_E
  Prefix: Vampiric [ITEM]
  No Level Range
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  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_GRAP
H graph)


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 RANDOMSLAYE
R_CHAMP10_PROC_ZOMBIE)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT to owner (named RANDO
MSLAYER_CHAMP10_PROC_ZOMBIE_COUNT)


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)


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)


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 RANDOMSLAY
ER_MONSTER250_KNOCKBACK)
    Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT to owner (named RAND
OMSLAYER_MONSTER250_KNOCKBACK_COUNT)


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)
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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)


Affix: OFICE3
  Prefix: Icy [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    +(13.0-17.0) ice damage (named OFICE DAMAGE BONUS)


Affix: 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)


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]
  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


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)
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    Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT to owner (named RANDOMS
LAYER_CHAMP10_KNOCKBACK_COUNT)


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


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
)


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
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  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)


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_G
raph graph)


Affix: OFLEARNING_CHAMP10_IMMOB
  Prefix: Augmented [ITEM]
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  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [PISTOL, RIFLE, WAND]
  Effects:
    Add triggerable RANDOMSLAYER_CHAMP10_IMMOB to owner (named RANDOMSLAYER_CHAM
P10_IMMOB)
    Add triggerable RANDOMSLAYER_CHAMP10_IMMOB_COUNT to owner (named RANDOMSLAYE
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]
  Effects:
    +(27.0-36.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)


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 OFTH
EBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)


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_GR
APH graph)


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: PETTRINKET_HEALTHANDMANA7_A
  Prefix: Invigorating [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
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    +(750.0-1000.0) Max HP (Uses Linear_Graph graph)


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 Lin
ear_Graph graph)


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, NECKLA
CE, RING]
  Effects:
    +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)


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)


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) (U
ses LINEAR_GRAPH graph)


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 RANDOMS
LAYER_MONSTER25_EXECUTE_COUNT)


Affix: OF_TL2_RESIST_SLOW50_A
  Prefix: [ITEM] of Momentum
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  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH
graph)


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)


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, NECKLA
CE, 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 LINE
AR_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 LINE
AR_GRAPH graph)
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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_Bl
indCloud) (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]
  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 gra
ph)


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, CROSS
BOW, FIST, PISTOL, POLEARM, RIFLE]
  Effects:
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    +(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_CHAM
P10_IMMOB)
    Add triggerable RANDOMSLAYER_CHAMP10_IMMOB_COUNT to owner (named RANDOMSLAYE
R_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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GR
APH graph)


Affix: OFTHEELEPHANT3_A_E
  Prefix: Healthy [ITEM]
  No Level Range
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  Spawn Weight: 1
  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_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


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 RANDOMSLA
YER_CHAMP10_PROC_FULLHEAL)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RAN
DOMSLAYER_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 LI
NEAR_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 OFTHEELEP
HANT 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:
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    +(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, STA
FF]
  Effects:
    +(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH g
raph)


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, NECKLA
CE, 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)


Affix: OFLEARNING_MONSTER250_MISSILERANGE
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  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 RANDOMS
LAYER_MONSTER250_MISSILERANGE)
    Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT to owner (named R
ANDOMSLAYER_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, STA
FF]
  Effects:
    (4-8) second increased duration of elemental effects (named CLASS_BASED_D_3)
 (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, STA
FF, CROSSBOW]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER to owner (named RANDOM
SLAYER_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)
    Add triggerable RANDOMSLAYER_CHAMP10_MANASTEAL_COUNT to owner (named RANDOMS
LAYER_CHAMP10_MANASTEAL_COUNT)
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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 RANDOMSLA
YER_MONSTER25_ATTACKSPEED)
    Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT to owner (named RAN
DOMSLAYER_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_M
ONSTER250_IMMOB)
    Add triggerable RANDOMSLAYER_MONSTER250_IMMOB_COUNT to owner (named RANDOMSL
AYER_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 ofblindi
ngblinding)


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 gr
aph)


