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File Group 'LAO 2' starting

Affix: ELEC2
  Prefix: Resonant [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]
  Effects:
    Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC2) (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:
    No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT g
raph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 20.00, dur 2.00, type ice, level -1) (named CLASS_BASED_D_
1) (Uses PERCENT graph)


Affix: THORNS_POIS3
  Prefix: Noxious [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL, SHIELD]
  Effects:
    (30.0-50.0)% poison damage reflected (named THORNS_POIS3)


Affix: DMG_PROC_ICE1
  Prefix: Shard-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE1)
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Affix: DMG_PROC_ELEC1
  Prefix: Jolt-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec1)


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:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_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)
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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
  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
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ses LINEAR_GRAPH graph)


Affix: ARMOR_MAT4_C
  Prefix: Raven Scale [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
    +(100.0-150.0) ice Armor (named ARMOR_MAT4) (Uses LINEAR_GRAPH graph)
    +(10.0-15.0) Mana/s (named ARMOR_MAT4) (Uses LINEAR_GRAPH graph)


Affix: DMG_PERCENT_BONUS4
  Prefix: Grim [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    (5.0-15.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT 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
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  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]
  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)
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    (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]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    +(5.0-10.0) ice damage (named WEAPON_MAT13)
    (15.0-25.0)% more Critical Damage (named WEAPON_MAT13) (Uses PERCENT graph)
    +(5.0-10.0) poison damage (named WEAPON_MAT13)


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


Affix: ARMOR_STATS_MAG2_C
  Prefix: Etherbrand [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
    +(50.0-75.0) physical Armor (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH 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)
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Affix: THORNS_POIS2
  Prefix: Despoiled [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL, SHIELD]
  Effects:
    (20.0-30.0)% poison damage reflected (named THORNS_POIS2)


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


Affix: BLINDING4_A
  Prefix: [ITEM] of Distortion
  No Level Range
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, 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
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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
  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)
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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
  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)
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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
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:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type electric, level -1) (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]
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  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type ice, level -1) (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
  Prefix: Elderstone [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HMACE, STAFF]
  Effects:
    No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses PERCENT grap
h)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 20.00, dur 2.00, type electric, level -1) (named CLASS_BAS
ED1) (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)


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
  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:
    (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)
    (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
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type fire, level -1) (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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
3) (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:
    No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT g
raph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 20.00, dur 2.00, type fire, level -1) (named CLASS_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:
    (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)


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
  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:
    No effect details for effect DAMAGE CHANCE with parameters (min 75.00, max 1
00.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1) (Uses LINEAR_G
RAPH 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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
1) (Uses LINEAR_GRAPH graph)


Affix: 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
  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
)


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)
```



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    (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
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
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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:
    (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]
  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]
  Effects:
    (75.0-100.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses LINE
AR_GRAPH graph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
1) (Uses LINEAR_GRAPH graph)


Affix: BLOCK2
  Prefix: Defiant [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]
  Effects:
    (3.0-4.0)% more chance to block (named BLOCK2) (Uses PERCENT graph)
    (5.0-10.0)% more physical Armor (named BLOCK2) (Uses PERCENT graph)


Affix: CRIT_DAMAGE4_C
  Prefix: [ITEM] of Decimation
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
    (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses LINEAR_GRAPH gr
aph)


Affix: FACTION_ARMOR8
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```
  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:
    +(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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2) (Uses LINEAR_G
RAPH 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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
4) (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)


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
  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)
    +(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:
    No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max
 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses LINEAR_GRA
PH graph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
```



```
eters (min 10.00, max 15.00, dur 2.00, type electric, level -1) (named CLASS_BAS
ED1) (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]
  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)


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)


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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1) (Uses LINEAR_GRA
PH 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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2) (Uses LINEAR_G
RAPH 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:
    No effect details for effect FAME GAIN BONUS with parameters (min 10.00, max
 15.00, dur 0.00, type physical, level -1) (named FAME4) (Uses LINEAR_GRAPH grap
h)


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:
    No effect details for effect FAME GAIN BONUS with parameters (min 1.00, max
3.00, dur 0.00, type physical, level -1) (named FAME1) (Uses PERCENT graph)
```



```
Affix: DMG_PHYS_POIS_RANGE5
  Prefix: Abberant [ITEM]
  No Level Range
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [RING, WEAPON]
  Effects:
    (5.0-25.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT
graph)
    (5.0-25.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT 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
  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:
    No effect details for effect FAME GAIN BONUS with parameters (min 5.00, max
10.00, dur 0.00, type physical, level -1) (named FAME3) (Uses PERCENT graph)


Affix: 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:
    No effect details for effect FAME GAIN BONUS with parameters (min 10.00, max
 15.00, dur 0.00, type physical, level -1) (named FAME4) (Uses LINEAR_GRAPH grap
h)


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:
    No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max
 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses LINEAR_
GRAPH graph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 2.00, type fire, level -1) (named CLASS_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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2) (Uses LINEAR_G
RAPH 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:
    No effect details for effect FAME GAIN BONUS with parameters (min 2.00, max
6.00, dur 0.00, type physical, level -1) (named FAME2) (Uses PERCENT graph)


Affix: PET_BUFF11
  Prefix: Officer's [ITEM]
  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)


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)
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```
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
  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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2) (Uses LINEAR_GRAPH
 graph)


Affix: DMG_PHYS_POIS_RANGE2
  Prefix: Oozing [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [RING, WEAPON]
  Effects:
    (1.0-10.0)% more physical damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT
graph)
    (1.0-10.0)% more poison damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT 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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1) (Uses LINEAR_GRA
PH 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)


Affix: DMG_PROC_PHYS2_2H_2
  Prefix: Spiked [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2) (Uses LINEAR_G
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RAPH 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
  Prefix: Shard-Spike [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Can't Spawn On: [TWO HANDED]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2) (Uses LINEAR_GRAPH g
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raph)


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)


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
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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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
0.00, max 15.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT5) (Uses
 LINEAR_GRAPH graph)


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
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  Spawn Weight: 1
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2) (Uses LINEAR_GRAPH g
raph)


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)
    (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]
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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_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)


Affix: CAST_SPEED2
  Prefix: Battle-Mage's [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  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]
  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
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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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2) (Uses LINEAR_GRAPH
 graph)


Affix: 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
  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:
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    (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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
0.00, max 15.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT5) (Uses
 LINEAR_GRAPH graph)


Affix: RED_PHYS_POIS_RANGE3
  Prefix: Crawling [ITEM]
  No Level Range
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  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)
    (5.0-10.0)% more Movement Speed (named ARMOR_MAT1) (Uses LINEAR_GRAPH graph)


Affix: ARMOR_WEIGHT2
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  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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
2) (Uses LINEAR_GRAPH graph)
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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
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:
    No effect details for effect FAME GAIN BONUS with parameters (min 8.00, max
15.00, dur 0.00, type physical, level -1) (named FAME4) (Uses PERCENT graph)
```



```
Affix: 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:
    No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max
 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses LINEAR_GRA
PH graph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 2.00, type electric, level -1) (named CLASS_BAS
ED1) (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:
    No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max
 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses LINEAR_
GRAPH graph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 2.00, type fire, level -1) (named CLASS_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:
```

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    (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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2) (Uses LINEAR_GRAPH
 graph)


Affix: 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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
2) (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
  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)
    No effect details for effect INTERRUPT CHANCE with parameters (min 2.00, max
 12.00, dur 0.00, type physical, level -1) (named RING_MAT2) (Uses PERCENT graph
)


Affix: CLASS_BASED_S_1_A
  Prefix: Ember Etched [ITEM]
  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:
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    (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:
    No effect details for effect PERCENT DAMAGE BONUS BY MONSTER COUNT with para
meters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CLASS_BASE
D_S_3) (Uses LINEAR_GRAPH graph)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
0.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses LIN
EAR_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:
    No effect details for effect PERCENT DAMAGE BONUS BY MONSTER COUNT with para
meters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CLASS_BASE
D_S_3) (Uses LINEAR_GRAPH graph)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
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0.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses LIN
EAR_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
```



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  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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
2) (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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
3) (Uses LINEAR_GRAPH graph)


Affix: ARMOR_BONUS_MAGIC2
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  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)
   No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 2
0.00, max 33.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT5) (Uses
 PERCENT graph)


Affix: ARM_ILLUM4_C
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  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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2) (Uses LINEAR_GRAPH g
raph)


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:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -7
.00, max -8.00, dur 0.00, type physical, level -1) (named MANA_COST4) (Uses PERC
ENT 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:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -9
.00, max -12.00, dur 0.00, type physical, level -1) (named MANA_COST5) (Uses PER
CENT 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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
5.00, max 25.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT4) (Uses
 PERCENT graph)
```

```
Affix: 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)
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    (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
```



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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
```

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  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]
```



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  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2)


Affix: ARMOR_PERCENT_LOW7_C
  Prefix: Copper Ringed [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses LINEAR_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:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -1
.00, max -2.00, dur 0.00, type physical, level -1) (named MANA_COST1) (Uses PERC
ENT graph)
```



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


Affix: RAMPAGE2
  Prefix: [ITEM] of Berserking
  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:
    No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max
 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses LINEAR_
GRAPH graph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 2.00, type fire, level -1) (named CLASS_BASED_D
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_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)
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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]
  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:
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    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)
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    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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
.00, max 5.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT1) (Uses P
ERCENT 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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2) (Uses LINEAR_G
RAPH graph)


Affix: RING_MAT4
  Prefix: Bladeweave [ITEM]
  No Level Range
  Spawn Weight: 2
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  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]
  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
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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:
    +(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
  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:
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    (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)
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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
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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
  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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
0.00, max 15.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT3) (Uses
 PERCENT graph)


Affix: DMG_BONUS_MISC3_1H
  Prefix: Honed [ITEM]
  No Level Range
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Can't Spawn On: [TWO HANDED]
  Effects:
    +(75.0-100.0) physical damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH gra
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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)


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)
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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
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type physical, level -1) (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
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  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
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:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -3
.00, max -4.00, dur 0.00, type physical, level -1) (named MANA_COST2) (Uses PERC
ENT graph)


Affix: CLASS_BASED_P_4_A
  Prefix: Celestial [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:
    (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:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -5
.00, max -6.00, dur 0.00, type physical, level -1) (named MANA_COST3) (Uses PERC
ENT 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
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FF]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2) (Uses LINEAR_G
RAPH 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]
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  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
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)
    (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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 5
.00, max 10.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT2) (Uses
PERCENT graph)


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)
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    (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
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  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:
    No effect details for effect PERCENT DAMAGE BONUS BY MONSTER COUNT with para
meters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CLASS_BASE
D_S_3) (Uses PERCENT graph)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 5
.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses PERC
ENT 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
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  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]
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  Minimum Level: 25
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Effects:
    No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max
 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses LINEAR_GRA
PH graph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 2.00, type electric, level -1) (named CLASS_BAS
ED1) (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
  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]
  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
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]
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  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
  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)
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    +(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
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 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:
    No effect details for effect DAMAGE CHANCE with parameters (min 75.00, max 1
00.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1) (Uses LINEAR_G
RAPH 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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1) (Uses LINEAR_GRA
PH 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:
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    (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
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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:
    +(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:
    No effect details for effect DAMAGE CHANCE with parameters (min 75.00, max 1
00.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1) (Uses LINEAR_G
RAPH 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
```

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  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
```



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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:
    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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY4
) (Uses PERCENT graph)


Affix: POIS4
  Prefix: Tainted [ITEM]
  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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
1) (Uses LINEAR_GRAPH graph)


Affix: 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)


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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
4) (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]
  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
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  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)


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]
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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:
    +(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
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
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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:
    +(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)
```

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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
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)
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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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY1
) (Uses PERCENT graph)


Affix: DUAL_WIELD2
  Prefix: Nimble [ITEM]
  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:
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    (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]
  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
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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)
```

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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:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)


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
  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]
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  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]
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  Effects:
    (10.0-15.0)% more Attack Speed (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
3) (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
  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
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  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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
4) (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)
    (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]
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  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]
  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
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  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:
    (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)
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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
  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
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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, 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
  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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY2
) (Uses PERCENT graph)
```

```
Affix: ELEC2_1H
  Prefix: Resonant [ITEM]
  No Level Range
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Can't Spawn On: [TWO HANDED]
  Effects:
    Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC2) (
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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (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
)
    (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
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  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)


Affix: FACTION_ARMOR11_A
  Prefix: Muursat [ITEM]
  Minimum Level: 25
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, 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
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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)


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]
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  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:
    (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
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  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]
  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)
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    -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]
  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
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  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
  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
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  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)
(Level 1)


Affix: OF_ATTRIB_STRENGTH3_A_E
  Prefix: Mighty [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]
  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)


Affix: PETTRINKET_DAMAGE_ICE7_A_E
  Prefix: Frozen [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
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    +(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
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  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)


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


Affix: OFTHESAGE3_A_E
  Prefix: Sage [ITEM]
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  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
  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)
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```
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]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(150-150) Strength (named OFTHEMASTER CRITICAL CHANCE)


Affix: OF_POISONDEFENSE
  Prefix: Restorative [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) 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
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  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
ses LINEAR_GRAPH graph)


Affix: OF_PERCENT_FLAME3_A
  Prefix: Fire-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 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
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R_MONSTER25_DAMAGEPCT)
    Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT to owner (named RANDO
MSLAYER_MONSTER25_DAMAGEPCT_COUNT)


Affix: PETTRINKET_DAMAGE_FIRE7_A
  Prefix: Burning [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(100.0-150.0) fire damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph
 graph)


Affix: OF_TL2_SHORTSTUN2
  Prefix: Stunning [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [2HMELEE]
  Effects:
    Inflict on Hit: (10.0-10.0)% chance to Stun for 2.0 seconds (named OFTHEMAST
ER CRITICAL CHANCE)


Affix: OFTHEWIZARD
  Prefix: Draining [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [STAFF, WAND]
  Effects:
    +(22.0-28.0) Mana stolen (named OFTHEWIZARD MANA STEAL)


Affix: PETTRINKET_DAMAGE_POIS3
  Prefix: Virulent [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(24.0-30.0) poison damage (named OFTHEBEAR DAMAGE BONUS)


Affix: OF_TL2_DUALWIELDBONUS3_2H_2
  Prefix: Pounded [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  Effects:
    (10.0-15.0)% more physical damage (Uses LINEAR_GRAPH graph)


Affix: OF_PROC_ACIDRAIN_10_1H
  Prefix:  [ITEM] of Acid Rain
  No Level Range
  Spawn Weight: 2
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  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
  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)
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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
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
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  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]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(120.0-140.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)
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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
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
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  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]
  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)
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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)
    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
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  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
  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)
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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:
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    (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]
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  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]
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  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:
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    +(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)


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
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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
  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)
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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]
  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
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  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
SLAYER_MONSTER250_EXECUTE_COUNT)


Affix: OF_ATTRIB_DEXTERITY3_C
  Prefix: Agile [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
```

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  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
  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)
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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)


Affix: PETTRINKET_DAMAGE_POIS7
  Prefix: Virulent [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
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    +(40.0-50.0) poison damage (named OFTHEBEAR DAMAGE BONUS)


Affix: PETTAG_TL2_SHIELDBREAKER5_A
  Prefix: Crushing [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    (75.0-100.0)% more chance to break shields (named unique_shieldbreak) (Uses
Linear_Graph graph)


Affix: PETTAG_DIRECT_POISON_PERCENT_10
  Prefix: Poisoning [ITEM]
  No Level Range
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    Inflict on Hit: (10.0-10.0)% chance to Poison for 5.0 seconds (named OFTHEMA
STER CRITICAL CHANCE)


Affix: OF_PERCENT_ELECTRIC3_WANDS_1H
  Prefix: Electric-Surge [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Effects:
    (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_
GRAPH graph)


Affix: OF_TL2_SILENCE2
  Prefix: Silencing [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, POL
EARM]
  Effects:
    Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.