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, NECKLA
CE, RING]
  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_ATTRIB_STRENGTH3_C
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  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, STA
FF]
  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 DEFEN
SE) (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, NECKLA
CE, 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:
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    (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, STA
FF]
  Effects:
    (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GR
APH 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 RANDOMSLAYE
R_MONSTER25_LIFESTEAL)
    Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT to owner (named RANDO
MSLAYER_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)


Affix: PETTRINKET_THORNS5_ELEC
  Prefix: Electro-Spiked [ITEM]
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  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 SP
EED) (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, NECKLA
CE, 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 g
raph)


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, CROSS
BOW, FIST, PISTOL, POLEARM, RIFLE]
  Effects:
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    +(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 OFTHEMAS
TER 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 RANDOMSL
AYER_MONSTER250_PROC_ZOMBIE)
    Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT to owner (named RA
NDOMSLAYER_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_CHAMP1
0_DOT)
    Add triggerable RANDOMSLAYER_CHAMP10_DOT_COUNT to owner (named RANDOMSLAYER_
CHAMP10_DOT_COUNT)


Affix: OFTHEMASTER3_1H_E
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  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 RANDOMSLAYE
R_CHAMP10_PROC_ZOMBIE)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT to owner (named RANDO
MSLAYER_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 L
INEAR_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
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  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
)
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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, STA
FF]
  Effects:
    (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses
 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 RANDOMSLAYER_
CHAMP10_DAMAGEPCT)
    Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT to owner (named RANDOMS
LAYER_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 RANDOMSLAY
ER_MONSTER250_DAMAGEPCT)
    Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT to owner (named RAND
OMSLAYER_MONSTER250_DAMAGEPCT_COUNT)


Affix: OF_PERCENT_ICE5
  Prefix: [ITEM] of Ice Rage
  No Level Range
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  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: 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 RANDOMSLAYE
R_CHAMP10_ATTACKSPEED)
    Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT to owner (named RANDO
MSLAYER_CHAMP10_ATTACKSPEED_COUNT)


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)


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 g
raph)


Affix: PETTRINKET_THORNS7_ICE
  Prefix: Ice-Spiked [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    (30.0-35.0)% ice damage reflected


Affix: OFTHESEEKER2
  Prefix: Lucky [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [HELMET]
  Effects:
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    (2.0-2.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)


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


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) (Us
es LINEAR_GRAPH graph)


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)


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)


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 RANDOMS
LAYER_CHAMP10_KNOCKBACK_COUNT)


Affix: PETTRINKET_ARMOR_ICE7_A_E
  Prefix: Ice-Armored [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
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  Spawns On: [COLLAR, STUD]
  Effects:
    +(75.0-100.0) ice armor (Uses LINEAR_GRAPH graph)


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, STA
FF]
  Effects:
    (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_
GRAPH graph)


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 LINE
AR_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, NECKLA
CE, 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 OFTHEMAST
ER CRITICAL CHANCE)


Affix: OF_TL2_HEALTH_REGEN2
  Prefix: Rejuvenating [ITEM]
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  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 ELECTRI
CAL DEFENSE)


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, NECKLA
CE, 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
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  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)


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)


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)


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)


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)
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```
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)


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_CHAMP
10_CRIT)
    Add triggerable RANDOMSLAYER_CHAMP10_CRIT_COUNT to owner (named RANDOMSLAYER
_CHAMP10_CRIT_COUNT)


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)


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


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, NECKLA
CE, 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_POISONDEFENSE5
  Prefix: [ITEM] of Remedy
  No Level Range
  Spawn Weight: 5
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  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(45.0-60.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)


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)


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 RANDOMS
LAYER_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 W
C_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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses LI
NEAR_GRAPH graph)
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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, NECKLA
CE, RING]
  Effects:
    +(100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_G
RAPH 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, STA
FF]
  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:
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    (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 OFTHEMAST
ER 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 RAN
DOMSLAYER_MONSTER250_PROC_CHAOTICRIFT)
    Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT to owner (nam
ed 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, STA
FF]
  Effects:
    Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMAST
ER 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 OFTHEMAST
ER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)
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```
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_GR
APH 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 OFTHEELEPHA
NT 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 OFTHEMASTE
R 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, STA
FF]
  Effects:
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    (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]
  Effects:
    (30.0-50.0)% more chance to break shields (named sheildbreakaffix)
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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_M
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 RANDOMSLAY
ER_CHAMP10_MISSILERANGE)
    Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE_COUNT to owner (named RAND
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, STA
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)