Affix: OF_TL2_MANA_REGEN5
  Prefix: [ITEM] of Focus
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]
  Effects:
    +(2.5-2.5) Mana/s


Affix: PETTRINKET_DAMAGE_POIS5
  Prefix: Virulent [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
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  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
EED) (Uses LINEAR_GRAPH graph)


Affix: OF_ATTRIB_DEXTERITY3_A
  Prefix: Agile [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:
    +(25-35) 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
)
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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


Affix: PETTRINKET_LIFESTEAL5
  Prefix: Feasting [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
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    +(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
  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
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  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
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
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  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
  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
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  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)


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]
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  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]
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  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)


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
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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
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  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)


Affix: OFTHEOWL3_C
  Prefix: Mystical [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [CHEST ARMOR]
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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_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]
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  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
  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)
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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)


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_
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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
  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)
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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)


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
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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
  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
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  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
  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)
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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
  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]
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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 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]
```



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  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
  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
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  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]
  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
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  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:
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    +(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]
  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
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  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)


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)
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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
graph)


Affix: OF_PERCENT_ICE_WANDS
  Prefix: Ice-Surge [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
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  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
  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)
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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)
    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
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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 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:
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    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
MSLAYER_MONSTER25_DUALWIELD_COUNT)


Affix: OFTHEMAGE
  Prefix: Invoking [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
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  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
  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)
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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)
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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]
  Effects:
    +(75.0-100.0) ice armor (Uses Linear_Graph graph)


Affix: OFTHESAVANT5
  Prefix: [ITEM] of the Savant
  No Level Range
  Spawn Weight: 5
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  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
  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)
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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)


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
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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
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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
  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]
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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:
    (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:
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    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
  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
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  Prefix: [ITEM] of Focus
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(150-150) Focus (named OFTHEMASTER CRITICAL CHANCE)


Affix: PETTAG_TL2_RESIST_SLOW100
  Prefix: Momentous [ITEM]
  No Level Range
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    (100.0-100.0)% more resistance to Slow (named resist_slow)


Affix: OFVENOM3_1H
  Prefix: Venomous [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Effects:
    +(50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH
graph)


Affix: OF_ICEDEFENSE3
  Prefix: Warming [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(27.0-36.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)


Affix: PETTRINKET_RESISTALL5
  Prefix: Resisting [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(25.0-25.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)
    +(25.0-25.0) ice armor (named OFRESISTANCE FIRE DEFENSE)
    +(25.0-25.0) fire armor (named OFRESISTANCE ICE DEFENSE)
    +(25.0-25.0) electrical armor (named OFRESISTANCE POISON DEFENSE)


Affix: OFTHEMAGE3_2H_2
  Prefix: Invoking [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
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  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]
  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
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  Spawn Weight: 4
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    +(70.0-80.0) Mana stolen (named OFTHEWIZARD MANA STEAL)


Affix: OF_PERCENT_FLAME3
  Prefix: Fire-Surge [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)


Affix: OF_TL2_DRAWHEALTH3_C
  Prefix: Restoring  [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
    (25.0-50.0)% more HP/5.0s/monster within 50.0 meters (Up to 3) (named drawhe
althx3) (Uses LINEAR_GRAPH graph)


Affix: OF_PROCGETHIT_FULLHEAL_3_A_E
  Prefix: Regenerating [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, RING]
  Effects:
    (1.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullhe
al) (Uses LINEAR_GRAPH graph) (Level 1)


Affix: OFFLAME
  Prefix: Fiery [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [STAFF, WAND]
  Effects:
    +(4.0-6.0) fire damage (named OFFLAME DAMAGE BONUS)


Affix: OFHTERAM3_1H
  Prefix: Slamming [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [PISTOL, WAND]
  Effects:
    -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH graph)


Affix: OFLEARNING_MONSTER25_SHIELDBREAKER
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  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:
    (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
```

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  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
  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
DOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT)


Affix: OFLEARNING_CHAMP10_DOT
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
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  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]
  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
  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)
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```
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)
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```
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]
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  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
  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
  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]
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  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)


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]
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  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
  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)
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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)
    (7.0-9.0)% more Cast Speed


Affix: OF_ATTRIB_DEXTERITY2
  Prefix: Agile [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  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)


Affix: PETTRINKET_LIFESTEAL_MASTER7
  Prefix: Synergistic [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
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    +(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
  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]
  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)


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]
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  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]
  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)
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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:
    +(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
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  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]
  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
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RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT)


Affix: OF_TL2_CRITICALDAMAGE3
  Prefix: Brutal [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)


Affix: PETTRINKET_ARMOR_ELECTRIC7_A
  Prefix: Electric-Armored [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(75.0-100.0) electrical armor (Uses Linear_Graph graph)


Affix: OFRESISTANCE5
  Prefix: [ITEM] of Resistance
  No Level Range
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(20.0-20.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)
    +(20.0-20.0) ice armor (named OFRESISTANCE FIRE DEFENSE)
    +(20.0-20.0) fire armor (named OFRESISTANCE ICE DEFENSE)
    +(20.0-20.0) electrical armor (named OFRESISTANCE POISON DEFENSE)


Affix: OF_TL2_CRITICALDAMAGE
  Prefix: Brutal [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    (10.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)


Affix: OFLEARNING_MONSTER250_DAMAGEPCT
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT to owner (named 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]
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  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
  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)
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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
OMSLAYER_MONSTER250_KNOCKBACK_COUNT)


Affix: OF_PERCENT_ICE3_WANDS
  Prefix: Ice-Surge [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
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  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


Affix: OFLEARNING_CHAMP10_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_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
  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
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  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]
  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)
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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]
  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
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  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
  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)
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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]
  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
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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:
    (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
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  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
  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)
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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
HANT MAX HP) (Uses LINEAR_GRAPH graph)


Affix: OFRESISTANCE
  Prefix: [ITEM] of Resistance
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  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
  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)
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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
  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)
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    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]
  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)
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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:
    (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
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  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
  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)
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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
raph)


Affix: OFTHEBEAR5
  Prefix: [ITEM] of Lethality
  No Level Range
  Spawn Weight: 5
  Occupies no slots
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  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
  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)
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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
  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
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  Prefix: Shocking [ITEM]
  No Level Range
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    Inflict on Hit: (10.0-10.0)% chance to Shock for 5.0 seconds (named OFTHEMAS
TER CRITICAL CHANCE)


Affix: PETTAG_DIRECT_BURN_PERCENT_20
  Prefix: Burning [ITEM]
  No Level Range
  Spawn Weight: 7
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    Inflict on Hit: (20.0-20.0)% chance to Burn for 5.0 seconds (named OFTHEMAST
ER CRITICAL CHANCE)


Affix: OFTHEMAGE2
  Prefix: Invoking [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [GLOVES, HELMET, STAFF, WAND]
  Effects:
    (5.0-7.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)


Affix: OF_TL2_FEAR3
  Prefix: Creepy [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [STAFF, WAND]
  Effects:
    Inflict on Hit: (6.0-6.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHA
NT MAX HP)


Affix: PETTRINKET_DAMAGE_ICE7_A
  Prefix: Frozen [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(100.0-150.0) ice damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph
graph)


Affix: TRINKET_POISON_BONUS5
  Prefix: [ITEM] of Toxicity
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(40.0-40.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE
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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)
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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]
  Effects:
    (30.0-35.0)% ice damage reflected


Affix: OFTHESEEKER2
  Prefix: Lucky [ITEM]
  No Level Range
  Spawn Weight: 2
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  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:
    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]
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  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]
  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)
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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)


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)
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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)


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:
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    +(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
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
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  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)


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:
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    (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]
  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
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  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)


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
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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
R CRITICAL CHANCE)


Affix: OFTHEMASTER3_2H
  Prefix: Skillful [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 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]
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  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
  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]
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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_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
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  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]
  Effects:
    (30.0-35.0)% physical damage reflected


Affix: PETTRINKET_HEALTHANDMANA2
  Prefix: Invigorating [ITEM]
  No Level Range
  Spawn Weight: 2
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  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:
    (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
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  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
  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)
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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:
    (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
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  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]
  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
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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)


Affix: OFLEARNING_MONSTER250_TANGLE
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BOW, CROSSBOW]
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  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
  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_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)


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]
  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
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  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)


Affix: OF_TL2_SILENCE_STAFFANDWAND3
  Prefix: Silencing [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [STAFF, WAND]
  Effects:
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    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]
  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
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  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
  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)
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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
  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]
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  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
  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)
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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]
  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
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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:
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    +(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]
  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
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  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
  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
  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)
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```
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)


Affix: OFTHESAVAGE
  Prefix: Demolishing [ITEM]
  No Level Range
  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]
  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
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```
  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
  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
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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_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
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  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]
  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)
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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)


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
```



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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:
    +(170-200) Focus (named OFFLAME DAMAGE BONUS)


Affix: OFHTERAM2
  Prefix: Slamming [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  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)
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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]
  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
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  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
  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
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  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
  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:
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    +(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
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  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)
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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
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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]
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  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:
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    (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
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  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]
  Effects:
    +(65-80) Vitality (named OFFLAME DAMAGE BONUS)


Affix: PETTRINKET_ARMOR_POISON7_A_E
  Prefix: Poison-Armored [ITEM]
  No Level Range
  Spawn Weight: 1
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  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)


Affix: PETTRINKET_LIFESTEAL7_A
  Prefix: Feasting [ITEM]
  No Level Range
  Spawn Weight: 2
  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: 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
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  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]
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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_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)


File Group 'LAO 2' ending

File Group 'Ability Spells' starting

File Group 'Ability Spells' ending

File Group 'Classless Character' starting

File Group 'Classless Character' ending

File Group 'MEMM2' starting

Affix: ELEC2
  Prefix: Resonant [ITEM]
  Minimum Level: 20
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]
  Effects:
    Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC2) (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
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  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
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]
  Effects:
    Degrade enemy armor by (5-10) on hit (named Degrade1)


Affix: CLASS_BASED_D_A
  Prefix: Elderstone [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HMACE, STAFF]
  Effects:
    No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT g
raph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 20.00, dur 2.00, type ice, level -1) (named CLASS_BASED_D_
1) (Uses PERCENT graph)
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Affix: THORNS_POIS3
  Prefix: Noxious [ITEM]
  Minimum Level: 8
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL, SHIELD]
  Effects:
    (30.0-50.0)% poison damage reflected (named THORNS_POIS3)


Affix: DMG_PROC_ICE1
  Prefix: Shard-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE1)


Affix: DMG_PROC_ELEC1
  Prefix: Jolt-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec1)


Affix: WEAPON_MAT12
  Prefix: Hexsteel [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    +(5.0-10.0) poison damage (named WEAPON_MAT12)
    Inflict on Hit: Does (2-4) poison damage over 5.00 seconds (named WEAPON_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:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BAS
ED_B_1) (Uses PERCENT graph)


Affix: XP2
  Prefix: Wanderer's [ITEM]
  Minimum Level: 5
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  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
  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
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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
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  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]
  Effects:
    (5.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses PERCENT graph)
    (5.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses PERCENT graph)


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


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


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


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


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


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
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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:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2)


Affix: DMG_PROC_ICE2
  Prefix: Shard-Spike [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
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  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2)


Affix: CLASS_BASED_D_B
  Prefix: Elderstone [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HMACE, STAFF]
  Effects:
    No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses PERCENT grap
h)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 20.00, dur 2.00, type electric, level -1) (named CLASS_BAS
ED1) (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]
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  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)
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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:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2)


Affix: THORNS_POIS1
  Prefix: Foul [ITEM]
  Minimum Level: 8
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL, SHIELD]
  Effects:
    (10.0-20.0)% poison damage reflected (named THORNS_POIS1)


Affix: CLASS_BASED_D_C
  Prefix: Elderstone [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HMACE, STAFF]
  Effects:
    No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT g
raph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 20.00, dur 2.00, type fire, level -1) (named CLASS_BASED_D
_1) (Uses PERCENT graph)


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


Affix: DEGRADE3
  Prefix: Sundering [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]
  Effects:
    Degrade enemy armor by (15-20) on hit (named Degrade3)


Affix: PROC_OPENWOUND1
  Prefix: [ITEM] of Cutting
  Minimum Level: 10
```

```
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]
  Effects:
    (5.0-10.0)% chance to cast open_wounds on strike (named open_wounds) (Uses 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:
    +(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
```

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  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]
  Effects:
    No effect details for effect FAME GAIN BONUS with parameters (min 1.00, max
3.00, dur 0.00, type physical, level -1) (named FAME1) (Uses PERCENT graph)
```

```
Affix: DMG_PHYS_POIS_RANGE5
  Prefix: Abberant [ITEM]
  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_
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:
    No effect details for effect FAME GAIN BONUS with parameters (min 5.00, max
10.00, dur 0.00, type physical, level -1) (named FAME3) (Uses PERCENT graph)