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]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
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  Spawns On: [WEAPON]
  Can't Spawn On: [MAGIC]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER25_DOT to owner (named RANDOMSLAYER_MONS
TER25_DOT)
    Add triggerable RANDOMSLAYER_MONSTER25_DOT_COUNT to owner (named RANDOMSLAYE
R_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 RANDOMS
LAYER_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 RANDOMSLAY
ER_MONSTER250_MANASTEAL)
    Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT to owner (named RAND
OMSLAYER_MONSTER250_MANASTEAL_COUNT)


Affix: OFTHEBATTLEMENTS3_SH
  Prefix: Deflecting [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [SHIELD]
  Effects:
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    (10.0-20.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (Uses LINE
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_MISSILERANGEBONUS4_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 ATTACK SP
EED) (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
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
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    +(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 L
inear_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:
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    +(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 OFTHEELEPHA
NT MAX HP)


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_GR
APH 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, STA
FF]
  Effects:
    (10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEA
R_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 ELECT
RICAL 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_Blo
odWash) (Uses LINEAR_GRAPH graph) (Level 1)


Affix: OF_PERCENT_POISON2_WANDS
  Prefix: Poison-Surge [ITEM]
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  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)


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, STA
FF]
  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) (U
ses LINEAR_GRAPH graph)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) (Us
es LINEAR_GRAPH graph)


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)


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)
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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 RANDOMSLAYE
R_MONSTER25_KNOCKBACK)
    Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT to owner (named RANDO
MSLAYER_MONSTER25_KNOCKBACK_COUNT)


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_G
RAPH graph)


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)


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)


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


Affix: OF_ICEDEFENSE
  Prefix: Warming [ITEM]
  No Level Range
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  Spawn Weight: 1
  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(9.0-12.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)


Affix: 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


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_CHAMP
10_CRIT)
    Add triggerable RANDOMSLAYER_CHAMP10_CRIT_COUNT to owner (named RANDOMSLAYER
_CHAMP10_CRIT_COUNT)


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)


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, STA
FF]
  Effects:
    Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (U
ses LINEAR_GRAPH graph)


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)
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    Add triggerable RANDOMSLAYER_MONSTER250_TANGLE_COUNT to owner (named RANDOMS
LAYER_MONSTER250_TANGLE_COUNT)


Affix: OF_ATTRIB_MAGIC3
  Prefix: Adept [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
  Effects:
    +(100-120) Focus (named OFFLAME DAMAGE BONUS)


Affix: OFTHEVAMPIRE3_2H
  Prefix: Vampiric [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  Effects:
    +(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAP
H graph)


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: 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)


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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses LI
NEAR_GRAPH graph)


Affix: OF_PERCENT_ICE3_WANDS_1H
  Prefix: Ice-Surge [ITEM]
  No Level Range
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  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)


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)


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 RANDOMSLAYE
R_MONSTER25_DAMAGEPCT)
    Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT to owner (named RANDO
MSLAYER_MONSTER25_DAMAGEPCT_COUNT)


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)


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, NECKLA
CE, RING]
  Effects:
    +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)


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 DEFE
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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 ofblindi
ngblinding)


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)


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)


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)


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)


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:
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    +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_
GRAPH graph)


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 RANDOMS
LAYER_MONSTER25_TURNALIGNMENT)
    Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT to owner (named R
ANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT)


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)


Affix: OF_PERCENT_ICE2_WANDS
  Prefix: Ice-Surge [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [STAFF, WAND]
  Effects:
    (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)


Affix: 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 RANDOMS
LAYER_MONSTER25_PROC_FULLHEAL)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT to owner (named R
ANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT)


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.
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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 LINE
AR_GRAPH graph)


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)


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(75.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses LINE
AR_GRAPH graph)


Affix: PETTRINKET_ARMOR_POISON2
  Prefix: Poison-Armored [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(30.0-40.0) poison armor


Affix: 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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)


Affix: OF_ATTRIB_DEFENSE5
  Prefix: [ITEM] of Fortification
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
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  Effects:
    +(170-200) Vitality (named OFFLAME DAMAGE BONUS)


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


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)


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 L
INEAR_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) (Exclus
ive)


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]
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  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 RANDOMS
LAYER_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:
    (10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) (Us
es 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, STA
FF, CROSSBOW]
  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: 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 OFTHEMAST
ER 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
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  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
  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: 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 PER
CENT 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, STA
FF]
  Effects:
    (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAP
H graph)


Affix: OFRESISTANCE5_A_E
  Prefix: [ITEM] of Resistance
  No Level Range
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  Spawn Weight: 8
  Occupies no slots
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LI
NEAR_GRAPH graph)
    +(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAP
H graph)
    +(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAP
H graph)
    +(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LI
NEAR_GRAPH graph)


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 RANDOMS
LAYER_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 RANDOMSLAY
ER_MONSTER250_DUALWIELD)
    Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT to owner (named RAND
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: 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)


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) (Exclus
ive)


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_Bl
indCloud) (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:
    +(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 RANDOMS
LAYER_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 ELECTRICAL
DEFENSE)


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 OFFLAME DAMAGE BONUS)


Affix: OFLEARNING_MONSTER250_CRIT
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
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  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)


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_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)


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)


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
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  Effects:
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    +(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, STA
FF]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN to owner (named RANDOMSLAY
ER_MONSTER250_SHORTSTUN)
    Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT to owner (named RAND
OMSLAYER_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 OFTHEMA
STER CRITICAL CHANCE)


Affix: OF_TL2_PETHEALTH
  Prefix: Salving [ITEM]
  No Level Range
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  Spawn Weight: 1
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]
  Effects:
    (5.0-5.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)


Affix: 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)


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)


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)


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)


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)


Affix: OFLEARNING_MONSTER250_CRIT_1H
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  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)


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)


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)


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)


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)


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)
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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)


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]
  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: PETTRINKET_DAMAGE_FIRE3
  Prefix: Burning [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(24.0-30.0) fire damage (named OFTHEBEAR DAMAGE BONUS)


Affix: 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)


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


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) (Us
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es LINEAR_GRAPH graph)


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)


Affix: PETTRINKET_THORNS3
  Prefix: Spiked [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    (17.0-21.0)% physical damage reflected


Affix: 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, STA
FF]
  Effects:
    (10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)


Affix: PETTRINKET_ARMOR_POISON7
  Prefix: Poison-Armored [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(80.0-100.0) poison armor


Affix: 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 REFLECTION
) (Uses LINEAR_GRAPH graph)


Affix: OF_PROC_STORMCLAW10_1H
  Prefix: [ITEM] of Zapping
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  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)


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, STA
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) (Us
es 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_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, NECKLA
CE, 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, NECKLA
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```
CE, 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]
  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 ofblindi
ngblinding) (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, STA
FF]
  Effects:
    (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_Fir
eStorm) (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
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```
  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 RANDOMSLAY
ER_MONSTER250_SHORTSTUN)
    Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT to owner (named RAND
OMSLAYER_MONSTER250_SHORTSTUN_COUNT)


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)


Affix: PETTRINKET_THORNS2
  Prefix: Spiked [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    (11.0-14.0)% physical damage reflected


Affix: 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)


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


Affix: OF_PROCKILL_METEORSTRIKE_10
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  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_Met
eor Strike) (Level 1)


Affix: PETTRINKET_DAMAGE_FIRE2
  Prefix: Burning [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(14.0-20.0) fire damage (named OFTHEBEAR DAMAGE BONUS)