Affix: RED_PHYS_POIS_RANGE5
  Prefix: Abberant [ITEM]
  Minimum Level: 25
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]
  Effects:
    (5.0-25.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses 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
```

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  Spawns On: [BELT, CHEST ARMOR, PANTS]
  Effects:
    No effect details for effect FAME GAIN BONUS with parameters (min 2.00, max
6.00, dur 0.00, type physical, level -1) (named FAME2) (Uses PERCENT graph)


Affix: PET_BUFF11
  Prefix: Officer's [ITEM]
  Minimum Level: 8
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL, CANNON]
  Effects:
    (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF11) (Uses PERCENT graph)
    (10.0-15.0)% more Minion/Pet Health (named PET_BUFF11) (Uses PERCENT graph)


Affix: ARM_BONUS_STUNRES5
  Prefix: Chitinous [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [GLOVES, PANTS, SHIELD]
  Effects:
    (20.0-30.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT 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:
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    +(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
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
```



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  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
```

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  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
  Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]
  Effects:
```



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    (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:
    No effect details for effect FAME GAIN BONUS with parameters (min 8.00, max
15.00, dur 0.00, type physical, level -1) (named FAME4) (Uses PERCENT graph)


Affix: BOOTS9
  Prefix: Tracker's [ITEM]
  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
  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:
```



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    +(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)


Affix: CLASS_BASED3
```

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  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:
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```
    (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)
    No effect details for effect INTERRUPT CHANCE with parameters (min 2.00, max
 12.00, dur 0.00, type physical, level -1) (named RING_MAT2) (Uses PERCENT graph
)


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


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


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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 2
0.00, max 33.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT5) (Uses
 PERCENT graph)
```



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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]
```

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  Effects:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -7
.00, max -8.00, dur 0.00, type physical, level -1) (named MANA_COST4) (Uses PERC
ENT graph)


Affix: PROC_KILLMP1
  Prefix: [ITEM] of Spiritstealing
  Minimum Level: 20
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [RING, WEAPON]
  Effects:
    (10.0-33.0)% chance to cast proc_killmana_1 on kill (named proc_killmana_1)
(Uses PERCENT graph)


Affix: MANA_COST5
  Prefix: Lucid [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -9
.00, max -12.00, dur 0.00, type physical, level -1) (named MANA_COST5) (Uses PER
CENT 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
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  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:
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    (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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
5.00, max 25.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT4) (Uses
 PERCENT graph)


Affix: STR_MAG2
  Prefix: Marauder's [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [2HAXE, 2HSWORD, BELT]
  Effects:
    +(75-150) Strength (named STR_MAG2)
    +(75-150) Focus (named STR_MAG2)


Affix: ARMOR_BONUS_MAGIC3
  Prefix: Crystal [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [HELMET, NECKLACE, RING, SHIELD]
  Effects:
    (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT 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
)
```



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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:
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    (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
```



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  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
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  Prefix: Spiked [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2)


Affix: STR3
  Prefix: Giant's [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]
  Effects:
    +(100-175) Strength (named STR3)


Affix: SPLASH1
  Prefix: Broad [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM,
STAFF]
  Effects:
    (10.0-20.0)% more Damage to Secondary Targets (named SPLASH1) (Uses PERCENT
graph)


Affix: CLASS_BASED_P_4
  Prefix: Celestial [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]
  Effects:
    (0.5-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 1) (named CLASS_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
```



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


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


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


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

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 graph)


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


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


Affix: STR2
  Prefix: Brute's [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]
  Effects:
    +(50-100) Strength (named STR2)


Affix: CLASS_BASED4
  Prefix: Artillerist's [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BOW, CROSSBOW, PISTOL, WAND]
  Effects:
    Degrade enemy armor by (15-25) on hit (named CLASS_BASED4)
    +(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4)


Affix: ARMOR_MAT4
  Prefix: Raven Scale [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
  Effects:
    +(10.0-20.0) ice Armor (named ARMOR_MAT4)
    +(0.5-1.5) Mana/s (named ARMOR_MAT4)


Affix: CRIT_DAMAGE3
  Prefix: [ITEM] of Assassination
  Minimum Level: 12
```



```
  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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
.00, max 5.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT1) (Uses P
ERCENT 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:
    (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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
0.00, max 15.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT3) (Uses
 PERCENT graph)
```

```
Affix: 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:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type physical, level -1) (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:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -3
.00, max -4.00, dur 0.00, type physical, level -1) (named MANA_COST2) (Uses PERC
ENT 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:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -5
.00, max -6.00, dur 0.00, type physical, level -1) (named MANA_COST3) (Uses PERC
ENT 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
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  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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 5
.00, max 10.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT2) (Uses
PERCENT graph)


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]
```



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  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:
    No effect details for effect PERCENT DAMAGE BONUS BY MONSTER COUNT with para
meters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CLASS_BASE
D_S_3) (Uses PERCENT graph)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 5
.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses PERC
ENT 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]
```

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  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
```



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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]
```

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  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
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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]
  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]
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  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
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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]
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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_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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY4
) (Uses PERCENT graph)


Affix: POIS4
  Prefix: Tainted [ITEM]
  Minimum Level: 20
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]
  Effects:
    Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS4) (
Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% chance to cast Poison_explosion on kill for 2.0
 seconds (named Poison_explosion) (Uses PERCENT graph)


Affix: CHARGE_RATE1
  Prefix: [ITEM] of Yearning
  No Level Range
  Spawn Weight: 1
  Occupies no slots
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  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
  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
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  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:
    (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]
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  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)
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    (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:
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    (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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY1
) (Uses PERCENT graph)


Affix: DUAL_WIELD2
  Prefix: Nimble [ITEM]
  Minimum Level: 13
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]
  Effects:
    (5.0-10.0)% more Damage while Dual Wielding (named DUAL_WIELD2) (Uses 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
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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
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  Spawn Weight: 2
  Occupies no slots
  Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]
  Effects:
    +(15.0-20.0) Mana (named MP3)


Affix: PROC_ENERGYSHIELD2
  Prefix: Glowing [ITEM]
  Minimum Level: 10
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]
  Effects:
    (10.0-15.0)% chance to cast energy_shield_2 when struck (named energy_shield
_2) (Uses PERCENT graph)


Affix: DMG_PROC_POIS2
  Prefix: Blight-Spike [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)


Affix: FREEZE4
  Prefix: Shattering [ITEM]
  Minimum Level: 20
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]
  Effects:
    Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE4)
 (Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% chance to cast Ice_explosion on kill for 2.0 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]
```



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  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]
  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
  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
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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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY2
) (Uses PERCENT graph)


Affix: DMG_ANGRY3
  Prefix: [ITEM] of Frenzy
  Minimum Level: 13
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
FF]
  Effects:
    (2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY3
) (Uses PERCENT graph)


Affix: CLASS_BASED_N_1
  Prefix: Shadow-Bound [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [GLOVES, HELMET, PANTS]
  Effects:
    +(125.0-225.0) Life Stolen (named CLASS_BASED_N_1)
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    (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:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)


Affix: PROC_ENERGYSHIELD1
  Prefix: Glittering [ITEM]
  Minimum Level: 10
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]
  Effects:
    (10.0-15.0)% chance to cast energy_shield_1 when struck (named energy_shield
_1) (Uses PERCENT graph)


Affix: THORNS_ELEC3
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  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]
  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
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  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]
  Effects:
    (1.0-3.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PER
CENT graph)


File Group 'MEMM2' ending

File Group 'Darkthans Classes' starting

Affix: TRINKET_FIREPERCENT_DEFENSE5
  Prefix: [ITEM] of Cooling
  Minimum Level: 25
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET, ARMOR]
  Can't Spawn On: [COLLAR, STUD, ARMOR]
  Effects:
    (10.0-10.0)% less fire Damage Taken (named TRINKET_ELECTRICDEFENSE 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
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  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:
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    (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
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  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: 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
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  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]
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  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
```

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  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
  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
  Minimum Level: 10
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]
  Effects:
    (15.0-20.0)% chance to cast open_wounds on strike (named open_wounds) (Uses
PERCENT graph)


Affix: DEGRADE1
  Prefix: Crushing [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]
  Effects:
    Degrade enemy armor by (5-10) on hit (named Degrade1)


Affix: CLASS_BASED_D_A
  Prefix: Elderstone [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HMACE, STAFF]
  Effects:
    No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT g
raph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 20.00, dur 2.00, type ice, level -1) (named CLASS_BASED_D_
1) (Uses PERCENT graph)


Affix: THORNS_POIS3
  Prefix: Noxious [ITEM]
  Minimum Level: 8
  Spawn Weight: 3
```

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  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL, SHIELD]
  Effects:
    (30.0-50.0)% poison damage reflected (named THORNS_POIS3)


Affix: DMG_PROC_ICE1
  Prefix: Shard-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE1)


Affix: DMG_PROC_ELEC1
  Prefix: Jolt-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec1)


Affix: WEAPON_MAT12
  Prefix: Hexsteel [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    +(5.0-10.0) poison damage (named WEAPON_MAT12)
    Inflict on Hit: Does (2-4) poison damage over 5.00 seconds (named WEAPON_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:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_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
  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)
```



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    (5.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses PERCENT graph)


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


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


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


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


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


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:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2)


Affix: DMG_PROC_ICE2
  Prefix: Shard-Spike [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2)
```

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Affix: CLASS_BASED_D_B
  Prefix: Elderstone [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HMACE, STAFF]
  Effects:
    No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses PERCENT grap
h)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 20.00, dur 2.00, type electric, level -1) (named CLASS_BAS
ED1) (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
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```
  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]
```



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  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2)


Affix: THORNS_POIS1
  Prefix: Foul [ITEM]
  Minimum Level: 8
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL, SHIELD]
  Effects:
    (10.0-20.0)% poison damage reflected (named THORNS_POIS1)


Affix: CLASS_BASED_D_C
  Prefix: Elderstone [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HMACE, STAFF]
  Effects:
    No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT g
raph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 20.00, dur 2.00, type fire, level -1) (named CLASS_BASED_D
_1) (Uses PERCENT graph)


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


Affix: DEGRADE3
  Prefix: Sundering [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]
  Effects:
    Degrade enemy armor by (15-20) on hit (named Degrade3)


Affix: PROC_OPENWOUND1
  Prefix: [ITEM] of Cutting
  Minimum Level: 10
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]
  Effects:
    (5.0-10.0)% chance to cast open_wounds on strike (named open_wounds) (Uses P
```

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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)
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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
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  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:
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    (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:
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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: 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
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  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)
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    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
```

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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
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  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)
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    +(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]
  Effects:
    No effect details for effect FAME GAIN BONUS with parameters (min 1.00, max
3.00, dur 0.00, type physical, level -1) (named FAME1) (Uses PERCENT graph)


Affix: DMG_PHYS_POIS_RANGE5
  Prefix: Abberant [ITEM]
  Minimum Level: 25
  Spawn Weight: 4
  Occupies no slots
```

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  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_
MISC1) (Uses PERCENT graph)


Affix: ICE_DOT2
  Prefix: [ITEM] of Desolation
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
```



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  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
```

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  Prefix: Silvery [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
  Effects:
    +(10.0-20.0) physical Armor (named ARMOR_STATS1)
    +(50-100) Dexterity (named ARMOR_STATS1)


Affix: FAME3
  Prefix: Notorious [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS]
  Effects:
    No effect details for effect FAME GAIN BONUS with parameters (min 5.00, max
10.00, dur 0.00, type physical, level -1) (named FAME3) (Uses PERCENT graph)


Affix: RED_PHYS_POIS_RANGE5
  Prefix: Abberant [ITEM]
  Minimum Level: 25
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]
  Effects:
    (5.0-25.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses 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
```



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  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:
    No effect details for effect FAME GAIN BONUS with parameters (min 2.00, max
6.00, dur 0.00, type physical, level -1) (named FAME2) (Uses PERCENT graph)
```

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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
  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
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  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
aph)


Affix: HP_MP_PERCENT1
  Prefix: [ITEM] of the Herald
  Minimum Level: 10
  Spawn Weight: 2
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  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
```



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  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
```

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  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:
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    (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: 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)
```

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    (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)


Affix: HP_MP_PERCENT3
  Prefix: [ITEM] of the Exarch
  Minimum Level: 20
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [HELMET, RING]
  Effects:
    (8.0-15.0)% more HP (named HP_MP_PERCENT3) (Uses PERCENT graph)
    (8.0-15.0)% more Mana (named HP_MP_PERCENT3) (Uses PERCENT graph)


Affix: FAME4
  Prefix: Illustrious [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS]
  Effects:
    No effect details for effect FAME GAIN BONUS with parameters (min 8.00, max
15.00, dur 0.00, type physical, level -1) (named FAME4) (Uses PERCENT graph)


Affix: BOOTS9
  Prefix: Tracker's [ITEM]
```



```
  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
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  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]
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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 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]
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  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
)


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
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  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)
```

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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
```



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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: 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:
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    +(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)
    No effect details for effect INTERRUPT CHANCE with parameters (min 2.00, max
 12.00, dur 0.00, type physical, level -1) (named RING_MAT2) (Uses PERCENT graph
)


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


Affix: BOOTS5
  Prefix: Fur-Lined [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BOOTS]
  Effects:
    (1.0-5.0)% more Movement Speed (named BOOTS5) (Uses PERCENT graph)
    (2.0-4.0)% less ice Damage Taken (named BOOTS5) (Uses PERCENT graph)
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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:
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    (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,
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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
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  Prefix: Pathfinder’s [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [2HAXE, BELT, BOW]
  Effects:
    +(75-150) Vitality (named DEX_VIT2)
    +(75-150) Dexterity (named DEX_VIT2)


Affix: DODGE_REFLECT5
  Prefix: Wraith’s [ITEM]
  Minimum Level: 18
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [BELT, PANTS, SHOULDER ARMOR]
  Effects:
    (5.0-8.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses PERCENT graph)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 2
0.00, max 33.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT5) (Uses
 PERCENT graph)


Affix: PROC_MANACOST2
  Prefix: Seer’s [ITEM]
  Minimum Level: 18
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]
  Effects:
    (4.0-10.0)% chance to cast manacost0 on strike (named manacost0) (Uses 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
```



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  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
  Effects:
    (5.0-10.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)


Affix: DEX2
  Prefix: Panther’s [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]
  Effects:
    +(50-100) Dexterity (named DEX2)


Affix: MANA_COST4
  Prefix: Cryptic [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -7
.00, max -8.00, dur 0.00, type physical, level -1) (named MANA_COST4) (Uses PERC
ENT graph)