Affix: 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 ofblindi
ngblinding) (Uses LINEAR_GRAPH graph)


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 RANDOMSLAYE
R_MONSTER25_LIFESTEAL)
    Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT to owner (named RANDO
MSLAYER_MONSTER25_LIFESTEAL_COUNT)


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)


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)
```

```
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 DE
FENSE)


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_fullhe
al) (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, STA
FF]
  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: 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_MO
NSTER25_IMMOB)
    Add triggerable RANDOMSLAYER_MONSTER25_IMMOB_COUNT to owner (named RANDOMSLA
YER_MONSTER25_IMMOB_COUNT)


Affix: OFLEARNING_MONSTER25_PROC_CHAOTICRIFT
  Prefix: Augmented [ITEM]
```



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  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 RAND
OMSLAYER_MONSTER25_PROC_CHAOTICRIFT)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT to owner (name
d 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 RANDOMSLA
YER_CHAMP10_PROC_FULLHEAL)
    Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RAN
DOMSLAYER_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_GRAP
H graph)


Affix: OFTHEBATTLEMENTS2
  Prefix: Deflecting [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [SHIELD]
```

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  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
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
  Effects:
    +(21.0-29.0) physical Armor (named OFTHETURTLE ARMOR BONUS)


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)


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)


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, STA
FF]
  Effects:
    (10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEA
R_GRAPH graph)


Affix: OF_PROCKILL_ZOMBIE_10_2H
  Prefix: [ITEM] of Shadow
  No Level Range
  Spawn Weight: 1
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  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  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_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 drawhealt
hx1)


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)


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 OFTHEMA
STER CRITICAL CHANCE) (Uses Linear_Graph graph)


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.


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, NECKLA
CE, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEF
ENSE) (Uses LINEAR_GRAPH graph)
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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, 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: 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) (Us
es 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, STA
FF]
  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
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
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  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (7.0-10.0)% more poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEF
ENSE) (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, 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)


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 OFTHEMAST
ER CRITICAL CHANCE)


Affix: OF_ATTRIB_DEXTERITY
  Prefix: Agile [ITEM]
  No Level Range
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  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 gr
aph)


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) (Exclus
ive)


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 RANDOMSLAY
ER_MONSTER250_LIFESTEAL)
    Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT to owner (named RAND
OMSLAYER_MONSTER250_LIFESTEAL_COUNT)
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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, STA
FF]
  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]
  Effects:
    (10.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFEN
SE)
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Affix: OFLEARNING_MONSTER250_PROC_STROMCLAW
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSW
ORD, FIST, POLEARM, STAFF]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW to owner (named RANDO
MSLAYER_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_Blo
odWash) (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_CHA
MP10_TANGLE)
    Add triggerable RANDOMSLAYER_CHAMP10_TANGLE_COUNT to owner (named RANDOMSLAY
ER_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, STA
FF]
  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:
    (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 W
C_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, NECKLA
CE, RING]
  Effects:
    (325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION
) (Uses LINEAR_GRAPH graph)


Affix: PETTAG_TL2_SHORTSTUN2
  Prefix: Frightening [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
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  Effects:
    Inflict on Hit: (10.0-10.0)% chance to Stun for 2.0 seconds (named OFTHEMAST
ER CRITICAL CHANCE)


Affix: OFTHESTORMS
  Prefix: Deflecting [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [SHIELD]
  Effects:
    (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)


Affix: PETTRINKET_ARMOR_POISON5
  Prefix: Poison-Armored [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(80.0-100.0) poison armor


Affix: 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:
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    +(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, NECKLA
CE, RING]
  Effects:
    (10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Us
es LINEAR_GRAPH graph)


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, STA
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_Bl
indCloud) (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, STA
FF]
  Effects:
    Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN to owner (named RANDOMSLAYER_
CHAMP10_SHORTSTUN)
    Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT to owner (named RANDOMS
LAYER_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_Grap
h 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 DEFE
NSE)


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 RANDOMSLAY
ER_MONSTER250_KNOCKBACK)
    Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT to owner (named RAND
OMSLAYER_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
  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 LINE
AR_GRAPH graph)