Affix: PROC_KILLMP1
  Prefix: [ITEM] of Spiritstealing
  Minimum Level: 20
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [RING, WEAPON]
  Effects:
    (10.0-33.0)% chance to cast proc_killmana_1 on kill (named proc_killmana_1)
(Uses PERCENT graph)


Affix: MANA_COST5
  Prefix: Lucid [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -9
.00, max -12.00, dur 0.00, type physical, level -1) (named MANA_COST5) (Uses PER
CENT 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
```

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  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)
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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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
5.00, max 25.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT4) (Uses
 PERCENT graph)


Affix: STR_MAG2
  Prefix: Marauder's [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [2HAXE, 2HSWORD, BELT]
  Effects:
    +(75-150) Strength (named STR_MAG2)
    +(75-150) Focus (named STR_MAG2)


Affix: ARMOR_BONUS_MAGIC3
  Prefix: Crystal [ITEM]
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  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]
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  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]
```

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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 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)
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Affix: ARMOR_MAT5
  Prefix: Sebilite [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
  Effects:
    +(10.0-20.0) poison Armor (named ARMOR_MAT5)
    (1.0-5.0)% more Mana (named ARMOR_MAT5) (Uses PERCENT graph)


Affix: CRIT_DAMAGE2
  Prefix: [ITEM] of Carnage
  Minimum Level: 8
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BELT, RING, WEAPON]
  Effects:
    (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE2) (Uses PERCENT graph)


Affix: DMG_PROC_PHYS2
  Prefix: Spiked [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2)


Affix: STR3
  Prefix: Giant's [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]
  Effects:
    +(100-175) Strength (named STR3)


Affix: SPLASH1
  Prefix: Broad [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM,
STAFF]
  Effects:
    (10.0-20.0)% more Damage to Secondary Targets (named SPLASH1) (Uses PERCENT
graph)


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


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


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


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


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


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


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
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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: 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
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  Prefix: Shade's [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [BELT, PANTS, SHOULDER ARMOR]
  Effects:
    (1.0-2.0)% more Dodge Chance (named DODGE_REFLECT1) (Uses PERCENT graph)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
.00, max 5.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT1) (Uses P
ERCENT 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]
```

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  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)
    (2.0-6.0)% chance to Stun for 2.0 seconds (named RING_MAT6) (Uses PERCENT gr
aph)


Affix: DMG_PERCENT_ICE2
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  Prefix: Frost-Flare [ITEM]
  Minimum Level: 11
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (5.0-10.0)% more ice damage (named DMG_PERCENT_ICE2) (Uses PERCENT graph)


Affix: DODGE_REFLECT3
  Prefix: Spectre's [ITEM]
  Minimum Level: 10
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, PANTS, SHOULDER ARMOR]
  Effects:
    (3.0-4.0)% more Dodge Chance (named DODGE_REFLECT3) (Uses PERCENT graph)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
0.00, max 15.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT3) (Uses
 PERCENT graph)


Affix: PROC_WARD3
  Prefix: [ITEM] of Negation
  Minimum Level: 10
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [NECKLACE, RING, SHIELD]
  Effects:
    (10.0-15.0)% chance to cast wardshield when struck (named wardshield) (Uses
PERCENT graph)


Affix: SLOW3
  Prefix: Entangling [ITEM]
  Minimum Level: 12
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, RANGED WEAPON]
  Effects:
    Inflict on Hit: (7.0-13.0)% less attack speed for 3.0 seconds (named SLOW3)
(Exclusive) (Uses PERCENT graph)
    Inflict on Hit: (7.0-13.0)% less movement speed for 3.0 seconds (named SLOW3
) (Exclusive) (Uses PERCENT graph)


Affix: CRIT_DAMAGE1
  Prefix: [ITEM] of Destruction
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [BELT, RING, WEAPON]
  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]
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  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:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type physical, level -1) (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)
```



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Affix: MANA_COST2
  Prefix: Recondite [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -3
.00, max -4.00, dur 0.00, type physical, level -1) (named MANA_COST2) (Uses PERC
ENT 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:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -5
.00, max -6.00, dur 0.00, type physical, level -1) (named MANA_COST3) (Uses PERC
ENT 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]
```

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  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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 5
.00, max 10.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT2) (Uses
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```
PERCENT graph)


Affix: DMG_PERCENT_ICE3
  Prefix: Frost-Shock [ITEM]
  Minimum Level: 16
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (10.0-15.0)% more ice damage (named DMG_PERCENT_ICE3) (Uses PERCENT graph)


Affix: ARMOR_BONUS_MAGIC5
  Prefix: Astral [ITEM]
  Minimum Level: 15
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [HELMET, NECKLACE, RING, SHIELD]
  Effects:
    (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
```

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  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:
    No effect details for effect PERCENT DAMAGE BONUS BY MONSTER COUNT with para
meters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CLASS_BASE
D_S_3) (Uses PERCENT graph)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 5
.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses PERC
ENT graph)


Affix: FLURRY1
  Prefix: Desperado's [ITEM]
  Minimum Level: 20
  Spawn Weight: 3
  Occupies no slots
```



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  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
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]
```



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  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
```

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  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
```



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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)
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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
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  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: No effect details for effect PERCENT DAMAGE TAKEN with param
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eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY4
) (Uses PERCENT graph)


Affix: POIS4
  Prefix: Tainted [ITEM]
  Minimum Level: 20
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]
  Effects:
    Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS4) (
Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% chance to cast Poison_explosion on kill for 2.0
 seconds (named Poison_explosion) (Uses PERCENT graph)


Affix: CHARGE_RATE1
  Prefix: [ITEM] of Yearning
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [GLOVES, RING, SHOULDER ARMOR]
  Effects:
    (1.0-5.0)% more charge rate (named CHARGE_RATE1) (Uses PERCENT graph)


Affix: ARM_PHYSRED_TYPE4
  Prefix: Thick [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [CHEST ARMOR, HELMET, SHIELD]
  Effects:
    +(15.0-20.0) physical Armor (named ARM_PHYSRED_TYPE4)
    (2.0-6.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE4) (Uses 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)
```



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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)


Affix: CLASS_BASED_S_1
  Prefix: Ember Etched [ITEM]
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  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
  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]
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  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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY1
) (Uses PERCENT graph)


Affix: DUAL_WIELD2
  Prefix: Nimble [ITEM]
  Minimum Level: 13
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]
  Effects:
    (5.0-10.0)% more Damage while Dual Wielding (named DUAL_WIELD2) (Uses 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
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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]
  No Level Range
  Spawn Weight: 1
```

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  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:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)


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)
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```
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
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  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]
  Effects:
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    (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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY3
) (Uses PERCENT graph)


Affix: CLASS_BASED_N_1
  Prefix: Shadow-Bound [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [GLOVES, HELMET, PANTS]
  Effects:
    +(125.0-225.0) Life Stolen (named CLASS_BASED_N_1)
    (8.0-20.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses PERCENT 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
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  Prefix: Blight-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)


Affix: PROC_ENERGYSHIELD1
  Prefix: Glittering [ITEM]
  Minimum Level: 10
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]
  Effects:
    (10.0-15.0)% chance to cast energy_shield_1 when struck (named energy_shield
_1) (Uses PERCENT graph)


Affix: THORNS_ELEC3
  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)
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    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: 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)
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Affix: SOCKET_OFTHEMASTER5
  Prefix: [ITEM] of Skill
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (6.0-8.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)


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]
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  Can't Spawn On: [WEAPON]
  Effects:
    (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
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  Prefix: Fortified [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(100-120) Vitality (named OFFLAME DAMAGE BONUS)


Affix: SOCKET_OFTHETURTLE5
  Prefix: [ITEM] of the Castle
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(21.0-29.0) physical Armor (named OFTHETURTLE ARMOR BONUS)


Affix: SOCKET_OF_PERCENT_POISON5_WANDS
  Prefix: [ITEM] of Poison Rage
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)


Affix: SOCKET_OFTHEVAMPIRE
  Prefix: Vampiric [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    +(65.0-85.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)


Affix: SOCKET_OF_ICEDEFENSE2
  Prefix: Warming [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(18.0-24.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)


Affix: SOCKET_OF_PROC_FIRESTORM_10
  Prefix: [ITEM] of the Fire Storm
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
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    (10.0-10.0)% chance to cast WC_FireStorm on strike from target (named WC_Fir
eStorm) (Level 1)


Affix: SOCKET_OF_PERCENT_ELECTRIC
  Prefix: Electric-Surge [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)


Affix: SOCKET_OF_POISONDEFENSE2
  Prefix: Restorative [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(18.0-24.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)


Affix: SOCKET_OFTHEOWL
  Prefix: Mystical [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(4.0-6.0) Mana (named OFTHEOWL MAX MANA)


Affix: SOCKET_OF_TL2_PETDAMAGE3
  Prefix: Commanding [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (15.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)


Affix: SOCKET_OF_FIREDEFENSE5
  Prefix: [ITEM] of Cooling
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(45.0-60.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)


Affix: SOCKET_OF_ATTRIB_STRENGTH3
  Prefix: Mighty [ITEM]
  Max Level: 9999
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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) 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)
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Affix: SOCKET_OF_ICEDEFENSE3
  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]
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  Can't Spawn On: [WEAPON]
  Effects:
    (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]
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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: (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
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  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(18.0-24.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)


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)
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Affix: SOCKET_OFFLAME3
  Prefix: Fiery [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    +(13.0-17.0) fire damage (named OFFLAME DAMAGE BONUS)


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]
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  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(7.0-7.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)
    +(7.0-7.0) ice armor (named OFRESISTANCE FIRE DEFENSE)
    +(7.0-7.0) fire armor (named OFRESISTANCE ICE DEFENSE)
    +(7.0-7.0) electrical armor (named OFRESISTANCE POISON DEFENSE)


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
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  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(27.0-36.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL 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]
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  Effects:
    +(125.0-175.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)


Affix: SOCKET_OF_TL2_DRAWARMOR3
  Prefix: Bolstered  [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (3.0-3.0)% less all damage taken/monster within 3.0 meters (Up to 3) (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)
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Affix: SOCKET_OF_TL2_MISSILERANGEBONUS2
  Prefix: Long Range [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    +(1.0-1.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK 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
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  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    -15.0 knockback (named OFHTERAM KNOCK BACK EFFECT)


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
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  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (2.0-2.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)
(Level 1)


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]
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  Effects:
    Inflict on Hit: Does (5-7) physical damage over 5.00 seconds (named OFTHEBEA
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]
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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: 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]
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  Can't Spawn On: [WEAPON]
  Effects:
    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
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  Spawn Weight: 3
  Occupies no slots
  Spawns On: [COLLAR, STUD, ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (3.0-3.0)% more charge rate


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:
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    (10.0-10.0)% chance to cast WC_ThunderStorm on strike from target (named WC_
ThunderStorm) (Level 1)


Affix: SOCKET_OFTHEMAGE2
  Prefix: Invoking [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (5.0-7.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)


Affix: SOCKET_OFTHEVAMPIRE5
  Prefix: [ITEM] of the Vampire
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    +(325.0-425.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)


Affix: SOCKET_OFTHESEEKER5
  Prefix: [ITEM] of the Lucky
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (4.0-5.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)


Affix: SOCKET_OFTHESAVAGE
  Prefix: Demolishing [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    Degrade enemy armor by (3-5) on hit (named OFTHESAVAGE DEGRADE ARMOR)


Affix: SOCKET_OF_PERCENT_POISON3
  Prefix: Poison-Surge [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)


Affix: SOCKET_OFHTERAM3
  Prefix: Slamming [ITEM]
  Max Level: 9999
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  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    -45.0 knockback (named OFHTERAM KNOCK BACK EFFECT)


Affix: SOCKET_OF_TL2_FUMBLECHANCE5
  Prefix: [ITEM] of Precision
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (15.0-15.0)% less chance to fumble


Affix: SOCKET_OF_PERCENT_POISON2_WANDS
  Prefix: Poison-Surge [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)


Affix: SOCKET_OF_ATTRIB_DEXTERITY5
  Prefix: [ITEM] of Agility
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(170-200) Dexterity (named OFFLAME DAMAGE BONUS)


Affix: SOCKET_OFTHEMISER5
  Prefix: [ITEM] of Wealth
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (6.0-7.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)


Affix: SOCKET_OF_PERCENT_ICE2
  Prefix: Ice-Surge [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)
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Affix: SOCKET_OFTHESTORMS2
  Prefix: Deflecting [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (12.0-12.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)


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
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  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    Degrade enemy armor by (18-22) on hit (named OFTHESAVAGE DEGRADE ARMOR)


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 OFLAME 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:
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    +(21.0-29.0) ice damage (named OFICE DAMAGE BONUS)


Affix: SOCKET_OF_TL2_DUALWIELDBONUS5
  Prefix: [ITEM] of Re-Doubling
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (18.0-22.0)% more Damage while Dual Wielding


Affix: SOCKET_OFRESISTANCE5
  Prefix: [ITEM] of Resistance
  Max Level: 9999
  Spawn Weight: 6
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(20.0-20.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)
    +(20.0-20.0) ice armor (named OFRESISTANCE FIRE DEFENSE)
    +(20.0-20.0) fire armor (named OFRESISTANCE ICE DEFENSE)
    +(20.0-20.0) electrical armor (named OFRESISTANCE POISON DEFENSE)


Affix: SOCKET_OFTHECHEETAH
  Prefix: Brisk [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (3.0-4.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)


Affix: SOCKET_OFVENOM3
  Prefix: Venomous [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    +(13.0-17.0) poison damage (named OFVENOM DAMAGE BONUS)


Affix: SOCKET_OF_TL2_SHORTSTUN2
  Prefix: Stunning [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    Inflict on Hit: (10.0-10.0)% chance to Stun for 2.0 seconds (named OFTHEMAST
ER CRITICAL CHANCE)
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Affix: SOCKET_OF_TL2_BLINDING5
  Prefix: [ITEM] of Blinding
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named 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]
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  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (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)
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Affix: SOCKET_OFTHEMASTER
  Prefix: Skillful [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (1.0-1.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)


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
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  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (1.0-1.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_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
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  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)


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)
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Affix: SOCKET_OFTHEMISER2
  Prefix: Wealthy [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (2.0-3.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)


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
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  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (2.0-3.0)% more ice damage (named OFFLAME DAMAGE BONUS)


Affix: SOCKET_OFVENOM5
  Prefix: [ITEM] of Venom
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    +(21.0-29.0) poison damage (named OFVENOM DAMAGE BONUS)


Affix: SOCKET_OFTHEWIZARD5
  Prefix: [ITEM] of Draining
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    +(115.0-135.0) Mana stolen (named OFTHEWIZARD MANA STEAL)


Affix: SOCKET_OF_TL2_BLINDING3
  Prefix: Blinding [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named 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.
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Affix: SOCKET_OF_TL2_CRITICALDAMAGE
  Prefix: Brutal [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (10.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)


Affix: SOCKET_OFTHEELEPHANT2
  Prefix: Healthy [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(6.0-8.0) Max HP (named OFTHEELEPHANT MAX HP)


Affix: SOCKET_OFTHETHORN
  Prefix: Avenging [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (8.0-12.0)% physical damage reflected (named OFTHETHORN DAMAGE 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]
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  Effects:
    (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)


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)
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Affix: SOCKET_OF_PERCENT_ALL5
  Prefix: [ITEM] of the Spectrum
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (5.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)


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]
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  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (15.0-15.0)% more charge rate


Affix: SOCKET_OF_TL2_SHIELDBREAK5
  Prefix: [ITEM] of Shieldbreaking
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (50.0-50.0)% more chance to break shields (named sheildbreakaffix)


Affix: SOCKET_OF_TL2_DRAWHEALTH2
  Prefix: Restoring  [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (2.0-2.0)% more HP/5.0s/monster within 2.0 meters (Up to 3) (named drawhealt
hx2)


Affix: SOCKET_OF_ATTRIB_STRENGTH
  Prefix: Mighty [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(30-40) Strength (named OFFLAME DAMAGE BONUS)


Affix: SOCKET_OF_PERCENT_ELECTRIC5_WANDS
  Prefix: [ITEM] of Electric Rage
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)


Affix: SOCKET_OF_TL2_DRAWARMOR
  Prefix: Bolstered  [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (1.0-1.0)% less all damage taken/monster within 1.0 meters (Up to 3) (Exclus
ive)
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Affix: SOCKET_OF_TL2_SHIELDBREAK
  Prefix: Shieldsplitter [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (10.0-10.0)% more chance to break shields (named sheildbreakaffix)


Affix: SOCKET_OFTHETHORN5
  Prefix: [ITEM] of Vengeance
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (45.0-55.0)% physical damage reflected (named OFTHETHORN DAMAGE 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
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  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (30.0-30.0)% more Damage to Secondary Targets


Affix: SOCKET_OF_TL2_CHARGEDECAY2
  Prefix: Grasping [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (16.0-16.0)% less charge bar decay rate


Affix: SOCKET_OF_TL2_EXECUTE5
  Prefix: [ITEM] of Duality
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (25.0-25.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)


Affix: SOCKET_OF_TL2_BLINDING
  Prefix: Blinding [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named 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)
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Affix: SOCKET_OFTHEMULE5
  Prefix: [ITEM] of the Mule
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)


Affix: SOCKET_OFTHEWINDS2
  Prefix: Deflecting [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)


Affix: SOCKET_OF_TL2_MANA_REGEN5
  Prefix: [ITEM] of Focus
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(2.5-2.5) Mana/s


Affix: SOCKET_OF_ATTRIB_MAGIC5
  Prefix: [ITEM] of the Mage
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(170-200) Focus (named OFFLAME DAMAGE BONUS)


Affix: PROC_DEATHSTRIKE1
  Prefix: [ITEM] of Killing
  Minimum Level: 20
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    (1.0-3.0)% chance to cast deathstrike on swing (named deathstrike) (Uses 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]
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  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(9.0-12.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)


Affix: SOCKET_OFTHETURTLE
  Prefix: Superior [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(5.0-7.0) physical Armor (named OFTHETURTLE ARMOR BONUS)


Affix: SOCKET_OFTHEBULL5
  Prefix: [ITEM] of the Ram
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    -50.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)


Affix: SOCKET_OF_TL2_DRAWARMOR_PHYSICAL
  Prefix: Fortified  [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (1.5-1.5)% less physical damage taken/monster within 1.5 meters (Up to 3) (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
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  Prefix: Salving [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (5.0-5.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)


Affix: SOCKET_OFTHEWINDS3
  Prefix: Deflecting [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (9.0-9.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)


Affix: SOCKET_OF_PERCENT_POISON_WANDS
  Prefix: Poison-Surge [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)


Affix: SOCKET_OF_TL2_DRAWARMOR_PHYSICAL5
  Prefix: [ITEM] of the Citadel
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (7.0-7.0)% less physical damage taken/monster within 7.0 meters (Up to 3) (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]
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  Effects:
    (3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)


Affix: SOCKET_OF_TL2_SPLASH5
  Prefix: [ITEM] of Carnage
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (75.0-75.0)% more Damage to Secondary Targets


Affix: SOCKET_OF_TL2_SHIELDBREAK3
  Prefix: Shieldsplitter [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (30.0-30.0)% more chance to break shields (named sheildbreakaffix)


Affix: SOCKET_OF_TL2_CHARGERATEBONUS3
  Prefix: Energizing [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (9.0-9.0)% more charge rate


Affix: SOCKET_OF_ATTRIB_DEFENSE
  Prefix: Fortified [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(30-40) Vitality (named OFFLAME DAMAGE BONUS)


Affix: SOCKET_OFTHETHORN2
  Prefix: Avenging [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (17.0-23.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)


Affix: SOCKET_OFTHETHORN3
  Prefix: Avenging [ITEM]
  Max Level: 9999
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  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)


Affix: SOCKET_OF_TL2_DRAWHEALTH5
  Prefix: [ITEM] of Restoration
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (5.0-5.0)% more HP/5.0s/monster within 5.0 meters (Up to 3) (named 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:
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    (7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)


Affix: SOCKET_OF_PERCENT_ALL2
  Prefix: Prismatic [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)


Affix: SOCKET_OF_TL2_EXECUTE3
  Prefix: Paired [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (15.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)


Affix: SOCKET_OF_TL2_DRAWARMOR_PHYSICAL2
  Prefix: Fortified  [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (3.0-3.0)% less physical damage taken/monster within 3.0 meters (Up to 3) (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
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  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)


Affix: SOCKET_OF_PERCENT_ALL3_WANDS
  Prefix: Prismatic [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (4.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)


Affix: SOCKET_OF_TL2_MANA_REGEN3
  Prefix: Focusing [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    +(1.5-1.5) Mana/s


Affix: SOCKET_OF_TL2_CRITICALDAMAGE2
  Prefix: Brutal [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (20.0-20.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)


Affix: SOCKET_OF_PERCENT_ICE2_WANDS
  Prefix: Ice-Surge [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)


Affix: SOCKET_OFTHETIGER
  Prefix: Hasty [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (2.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)
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Affix: SOCKET_OFTHEBULL2
  Prefix: Slamming [ITEM]
  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [LEGENDARY SOCKETABLE, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    -20.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)


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]
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  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (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]
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  Max Level: 9999
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]
  Can't Spawn On: [ARMOR, TRINKET]
  Effects:
    (5.0-5.0)% less physical damage taken/monster within 5.0 meters (Up to 3) (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
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    +(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]
  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)
```

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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)
```



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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
  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:
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    (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]
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  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
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  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
```



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  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
```

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  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:
    No effect details for effect FAME GAIN BONUS with parameters (min 1.00, max
3.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP
)


Affix: HP_ADDER_3
  Prefix: Healthy [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, RING]
  Can’t Spawn On: [COLLAR, STUD]
  Effects:
    +(12.0-15.0) Max HP (named HP_ADDER_3 MAX HP)


Affix: REAT_OF_DANCING3
  Prefix: Dancing [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BOOTS, PANTS]
  Effects:
    (3.0-3.0)% more Dodge Chance (named 3)
    (3.0-3.0)% less chance to block
```



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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]
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  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
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  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
  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
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  Spawns On: [RANGED WEAPON, SHOULDER ARMOR, STAFF]
  Can't Spawn On: [CANNON]
  Effects:
    +(9.0-11.0) poison damage (named OFVENOM DAMAGE BONUS)


Affix: REAT_OF_ALCHEMY5
  Prefix: [ITEM] of the Alchemist
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [BELT, RING, SHIELD]
  Effects:
    (20.0-20.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)


Affix: OF_PROCKILL_FULLHEAL_5
  Prefix: [ITEM] of Engulfing
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (5.0-5.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)
(Level 1)


Affix: REAT_OF_POLARITY
  Prefix: [ITEM] of Polarity
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [GLOVES]
  Effects:
    +(10.0-15.0) electric damage (named OFTHEDRAKE DAMAGE BONUS)
    +(10.0-15.0) electrical armor (named OFTHEDRAKE FIRE DEFENSE)
    +(10.0-15.0) Mana stolen


Affix: OF_FIREDEFENSE2
  Prefix: Cooling [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [RING, SHIELD]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(36.0-48.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)


Affix: TRINKET_GOLDFIND5
  Prefix: [ITEM] of Wealth
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (9.0-12.0)% more Gold Find (named TRINKET_GOLDFIND PERCENT GOLD DROP)


Affix: OF_PERCENT_ELECTRIC
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  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
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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
  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:
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    (2.0-2.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)
    (4.0-6.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)
    Degrade enemy armor by (7-9) on hit (named OFTHESOLDIER DEGRADE ARMOR)


Affix: OF_FIREDEFENSE
  Prefix: Cooling [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [RING, SHIELD]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(18.0-24.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)


Affix: OF_TL2_SHIELDBREAK
  Prefix: Shieldsplitter [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]
  Effects:
    (10.0-10.0)% more chance to break shields (named sheildbreakaffix)


Affix: OF_PERCENT_FLAME5_WANDS
  Prefix: [ITEM] of Fire Rage
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, STAFF, WAND]
  Effects:
    (12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)


Affix: OF_ATTRIB_STRENGTH2
  Prefix: Mighty [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BELT, GLOVES, NECKLACE]
  Effects:
    +(65-80) Strength (named OFFLAME DAMAGE BONUS)


Affix: REAT_OF_YETI
  Prefix: [ITEM] of the Yeti
  Minimum Level: 18
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [GLOVES]
  Effects:
    +(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS)
    +(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE)
    +(10.0-15.0) Mana stolen


Affix: OF_TL2_SILENCE2
  Prefix: Silencing [ITEM]
  Minimum Level: 6
  Spawn Weight: 2
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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 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
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  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
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  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
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  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:
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    (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
  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]
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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: 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]
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  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:
    (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)
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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:
    (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
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  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)


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
```

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  Spawns On: [NECKLACE, WEAPON]
  Effects:
    +(115.0-135.0) Mana stolen (named OFTHEWIZARD MANA STEAL)


Affix: OF_TL2_FUMBLECHANCE5
  Prefix: [ITEM] of Precision
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    (20.0-20.0)% less chance to fumble


Affix: OFTHETHORN5
  Prefix: [ITEM] of Vengeance
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [SHIELD, SHOULDER ARMOR]
  Effects:
    (45.0-55.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)


Affix: REAT_OF_BLOODMAGIC5
  Prefix: [ITEM] of Blood Magic
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [CHEST ARMOR, HELMET, NECKLACE]
  Effects:
    -(1.5-1.5) HP/Second
    +(10.0-10.0) Mana/s


Affix: OFTHEMASTER22H
  Prefix: Skillful [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [TWO HANDED]
  Effects:
    (3.0-3.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)


Affix: REAT_ELEMEFFECT_DURATION_BONUS3
  Prefix: Elemental [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, STAFF, WAND]
  Effects:
    (1-1) second increased duration of elemental effects (named ELEMEFFECTDURATI
ONBONUS)


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



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  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
  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)


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
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  Prefix: Electric-Surge [ITEM]
  Minimum Level: 11
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)


Affix: REAT_OFMONK5
  Prefix: [ITEM] of the Monk
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [CHEST ARMOR, HELMET]
  Effects:
    (20.0-20.0)% more XP gained
    No effect details for effect FAME GAIN BONUS with parameters (min 20.00, max
 20.00, dur 0.00, type physical, level -1)
    (20.0-20.0)% less all damage


Affix: OFTHETIGER2
  Prefix: Hasty [ITEM]
  Minimum Level: 3
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [GLOVES, WEAPON]
  Effects:
    (4.0-6.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)