Affix: OF_TL2_MISSILERANGEBONUS4
  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 SP
EED)


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_CH
AMP10_EXECUTE)
    Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE_COUNT to owner (named RANDOMSLA
YER_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) (Exclus
ive)


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)


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)


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)


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)


Area Affix: MAP_CRITCHANCE_20
  Suffix: (Brute)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
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  Effects:
    (20.0-20.0)% less Critical Chance (named RAID critchance DONE DEBUFF 20)


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)


Area Affix: MAP_DMG_30
  Suffix: (Giant)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (30.0-30.0)% less all damage (named RAID DAMAGE DONE DEBUFF 30)


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)


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)


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)


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)


Affix: SYN_PROCKILL_ZOMBIE_5
  Prefix: [ITEM] of Shadow
```

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  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_Z
ombie Proc Skill) (Level 1)


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)


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)


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)


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)


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)


Area Affix: MAP_DMG2
  Suffix: (Giant)
  No Level Range
  Spawn Weight: 9
```



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  Occupies no slots
  Effects:
    (50.0-50.0)% more all damage (named OFTHEBEAR DAMAGE BONUS2)


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)


Area Affix: MAP_AMRPRCNT
  Suffix: (Armored)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (25.0-25.0)% more physical Armor (named OFTHETURTLE ARMOR BONUS)


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)


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


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)


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)


Area Affix: MAP_GLACIER2
  Suffix: (Needler)
  No Level Range
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  Spawn Weight: 9
  Occupies no slots
  Effects:
    (3.0-3.0)% chance to cast WC_Glacial Spike on strike from target (named WC_G
lacial Spike) (Level 1)


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) (Uses ARM
OR_MONSTER_BYLEVEL graph)


Area Affix: MAP_GLACIER
  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_G
lacial Spike) (Level 1)


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)


Area Affix: MAP_REFLECT
  Suffix: (Spiny)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (20.0-20.0)% physical damage reflected


Area Affix: MAP_HP2
  Suffix: (Hardy)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (50.0-50.0)% more HP


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)
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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)


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)


Area Affix: MAP_HP
  Suffix: (Healthy)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (25.0-25.0)% more HP


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)


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)


Area Affix: MAP_BLOCKNEGATIVE
  Suffix: (Shield Breaking)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    Inflict on Hit: (30.0-30.0)% less Base Block Chance for 5.0 seconds (named O
FTHETURTLE ARMOR BONUS) (Exclusive)


Area Affix: MAP_MOVEMENT2
  Suffix: (Speedy)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
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    (25.0-25.0)% more Movement Speed


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)


Area Affix: MAP_DGRDARMR
  Suffix: (Armor Breaker)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    -(1.0-1.0) all Armor for 3.0 seconds (named BerserkerRavageDebuff) (Uses ARM
OR_MONSTER_BYLEVEL graph)


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)


Area Affix: MAP_REFLECT2
  Suffix: (Barbed)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (40.0-40.0)% physical damage reflected


Area Affix: MAP_KNOCKBACK
  Suffix: (Pusher)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    +15.0 Knockbackfor 1.0 seconds (named Necromancer knocker2) (Exclusive)


Area Affix: MAP_ICEDMGPCT2
  Suffix: (Freezing)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (30.0-30.0)% more ice damage (named OFFLAME DAMAGE BONUS)


Area Affix: MAP_MISSILE
  Suffix: (Deflecting)
  No Level Range
  Spawn Weight: 9
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  Occupies no slots
  Effects:
    (30.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)


Area Affix: MAP_PSNDMGPCT
  Suffix: (Infected)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (15.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)


Area Affix: MAP_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)


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)


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)


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)


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)