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)
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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
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  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
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  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]
  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
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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
  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:
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    (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
```

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  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)
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Affix: OF_TL2_CRITICALDAMAGE2H3
  Prefix: Brutal [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [TWO HANDED]
  Effects:
    (45.0-45.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)


Affix: REAT_OF_PROCGETHIT_AEGIS3
  Prefix: Aegis [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR, RING, SHIELD]
  Effects:
    (3.0-3.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis
) (Level 1)


Affix: OF_TL2_CHARGERATEBONUS3
  Prefix: Energizing [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]
  Effects:
    (9.0-9.0)% more charge rate


Affix: REAT_OF_DUELIST3
  Prefix: Duelist [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
    (5.0-5.0)% more Movement Speed
    (2.0-2.0)% more Dodge Chance
    (5.0-5.0)% more Attack Speed
    (2.0-2.0)% less chance to block


Affix: OF_PROCKILL_ZOMBIE_10
  Prefix: [ITEM] of Shadow
  Minimum Level: 5
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (10.0-10.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC
_Zombie Proc Skill) (Level 1)


Affix: OF_PERCENT_FLAME
  Prefix: Fire-Surge [ITEM]
  Minimum Level: 11
  Spawn Weight: 1
  Occupies no slots
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  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
  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]
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  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)


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
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  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [HELMET]
  Effects:
    No effect details for effect FAME GAIN BONUS with parameters (min 7.00, max
10.00, dur 0.00, type physical, level -1) (named OFTHEMAGE PERCENT CAST SPEED)


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
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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
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)
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Affix: OF_TL2_CRITICALDAMAGE3
  Prefix: Brutal [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, WEAPON]
  Effects:
    (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)


Affix: OFRESISTANCE5
  Prefix: [ITEM] of Resistance
  Minimum Level: 5
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [RING, SHIELD]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(40.0-40.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)
    +(40.0-40.0) ice armor (named OFRESISTANCE FIRE DEFENSE)
    +(40.0-40.0) fire armor (named OFRESISTANCE ICE DEFENSE)
    +(40.0-40.0) electrical armor (named OFRESISTANCE POISON DEFENSE)


Affix: OF_TL2_CRITICALDAMAGE
  Prefix: Brutal [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, WEAPON]
  Effects:
    (10.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)


Affix: OF_PERCENT_ICE3
  Prefix: Ice-Surge [ITEM]
  Minimum Level: 11
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)


Affix: REAT_OF_WHIRLWIND3
  Prefix: Whirlwind [ITEM]
  Minimum Level: 10
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR, NECKLACE, WEAPON]
  Effects:
    (25.0-25.0)% more Cast Speed
    (25.0-25.0)% less all damage
    (25.0-25.0)% more Attack Speed


Affix: OF_TL2_HEALTH_REGEN
  Prefix: Rejuvenating [ITEM]
  No Level Range
  Spawn Weight: 1
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  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]
  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
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  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
  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
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  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)


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)
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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:
    (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)
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```
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
  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)


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
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  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]
  Effects:
    (10.0-10.0)% more Effectiveness of Potions
    +(1.0-1.0) HP/Second
    +(1.0-1.0) Max HP


Affix: REAT_OF_BARD2
  Prefix: Bard's [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [GLOVES, HELMET]
```

```
  Effects:
    No effect details for effect FAME GAIN BONUS with parameters (min 3.00, max
5.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP
)


Affix: OF_PERCENT_POISON5_WANDS
  Prefix: [ITEM] of Poison Rage
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]
  Effects:
    (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)


Affix: OF_TL2_BLINDING5
  Prefix: [ITEM] of Blinding
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]
  Effects:
    Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named 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:
    No effect details for effect FAME GAIN BONUS with parameters (min 5.00, max
7.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP
)


Affix: REAT_OF_PROC_POISONBURST_5
  Prefix: [ITEM] of the Scourge
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (25.0-25.0)% chance to cast reat_poisonburst_proc on kill (named reat_poison
burst_proc) (Level 1)


Affix: OF_ATTRIB_DEXTERITY5
  Prefix: [ITEM] of Agility
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  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:
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    +(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
)


Affix: OFTHEOWL2
  Prefix: Mystical [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  Spawns On: [HELMET, NECKLACE]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(18.0-22.0) Mana (named OFTHEOWL MAX MANA)


Affix: OF_PERCENT_ICE5
  Prefix: [ITEM] of Ice Rage
  Minimum Level: 11
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)


Affix: REAT_OF_WHITEMAGE
  Prefix: [ITEM] of the White Mage
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [2HMACE, STAFF, CHEST ARMOR]
  Effects:
    (8.0-12.0)% more Effectiveness of Potions
    +(0.7-1.3) HP/Second
    +(8.0-10.0) Max HP


Affix: REAT_OF_WHIRLWIND5
  Prefix: [ITEM] of the Tornado
  Minimum Level: 10
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [CHEST ARMOR, NECKLACE, WEAPON]
  Effects:
    (50.0-50.0)% more Cast Speed
    (50.0-50.0)% less all damage
    (50.0-50.0)% more Attack Speed


Affix: OFTHESEEKER2
  Prefix: Lucky [ITEM]
  Minimum Level: 8
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [HELMET, NECKLACE]
  Effects:
    (4.0-4.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)


Affix: REAT_OF_PARRYING2
  Prefix: Parrying [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [2HMELEE]
  Effects:
    (2.0-2.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)


Affix: REAT_OF_HAPPINESS3
```

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  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)
```

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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)


Affix: OFTHEMASTER3
  Prefix: Skillful [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, ONE HANDED]
```



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  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)


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]
```

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  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
```



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  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]
```

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  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
  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]
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  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


Affix: OFTHEELEPHANT3
  Prefix: Healthy [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]
  Effects:
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    +(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:
    -(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
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  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
  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
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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
  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)
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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
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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]
```



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  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
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  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
    No effect details for effect FAME GAIN BONUS with parameters (min 10.00, max
 10.00, dur 0.00, type physical, level -1)
    (10.0-10.0)% less all damage


Affix: REAT_OF_PROC_FULLCHARGE_3
  Prefix: Bursting [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (3.0-3.0)% chance to cast reat_fullcharge_proc on kill (named reat_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
  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
  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
  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
  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
```

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  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]
  Effects:
    +(25-50) Focus (named MAG1)


Affix: PROC_OPENWOUND3
  Prefix: [ITEM] of Wounding
  Minimum Level: 10
```



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  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]
  Effects:
    (15.0-20.0)% chance to cast open_wounds on strike (named open_wounds) (Uses
PERCENT graph)


Affix: DEGRADE1
  Prefix: Crushing [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]
  Effects:
    Degrade enemy armor by (5-10) on hit (named Degrade1)


Affix: CLASS_BASED_D_A
  Prefix: Elderstone [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HMACE, STAFF]
  Effects:
    No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT g
raph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 20.00, dur 2.00, type ice, level -1) (named CLASS_BASED_D_
1) (Uses PERCENT graph)


Affix: THORNS_POIS3
  Prefix: Noxious [ITEM]
  Minimum Level: 8
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL, SHIELD]
  Effects:
    (30.0-50.0)% poison damage reflected (named THORNS_POIS3)


Affix: DMG_PROC_ICE1
  Prefix: Shard-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE1)


Affix: DMG_PROC_ELEC1
  Prefix: Jolt-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
```

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0.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec1)


Affix: WEAPON_MAT12
  Prefix: Hexsteel [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    +(5.0-10.0) poison damage (named WEAPON_MAT12)
    Inflict on Hit: Does (2-4) poison damage over 5.00 seconds (named WEAPON_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:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_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)
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```
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
  Prefix: Vintage [ITEM]
```

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


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


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


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


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


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



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


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


Affix: DMG_ELEMENTAL_RANGE1
  Prefix: Elemental [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [RING, WEAPON]
  Effects:
    (1.0-5.0)% more electric damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT 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:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2)


Affix: DMG_PROC_ICE2
  Prefix: Shard-Spike [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2)


Affix: CLASS_BASED_D_B
  Prefix: Elderstone [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HMACE, STAFF]
  Effects:
    No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses PERCENT grap
h)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 20.00, dur 2.00, type electric, level -1) (named CLASS_BAS
ED1) (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:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2)


Affix: THORNS_POIS1
  Prefix: Foul [ITEM]
  Minimum Level: 8
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL, SHIELD]
  Effects:
    (10.0-20.0)% poison damage reflected (named THORNS_POIS1)


Affix: CLASS_BASED_D_C
  Prefix: Elderstone [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HMACE, STAFF]
```



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  Effects:
    No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT g
raph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 20.00, dur 2.00, type fire, level -1) (named CLASS_BASED_D
_1) (Uses PERCENT graph)


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


Affix: DEGRADE3
  Prefix: Sundering [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]
  Effects:
    Degrade enemy armor by (15-20) on hit (named Degrade3)


Affix: PROC_OPENWOUND1
  Prefix: [ITEM] of Cutting
  Minimum Level: 10
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]
  Effects:
    (5.0-10.0)% chance to cast open_wounds on strike (named open_wounds) (Uses 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
```

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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)
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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
```

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  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]
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  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)
```

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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]
```



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  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]
  Effects:
    No effect details for effect FAME GAIN BONUS with parameters (min 1.00, max
3.00, dur 0.00, type physical, level -1) (named FAME1) (Uses PERCENT graph)


Affix: DMG_PHYS_POIS_RANGE5
  Prefix: Abberant [ITEM]
  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_
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:
    No effect details for effect FAME GAIN BONUS with parameters (min 5.00, max
10.00, dur 0.00, type physical, level -1) (named FAME3) (Uses PERCENT graph)


Affix: RED_PHYS_POIS_RANGE5
  Prefix: Abberant [ITEM]
  Minimum Level: 25
  Spawn Weight: 4
```

```
  Occupies no slots
  Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]
  Effects:
    (5.0-25.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses 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:
    No effect details for effect FAME GAIN BONUS with parameters (min 2.00, max
6.00, dur 0.00, type physical, level -1) (named FAME2) (Uses PERCENT graph)


Affix: PET_BUFF11
  Prefix: Officer’s [ITEM]
  Minimum Level: 8
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL, CANNON]
  Effects:
    (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF11) (Uses PERCENT graph)
    (10.0-15.0)% more Minion/Pet Health (named PET_BUFF11) (Uses PERCENT graph)


Affix: ARM_BONUS_STUNRES5
  Prefix: Chitinous [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [GLOVES, PANTS, SHIELD]
  Effects:
    (20.0-30.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT 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)


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
  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)
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    (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
```



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  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:
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    +(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)
```



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    (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
)
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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:
    (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
```



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  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS]
  Effects:
    No effect details for effect FAME GAIN BONUS with parameters (min 8.00, max
15.00, dur 0.00, type physical, level -1) (named FAME4) (Uses PERCENT graph)


Affix: BOOTS9
  Prefix: Tracker's [ITEM]
  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
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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
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  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)
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    (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
)


Affix: ARMOR_MAT3
  Prefix: Blood Steel [ITEM]
  No Level Range
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  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
  Prefix: Empyreal [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]
  Effects:
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    (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
  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
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)


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)
    No effect details for effect INTERRUPT CHANCE with parameters (min 2.00, max
 12.00, dur 0.00, type physical, level -1) (named RING_MAT2) (Uses PERCENT graph
)


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


Affix: BOOTS5
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  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:
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    (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]
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  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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 2
0.00, max 33.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT5) (Uses
 PERCENT graph)


Affix: PROC_MANACOST2
  Prefix: Seer's [ITEM]
  Minimum Level: 18
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]
  Effects:
    (4.0-10.0)% chance to cast manacost0 on strike (named manacost0) (Uses 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,
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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:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -7
.00, max -8.00, dur 0.00, type physical, level -1) (named MANA_COST4) (Uses PERC
ENT graph)


Affix: PROC_KILLMP1
  Prefix: [ITEM] of Spiritstealing
  Minimum Level: 20
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [RING, WEAPON]
  Effects:
    (10.0-33.0)% chance to cast proc_killmana_1 on kill (named proc_killmana_1)
(Uses PERCENT graph)


Affix: MANA_COST5
  Prefix: Lucid [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -9
.00, max -12.00, dur 0.00, type physical, level -1) (named MANA_COST5) (Uses PER
CENT graph)


Affix: DEX3
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  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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
5.00, max 25.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT4) (Uses
 PERCENT graph)


Affix: STR_MAG2
  Prefix: Marauder's [ITEM]
  No Level Range
```

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  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)
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    (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:
   No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2)


Affix: STR3
  Prefix: Giant's [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]
  Effects:
   +(100-175) Strength (named STR3)


Affix: SPLASH1
  Prefix: Broad [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM,
STAFF]
  Effects:
    (10.0-20.0)% more Damage to Secondary Targets (named SPLASH1) (Uses PERCENT
graph)
```

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


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


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


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


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



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


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
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  Prefix: Vigorous [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]
  Effects:
    +(20.0-30.0) Max HP (named HP4)


Affix: DODGE_REFLECT1
  Prefix: Shade's [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [BELT, PANTS, SHOULDER ARMOR]
  Effects:
    (1.0-2.0)% more Dodge Chance (named DODGE_REFLECT1) (Uses PERCENT graph)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
.00, max 5.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT1) (Uses P
ERCENT 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:
```

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    (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)


Affix: RING_MAT6
  Prefix: Dreadiron [ITEM]
  Minimum Level: 10
```



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  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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
0.00, max 15.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT3) (Uses
 PERCENT graph)


Affix: 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]
```

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  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:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type physical, level -1) (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:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -3
.00, max -4.00, dur 0.00, type physical, level -1) (named MANA_COST2) (Uses PERC
ENT 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:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -5
.00, max -6.00, dur 0.00, type physical, level -1) (named MANA_COST3) (Uses PERC
ENT 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
```

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  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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 5
.00, max 10.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT2) (Uses
PERCENT graph)


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:
    No effect details for effect PERCENT DAMAGE BONUS BY MONSTER COUNT with para
meters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CLASS_BASE
D_S_3) (Uses PERCENT graph)
```



```
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 5
.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses PERC
ENT 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
  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:
```



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    +(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
```

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  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
  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
```

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  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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY4
) (Uses PERCENT graph)


Affix: POIS4
  Prefix: Tainted [ITEM]
  Minimum Level: 20
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]
  Effects:
    Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS4) (
Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% chance to cast Poison_explosion on kill for 2.0
 seconds (named Poison_explosion) (Uses PERCENT graph)


Affix: CHARGE_RATE1
  Prefix: [ITEM] of Yearning
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [GLOVES, RING, SHOULDER ARMOR]
  Effects:
    (1.0-5.0)% more charge rate (named CHARGE_RATE1) (Uses PERCENT graph)


Affix: ARM_PHYSRED_TYPE4
  Prefix: Thick [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [CHEST ARMOR, HELMET, SHIELD]
  Effects:
    +(15.0-20.0) physical Armor (named ARM_PHYSRED_TYPE4)
    (2.0-6.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE4) (Uses 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
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:
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    (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
  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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY1
) (Uses PERCENT graph)


Affix: DUAL_WIELD2
  Prefix: Nimble [ITEM]
  Minimum Level: 13
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]
  Effects:
    (5.0-10.0)% more Damage while Dual Wielding (named DUAL_WIELD2) (Uses 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:
    (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:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)


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]
```

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  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
  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)


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:
    (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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY2
) (Uses PERCENT graph)


Affix: DMG_ANGRY3
  Prefix: [ITEM] of Frenzy
  Minimum Level: 13
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
FF]
  Effects:
    (2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY3
) (Uses PERCENT graph)


Affix: CLASS_BASED_N_1
  Prefix: Shadow-Bound [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [GLOVES, HELMET, PANTS]
  Effects:
    +(125.0-225.0) Life Stolen (named CLASS_BASED_N_1)
    (8.0-20.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses PERCENT 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:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)


Affix: PROC_ENERGYSHIELD1
  Prefix: Glittering [ITEM]
  Minimum Level: 10
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]
  Effects:
    (10.0-15.0)% chance to cast energy_shield_1 when struck (named energy_shield
_1) (Uses PERCENT graph)


Affix: THORNS_ELEC3
  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]
  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]
  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
  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
  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)


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]
```

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  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]
```



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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: [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
```

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  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
```

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  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:
    No effect details for effect FAME GAIN BONUS with parameters (min 1.00, max
3.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP
)


Affix: HP_ADDER_3
  Prefix: Healthy [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(12.0-15.0) Max HP (named HP_ADDER_3 MAX HP)


Affix: REAT_OF_DANCING3
  Prefix: Dancing [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BOOTS, PANTS]
  Effects:
    (3.0-3.0)% more Dodge Chance (named 3)
    (3.0-3.0)% less chance to block


Affix: OF_PROCKILL_FULLHEAL_1
  Prefix: Engulfing [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)
(Level 1)


Affix: REAT_OF_TURBINE
  Prefix: Generating [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [TWO HANDED]
  Effects:
    (15.0-15.0)% more charge rate
```



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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]
```

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  Effects:
    Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.


Affix: REAT_OF_EVIL3
  Prefix: Evil [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [2HMELEE, BOW, CANNON, CROSSBOW, RIFLE]
  Effects:
    +(400.0-500.0) Life Stolen (named OFFLAME DAMAGE BONUS)
    (50.0-50.0)% less Effectiveness of Potions
    +(140.0-160.0) Mana stolen


Affix: OF_PERCENT_ALL_WANDS
  Prefix: Prismatic [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, STAFF, WAND]
  Effects:
    (1.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)


Affix: OF_TL2_MANA_REGEN2
  Prefix: Focusing [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [GLOVES, HELMET, NECKLACE]
  Effects:
    +(2.0-2.0) Mana/s


Affix: OF_PERCENT_ELECTRIC2_WANDS
  Prefix: Electric-Surge [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, STAFF, WAND]
  Effects:
    (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)


Affix: OF_TL2_RESIST_SLOW50
  Prefix: [ITEM] of Momentum
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [BOOTS, PANTS]
  Effects:
    (25.0-25.0)% more resistance to Slow (named resist_slow)


Affix: OF_ATTRIB_STRENGTH
  Prefix: Mighty [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [BELT, GLOVES, NECKLACE]
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  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
  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
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:
```

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    (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]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
```



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  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
  Prefix: Slamming [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
```

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  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
```



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  Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]
  Effects:
    -30.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)


Affix: REAT_OF_WONDER2
  Prefix: Wondrous [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [HELMET, STAFF]
  Effects:
    (8.0-8.0)% more Mana


Affix: HP_ADDER_5
  Prefix: [ITEM] of Health
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, RING]
  Can’t Spawn On: [COLLAR, STUD]
  Effects:
    +(20.0-25.0) Max HP (named HP_ADDER_3 MAX HP)


Affix: REAT_OF_DANCING5
  Prefix: [ITEM] of the Super Freak
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [BOOTS, PANTS]
  Effects:
    (5.0-5.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)
    (5.0-5.0)% less chance to block


Affix: OF_PERCENT_ALL
  Prefix: Prismatic [ITEM]
  Minimum Level: 11
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL]
  Can’t Spawn On: [COLLAR, STUD]
  Effects:
    (1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)


Affix: REAT_OF_EVIL
  Prefix: Cursed [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    (30.0-30.0)% more all damage (named OFFLAME DAMAGE BONUS)
    (10.0-10.0)% more all Damage Taken
    Inflict on Hit: (5.0-5.0)% chance to Fear for 3.0 seconds


Affix: REAT_OF_REDMAGE3
  Prefix: [ITEM] of the Red Mage
```

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  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
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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:
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    (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
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  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)


Affix: REAT_OF_WHITEMAGE5
  Prefix: [ITEM] of the White Wizard
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  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [2HMACE, STAFF, CHEST ARMOR]
  Effects:
    (12.0-17.0)% more Effectiveness of Potions
    +(1.2-1.7) HP/Second
    +(12.0-17.0) Max HP


Affix: OFTHESAVAGE3
  Prefix: Demolishing [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    Degrade enemy armor by (10-14) on hit (named OFTHESAVAGE DEGRADE ARMOR)


Affix: REAT_OF_PAPER3
  Prefix: Paper [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BOOTS]
  Effects:
    (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)
    (5.0-5.0)% less all Armor


Affix: OFTHEVAMPIRE3
  Prefix: Vampiric [ITEM]
  Minimum Level: 7
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    +(200.0-250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)


Affix: OFTHEVAMPIRE2
  Prefix: Vampiric [ITEM]
  Minimum Level: 7
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    +(125.0-175.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)


Affix: OFTHESAVAGE2
  Prefix: Demolishing [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    Degrade enemy armor by (7-9) on hit (named OFTHESAVAGE DEGRADE ARMOR)


Affix: PETTAG_TL2_SHIELDBREAKER
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  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
at_frozensoul_proc) (Level 1)
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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)
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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
  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
  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
  Prefix: [ITEM] of Cooling
  Minimum Level: 25
  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 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
    No effect details for effect FAME GAIN BONUS with parameters (min 20.00, max
 20.00, dur 0.00, type physical, level -1)
    (20.0-20.0)% less all damage
```



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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:
```

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    (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]
  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
  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


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
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  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
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  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)
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Affix: OF_TL2_CHARGERATEBONUS3
  Prefix: Energizing [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]
  Effects:
    (9.0-9.0)% more charge rate


Affix: REAT_OF_DUELIST3
  Prefix: Duelist [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
    (5.0-5.0)% more Movement Speed
    (2.0-2.0)% more Dodge Chance
    (5.0-5.0)% more Attack Speed
    (2.0-2.0)% less chance to block


Affix: OF_PROCKILL_ZOMBIE_10
  Prefix: [ITEM] of Shadow
  Minimum Level: 5
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (10.0-10.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC
_Zombie Proc Skill) (Level 1)


Affix: OF_PERCENT_FLAME
  Prefix: Fire-Surge [ITEM]
  Minimum Level: 11
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)


Affix: REAT_OF_PARRYING
  Prefix: Parrying [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [2HMELEE]
  Effects:
    (1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)


Affix: MANA_ADDER_2
  Prefix: Mystical [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  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
  Prefix: Blinding [ITEM]
  Minimum Level: 5
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  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:
    No effect details for effect FAME GAIN BONUS with parameters (min 7.00, max
10.00, dur 0.00, type physical, level -1) (named OFTHEMAGE PERCENT CAST SPEED)


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]
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  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)
    +(40.0-40.0) ice armor (named OFRESISTANCE FIRE DEFENSE)
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    +(40.0-40.0) fire armor (named OFRESISTANCE ICE DEFENSE)
    +(40.0-40.0) electrical armor (named OFRESISTANCE POISON DEFENSE)


Affix: OF_TL2_CRITICALDAMAGE
  Prefix: Brutal [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, WEAPON]
  Effects:
    (10.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)


Affix: OF_PERCENT_ICE3
  Prefix: Ice-Surge [ITEM]
  Minimum Level: 11
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)


Affix: REAT_OF_WHIRLWIND3
  Prefix: Whirlwind [ITEM]
  Minimum Level: 10
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR, NECKLACE, WEAPON]
  Effects:
    (25.0-25.0)% more Cast Speed
    (25.0-25.0)% less all damage
    (25.0-25.0)% more Attack Speed


Affix: OF_TL2_HEALTH_REGEN
  Prefix: Rejuvenating [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]
  Effects:
    +(0.3-0.3) HP/Second


Affix: OF_POISONDEFENSE2
  Prefix: Restorative [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [RING, SHIELD]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(36.0-48.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)


Affix: OF_TL2_PETDAMAGE3
  Prefix: Commanding [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
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  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
  Spawn Weight: 3
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  Occupies no slots
  Spawns On: [GLOVES, WEAPON]
  Effects:
    +(13.0-17.0) ice damage (named OFICE DAMAGE BONUS)


Affix: OFLIGHTNING5
  Prefix: [ITEM] of Lightning
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [GLOVES, WEAPON]
  Effects:
    +(21.0-29.0) electric damage (named OFLIGHTNING DAMAGE BONUS)


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


Affix: OF_TL2_SPLASH
  Prefix: Slashing [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM,
 STAFF]
  Effects:
    (15.0-15.0)% more Damage to Secondary Targets


Affix: OF_TL2_HEALTH_REGEN5
  Prefix: [ITEM] of Rejuvenation
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]
  Effects:
    +(1.5-1.5) HP/Second


Affix: OFTHEDRAKE
  Prefix: [ITEM] of the Drake
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [GLOVES]
  Effects:
    +(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS)
    +(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE)
    +(10.0-15.0) Mana stolen


Affix: OFICE2
  Prefix: Icy [ITEM]
  No Level Range
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  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]
  Effects:
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    +(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
  Spawn Weight: 5
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  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
    (10.0-10.0)% more Movement Speed
    (3.0-3.0)% more Dodge Chance
    (10.0-10.0)% more Attack Speed
    (3.0-3.0)% less chance to block


Affix: OF_TL2_CRITICALDAMAGE2H5
  Prefix: [ITEM] of Violence
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [TWO HANDED]
  Effects:
    (75.0-75.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)


Affix: REAT_OF_PROCGETHIT_AEGIS5
  Prefix: [ITEM] of Safekeeping
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [CHEST ARMOR, RING, SHIELD]
  Effects:
    (5.0-5.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis
) (Level 1)


Affix: OF_TL2_CHARGERATEBONUS5
  Prefix: [ITEM] of Energy
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]
  Effects:
    (15.0-15.0)% more charge rate


Affix: OF_TL2_SPLASH2
  Prefix: Slashing [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM,
 STAFF]
  Effects:
    (30.0-30.0)% more Damage to Secondary Targets


Affix: OFRESISTANCE
  Prefix: [ITEM] of Resistance
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [RING, SHIELD]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(14.0-14.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)
    +(14.0-14.0) ice armor (named OFRESISTANCE FIRE DEFENSE)
    +(14.0-14.0) fire armor (named OFRESISTANCE ICE DEFENSE)
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    +(14.0-14.0) electrical armor (named OFRESISTANCE POISON DEFENSE)


Affix: OFTHECHEETAH5
  Prefix: [ITEM] of Speed
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [BOOTS, PANTS]
  Effects:
    (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)


Affix: REAT_LIFEPERCENT3
  Prefix: Bloody [ITEM]
  Minimum Level: 10
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]
  Effects:
    (10.0-10.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)


Affix: REAT_OF_BLACKMAGE
  Prefix: [ITEM] of the White Mage
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [2HMACE, STAFF]
  Effects:
    (10.0-10.0)% more Effectiveness of Potions
    +(1.0-1.0) HP/Second
    +(1.0-1.0) Max HP


Affix: REAT_OF_BARD2
  Prefix: Bard's [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [GLOVES, HELMET]
  Effects:
    No effect details for effect FAME GAIN BONUS with parameters (min 3.00, max
5.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP
)


Affix: OF_PERCENT_POISON5_WANDS
  Prefix: [ITEM] of Poison Rage
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]
  Effects:
    (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)


Affix: OF_TL2_BLINDING5
  Prefix: [ITEM] of Blinding
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
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  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:
    No effect details for effect FAME GAIN BONUS with parameters (min 5.00, max
7.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP
)


Affix: REAT_OF_PROC_POISONBURST_5
  Prefix: [ITEM] of the Scourge
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (25.0-25.0)% chance to cast reat_poisonburst_proc on kill (named reat_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
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  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:
    (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:
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    (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
  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
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  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]
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  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
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  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
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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)
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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)


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)
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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]
  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:
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    -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]
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  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
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  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
  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
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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 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
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  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:
    (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:
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    +(150-150) Dexterity (named OFTHEMASTER CRITICAL CHANCE)


Affix: REAT_OF_CURSED2
  Prefix: Prismatic [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)


Affix: REAT_OF_CURSED3
  Prefix: Cursed [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]
  Effects:
    (30.0-30.0)% more all damage (named OFFLAME DAMAGE BONUS)
    (15.0-15.0)% more all Damage Taken
    Inflict on Hit: (5.0-5.0)% chance to Fear for 3.0 seconds


Affix: REAT_OF_BACTEROID3
  Prefix: Bacteroid [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [GLOVES, WEAPON]
  Effects:
    -(0.9-0.9) HP/Second
    +(26.0-34.0) poison damage


Affix: OF_TL2_SHIELDBREAK2
  Prefix: Shieldsplitter [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]
  Effects:
    (20.0-20.0)% more chance to break shields (named sheildbreakaffix)


Affix: OFTHEELEPHANT2
  Prefix: Healthy [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]
  Effects:
    +(6.0-8.0) Max HP (named OFTHEELEPHANT MAX HP)


Affix: OFFLAME5
  Prefix: [ITEM] of Fire
  No Level Range
  Spawn Weight: 5
  Occupies no slots
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  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)


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)
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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
    +(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)
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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:
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    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]
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  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
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  Spawns On: [ARMOR_ELEMENTAL]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)


Affix: REAT_OFMONK
  Prefix: Monk [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR, HELMET]
  Effects:
    (10.0-10.0)% more XP gained
    No effect details for effect FAME GAIN BONUS with parameters (min 10.00, max
 10.00, dur 0.00, type physical, level -1)
    (10.0-10.0)% less all damage


Affix: REAT_OF_PROC_FULLCHARGE_3
  Prefix: Bursting [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (3.0-3.0)% chance to cast reat_fullcharge_proc on kill (named reat_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
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  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
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  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
  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
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  Prefix: [ITEM] of Bubonic Strength
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [GLOVES, WEAPON]
  Effects:
    -(1.5-1.5) HP/Second
    +(42.0-58.0) poison damage


Affix: REAT_OF_CURSED5
  Prefix: [ITEM] of the Demon Pact
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]
  Effects:
    (50.0-50.0)% more all damage (named OFFLAME DAMAGE BONUS)
    (25.0-25.0)% more all Damage Taken
    Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds


Affix: OFFLAME3
  Prefix: Fiery [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [GLOVES, WEAPON]
  Effects:
    +(13.0-17.0) fire damage (named OFFLAME DAMAGE BONUS)


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


Affix: OF_TL2_CHARGEDECAY2
  Prefix: Grasping [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]
  Effects:
    (16.0-16.0)% less charge bar decay rate


Affix: OF_ATTRIB_DEFENSE2
  Prefix: Fortified [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
  Effects:
    +(65-80) Vitality (named OFFLAME DAMAGE BONUS)
```

```
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)


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)
```



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    +(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]
  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
  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]
  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
```



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  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)


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
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  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
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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_
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ThunderStorm) (Level 1)


Affix: REAT_OF_BARD
  Prefix: Bard's [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [GLOVES, HELMET]
  Effects:
    No effect details for effect FAME GAIN BONUS with parameters (min 1.00, max
3.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP
)


Affix: HP_ADDER_3
  Prefix: Healthy [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(12.0-15.0) Max HP (named HP_ADDER_3 MAX HP)


Affix: REAT_OF_DANCING3
  Prefix: Dancing [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BOOTS, PANTS]
  Effects:
    (3.0-3.0)% more Dodge Chance (named 3)
    (3.0-3.0)% less chance to block


Affix: OF_PROCKILL_FULLHEAL_1
  Prefix: Engulfing [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)
(Level 1)


Affix: REAT_OF_TURBINE
  Prefix: Generating [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [TWO HANDED]
  Effects:
    (15.0-15.0)% more charge rate


Affix: OFTHEMISER5
  Prefix: [ITEM] of Wealth
  No Level Range
  Spawn Weight: 5
```



```
  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)


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)


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
  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]
```