Area Affix: MAP_WPNDPS
  Suffix: (Gladiator)
  No Level Range
```

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  Spawn Weight: 9
  Occupies no slots
  Effects:
    (50.0-50.0)% more physical damage (named OFFLAME DAMAGE BONUS)


Area Affix: MAP_KNOCKBACK2
  Suffix: (Tackler)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    +25.0 Knockbackfor 1.0 seconds (named Necromancer knocker3) (Exclusive)


Area Affix: MAP_FIREDMGPCT
  Suffix: (Burning)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (15.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)


Area Affix: MAP_BLOCKNEGATIVE2
  Suffix: (Shield Destroying)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    Inflict on Hit: (60.0-60.0)% less Base Block Chance for 5.0 seconds (named O
FTHETURTLE ARMOR BONUS) (Exclusive)


Affix: SYNGEAR_BLINDING2
  Prefix: Blinding [ITEM]
  Minimum Level: 7
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]
  Effects:
    Inflict on Hit: (33.0-33.0)% chance to Blind for 4.0 seconds (named ofblindi
ngblinding)


Personal Affix: HERO_WPNDPS2
  Suffix: (Destroyer)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (50.0-50.0)% more physical damage (named OFFLAME DAMAGE BONUS)


Personal Affix: HERO_MOVEMENT2
  Suffix: (Speedy)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (25.0-25.0)% more Movement Speed
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Personal Affix: HERO_DGRDARMR
  Suffix: (Armor Breaker)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    -(2.0-2.0) all Armor for 3.0 seconds (named BerserkerRavageDebuff) (Uses ARM
OR_MONSTER_BYLEVEL graph)


Personal Affix: HERO_REFLECT2
  Suffix: (Barbed)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (10.0-10.0)% physical damage reflected


Personal Affix: HERO_MISSILE
  Suffix: (Deflecting)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (15.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)


Personal Affix: HERO_DMG
  Suffix: (Brute)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (25.0-25.0)% more all damage (named OFTHEBEAR DAMAGE BONUS1)


Personal Affix: HERO_PSNDMGPCT
  Suffix: (Infected)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (15.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)


Personal Affix: HERO_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)


Personal Affix: HERO_KNOCKBACK
  Suffix: (Pusher)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
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    -15.0 Knockbackfor 0.5 seconds (named Necromancer knocker2) (Exclusive)


Personal Affix: HERO_PSNDMGPCT2
  Suffix: (Plagued)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (30.0-30.0)% more poison damage (named OFFLAME DAMAGE BONUS)


Personal Affix: HERO_FIREDMGPCT2
  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: (60.0-60.0)% less Base Block Chance for 5.0 seconds (named O
FTHETURTLE ARMOR BONUS) (Exclusive)


Personal Affix: HERO_CSTSPD
  Suffix: (Nimble)
  No Level Range
  Spawn Weight: 9
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  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
  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: (30.0-30.0)% less Base Block Chance for 5.0 seconds (named O
FTHETURTLE ARMOR BONUS) (Exclusive)


Personal Affix: HERO_ICEDMGPCT2
  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_ICEDMGPCT
  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)
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  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (15.0-15.0)% more Movement Speed


Personal Affix: HERO_AMRPRCNT
  Suffix: (Armored)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (10.0-10.0)% more physical Armor (named OFTHETURTLE ARMOR BONUS)


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)


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 ARM
OR_MONSTER_BYLEVEL graph)


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)


Personal Affix: HERO_KNOCKBACK2
  Suffix: (Tackler)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    -25.0 Knockbackfor 0.5 seconds (named Necromancer knocker3) (Exclusive)


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)
```



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Personal Affix: HERO_DMGABS2
  Suffix: (Impervious)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (15.0-15.0)% less all Damage Taken (named OFTHEBEAR DAMAGE BONUS)


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)


Personal Affix: HERO_REFLECT
  Suffix: (Spiny)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (5.0-5.0)% physical damage reflected


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)


Personal Affix: HERO_HP
  Suffix: (Healthy)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (25.0-25.0)% more HP


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)


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:
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    (10.0-10.0)% more charge rate


Affix: SYN_TL2_CHARGEDECAY
  Prefix: Grasping [ITEM]
  Minimum Level: 12
  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 'default' ending
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