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  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)


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
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  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
  Prefix: Slamming [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [MELEE]
  Effects:
    -30.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)
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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
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  Prefix: Wondrous [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [HELMET, STAFF]
  Effects:
    (8.0-8.0)% more Mana


Affix: HP_ADDER_5
  Prefix: [ITEM] of Health
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, RING]
  Can’t Spawn On: [COLLAR, STUD]
  Effects:
    +(20.0-25.0) Max HP (named HP_ADDER_3 MAX HP)


Affix: REAT_OF_DANCING5
  Prefix: [ITEM] of the Super Freak
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [BOOTS, PANTS]
  Effects:
    (5.0-5.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)
    (5.0-5.0)% less chance to block


Affix: OF_PERCENT_ALL
  Prefix: Prismatic [ITEM]
  Minimum Level: 11
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL]
  Can’t Spawn On: [COLLAR, STUD]
  Effects:
    (1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)


Affix: REAT_OF_EVIL
  Prefix: Cursed [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    (30.0-30.0)% more all damage (named OFFLAME DAMAGE BONUS)
    (10.0-10.0)% more all Damage Taken
    Inflict on Hit: (5.0-5.0)% chance to Fear for 3.0 seconds


Affix: REAT_OF_REDMAGE3
  Prefix: [ITEM] of the Red Mage
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [POLEARM, STAFF, CHEST ARMOR]
  Effects:
    (5.0-7.0)% more charge rate
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    +(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]
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  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]
  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
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    +(1.2-1.7) HP/Second
    +(12.0-17.0) Max HP


Affix: OFTHESAVAGE3
  Prefix: Demolishing [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    Degrade enemy armor by (10-14) on hit (named OFTHESAVAGE DEGRADE ARMOR)


Affix: REAT_OF_PAPER3
  Prefix: Paper [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BOOTS]
  Effects:
    (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)
    (5.0-5.0)% less all Armor


Affix: OFTHEVAMPIRE3
  Prefix: Vampiric [ITEM]
  Minimum Level: 7
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    +(200.0-250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)


Affix: OFTHEVAMPIRE2
  Prefix: Vampiric [ITEM]
  Minimum Level: 7
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    +(125.0-175.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)


Affix: OFTHESAVAGE2
  Prefix: Demolishing [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    Degrade enemy armor by (7-9) on hit (named OFTHESAVAGE DEGRADE ARMOR)


Affix: PETTAG_TL2_SHIELDBREAKER
  Prefix: Crushing [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
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    (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
at_frozensoul_proc) (Level 1)


Affix: OFTHESTORMS5
  Prefix: [ITEM] of Reflection
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [SHIELD]
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  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
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  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
  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
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  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
  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
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  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
  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)
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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
    No effect details for effect FAME GAIN BONUS with parameters (min 20.00, max
 20.00, dur 0.00, type physical, level -1)
    (20.0-20.0)% less all damage


Affix: OFTHETIGER2
  Prefix: Hasty [ITEM]
  Minimum Level: 3
  Spawn Weight: 2
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  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
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  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)
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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
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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]
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  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
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  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]
  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]
```



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  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:
    (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


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]
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  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
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  Occupies no slots
  Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]
  Effects:
    (9.0-9.0)% more charge rate


Affix: REAT_OF_DUELIST3
  Prefix: Duelist [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
    (5.0-5.0)% more Movement Speed
    (2.0-2.0)% more Dodge Chance
    (5.0-5.0)% more Attack Speed
    (2.0-2.0)% less chance to block


Affix: OF_PROCKILL_ZOMBIE_10
  Prefix: [ITEM] of Shadow
  Minimum Level: 5
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (10.0-10.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC
_Zombie Proc Skill) (Level 1)


Affix: OF_PERCENT_FLAME
  Prefix: Fire-Surge [ITEM]
  Minimum Level: 11
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)


Affix: REAT_OF_PARRYING
  Prefix: Parrying [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [2HMELEE]
  Effects:
    (1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)


Affix: MANA_ADDER_2
  Prefix: Mystical [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(18.0-22.0) Mana (named MANA_ADDER_2 MAX MANA)
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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
  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)
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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: 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:
    No effect details for effect FAME GAIN BONUS with parameters (min 7.00, max
10.00, dur 0.00, type physical, level -1) (named OFTHEMAGE PERCENT CAST SPEED)


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
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burst_proc) (Level 1)


Affix: MANA_ADDER_3
  Prefix: Mystical [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(26.0-34.0) Mana (named MANA_ADDER_3 MAX MANA)


Affix: OF_PROC_STORMCLAW15
  Prefix: [ITEM] of Zapping
  Minimum Level: 5
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [TWO HANDED]
  Effects:
    (15.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named W
C_Stormclaw Proc) (Level 1)


Affix: OF_TL2_SPLASH5
  Prefix: [ITEM] of Carnage
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM,
 STAFF]
  Effects:
    (75.0-75.0)% more Damage to Secondary Targets


Affix: OF_PERCENT_POISON3_WANDS
  Prefix: Poison-Surge [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]
  Effects:
    (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)


Affix: OF_TL2_CRITICALDAMAGE2H2
  Prefix: Brutal [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [TWO HANDED]
  Effects:
    (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)


Affix: OF_TL2_CHARGERATEBONUS2
  Prefix: Energizing [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]
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  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)
    +(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]
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  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, WEAPON]
  Effects:
    (10.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)


Affix: OF_PERCENT_ICE3
  Prefix: Ice-Surge [ITEM]
  Minimum Level: 11
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)


Affix: REAT_OF_WHIRLWIND3
  Prefix: Whirlwind [ITEM]
  Minimum Level: 10
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR, NECKLACE, WEAPON]
  Effects:
    (25.0-25.0)% more Cast Speed
    (25.0-25.0)% less all damage
    (25.0-25.0)% more Attack Speed


Affix: OF_TL2_HEALTH_REGEN
  Prefix: Rejuvenating [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]
  Effects:
    +(0.3-0.3) HP/Second


Affix: OF_POISONDEFENSE2
  Prefix: Restorative [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [RING, SHIELD]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(36.0-48.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)


Affix: OF_TL2_PETDAMAGE3
  Prefix: Commanding [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, WEAPON]
  Effects:
    (15.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)
```



```
Affix: REAT_OF_PROC_POISONBURST_1
  Prefix: Miasma [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (5.0-5.0)% chance to cast reat_poisonburst_proc on kill (named reat_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
  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]
  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)


Affix: REAT_OF_PARRYING5
  Prefix: [ITEM] of Parrying
  No Level Range
  Spawn Weight: 5
  Occupies no slots
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  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]
  Effects:
    +(44.0-56.0) Mana (named OFTHEOWL MAX MANA)


Affix: OF_TL2_CRITICALDAMAGE2
  Prefix: Brutal [ITEM]
  Minimum Level: 5
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  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
  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
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    (3.0-3.0)% less chance to block


Affix: OF_TL2_CRITICALDAMAGE2H5
  Prefix: [ITEM] of Violence
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [TWO HANDED]
  Effects:
    (75.0-75.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)


Affix: REAT_OF_PROCGETHIT_AEGIS5
  Prefix: [ITEM] of Safekeeping
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [CHEST ARMOR, RING, SHIELD]
  Effects:
    (5.0-5.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis
) (Level 1)


Affix: OF_TL2_CHARGERATEBONUS5
  Prefix: [ITEM] of Energy
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]
  Effects:
    (15.0-15.0)% more charge rate


Affix: OF_TL2_SPLASH2
  Prefix: Slashing [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM,
 STAFF]
  Effects:
    (30.0-30.0)% more Damage to Secondary Targets


Affix: OFRESISTANCE
  Prefix: [ITEM] of Resistance
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [RING, SHIELD]
  Can’t Spawn On: [COLLAR, STUD]
  Effects:
    +(14.0-14.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)
    +(14.0-14.0) ice armor (named OFRESISTANCE FIRE DEFENSE)
    +(14.0-14.0) fire armor (named OFRESISTANCE ICE DEFENSE)
    +(14.0-14.0) electrical armor (named OFRESISTANCE POISON DEFENSE)


Affix: OFTHECHEETAH5
  Prefix: [ITEM] of Speed
  Minimum Level: 5
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  Spawn Weight: 5
  Occupies no slots
  Spawns On: [BOOTS, PANTS]
  Effects:
    (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)


Affix: REAT_LIFEPERCENT3
  Prefix: Bloody [ITEM]
  Minimum Level: 10
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]
  Effects:
    (10.0-10.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)


Affix: REAT_OF_BLACKMAGE
  Prefix: [ITEM] of the White Mage
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [2HMACE, STAFF]
  Effects:
    (10.0-10.0)% more Effectiveness of Potions
    +(1.0-1.0) HP/Second
    +(1.0-1.0) Max HP


Affix: REAT_OF_BARD2
  Prefix: Bard’s [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [GLOVES, HELMET]
  Effects:
    No effect details for effect FAME GAIN BONUS with parameters (min 3.00, max
5.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP
)


Affix: OF_PERCENT_POISON5_WANDS
  Prefix: [ITEM] of Poison Rage
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]
  Effects:
    (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)


Affix: OF_TL2_BLINDING5
  Prefix: [ITEM] of Blinding
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]
  Effects:
    Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindi
ngblinding)
```

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Affix: OF_TL2_PETHEALTH5
  Prefix: [ITEM] of Invigoration
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS, RING]
  Effects:
    (25.0-25.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)


Affix: REAT_OF_BARD3
  Prefix: Bard's [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [HELMET]
  Effects:
    No effect details for effect FAME GAIN BONUS with parameters (min 5.00, max
7.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP
)


Affix: REAT_OF_PROC_POISONBURST_5
  Prefix: [ITEM] of the Scourge
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (25.0-25.0)% chance to cast reat_poisonburst_proc on kill (named reat_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:
    (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
```

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  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:
    (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:
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```
    +(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]
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  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
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  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
  No Level Range
  Spawn Weight: 5
  Occupies no slots
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  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)


Affix: OFTHESAGE2
  Prefix: Sage [ITEM]
  Minimum Level: 5
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  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
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  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)
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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
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (5.0-5.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharg
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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
  Occupies no slots
  Spawns On: [CHEST ARMOR, SHIELD]
  Effects:
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    (20.0-20.0)% more fire damage
    +(100.0-100.0) fire armor
    -(100.0-100.0) ice armor
    (20.0-20.0)% less ice damage


Affix: OF_TL2_CHARGEDECAY
  Prefix: Grasping [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]
  Effects:
    (8.0-8.0)% less charge bar decay rate


Affix: REAT_OF_GHOUL
  Prefix: [ITEM] of the Ghoul
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [GLOVES]
  Effects:
    +(10.0-15.0) poison damage (named OFTHEDRAKE DAMAGE BONUS)
    +(10.0-15.0) poison armor (named OFTHEDRAKE FIRE DEFENSE)
    +(10.0-15.0) Mana stolen


Affix: OFTHEELEPHANT3
  Prefix: Healthy [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]
  Effects:
    +(9.0-12.0) Max HP (named OFTHEELEPHANT MAX HP)


Affix: OF_TL2_SHIELDBREAK3
  Prefix: Shieldsplitter [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]
  Effects:
    (30.0-30.0)% more chance to break shields (named sheildbreakaffix)


Affix: TRINKET_STAT_DEXTERITY5
  Prefix: [ITEM] of Swiftness
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(150-150) Dexterity (named OFTHEMASTER CRITICAL CHANCE)


Affix: REAT_OF_CURSED2
  Prefix: Prismatic [ITEM]
  Minimum Level: 5
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  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)


Affix: OF_TL2_DRAWARMOR2
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  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]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
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  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
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  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
    No effect details for effect FAME GAIN BONUS with parameters (min 10.00, max
 10.00, dur 0.00, type physical, level -1)
    (10.0-10.0)% less all damage


Affix: REAT_OF_PROC_FULLCHARGE_3
  Prefix: Bursting [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (3.0-3.0)% chance to cast reat_fullcharge_proc on kill (named reat_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:
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```
    -(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
  Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]
  Effects:
```

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    (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
  Spawns On: [GLOVES, WEAPON]
  Effects:
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```
    -(1.5-1.5) HP/Second
    +(42.0-58.0) poison damage


Affix: REAT_OF_CURSED5
  Prefix: [ITEM] of the Demon Pact
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]
  Effects:
    (50.0-50.0)% more all damage (named OFFLAME DAMAGE BONUS)
    (25.0-25.0)% more all Damage Taken
    Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds


Affix: OFFLAME3
  Prefix: Fiery [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [GLOVES, WEAPON]
  Effects:
    +(13.0-17.0) fire damage (named OFFLAME DAMAGE BONUS)


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


Affix: OF_TL2_CHARGEDECAY2
  Prefix: Grasping [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]
  Effects:
    (16.0-16.0)% less charge bar decay rate


Affix: OF_ATTRIB_DEFENSE2
  Prefix: Fortified [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
  Effects:
    +(65-80) Vitality (named OFFLAME DAMAGE BONUS)


Affix: TRINKET_FIRE_PERCENT5
  Prefix: [ITEM] of Incineration
  Minimum Level: 15
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
```

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  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
  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)


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]
  Minimum Level: 5
  Spawn Weight: 1
```



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  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
```

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  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)
```



```
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)
```

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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]
```



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  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
```

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  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
```



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  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
  Prefix: Bard's [ITEM]
  Minimum Level: 5
```

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  Spawn Weight: 1
  Occupies no slots
  Spawns On: [GLOVES, HELMET]
  Effects:
    No effect details for effect FAME GAIN BONUS with parameters (min 1.00, max
3.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP
)


Affix: HP_ADDER_3
  Prefix: Healthy [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, RING]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(12.0-15.0) Max HP (named HP_ADDER_3 MAX HP)


Affix: REAT_OF_DANCING3
  Prefix: Dancing [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BOOTS, PANTS]
  Effects:
    (3.0-3.0)% more Dodge Chance (named 3)
    (3.0-3.0)% less chance to block


Affix: OF_PROCKILL_FULLHEAL_1
  Prefix: Engulfing [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)
(Level 1)


Affix: REAT_OF_TURBINE
  Prefix: Generating [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [TWO HANDED]
  Effects:
    (15.0-15.0)% more charge rate


Affix: OFTHEMISER5
  Prefix: [ITEM] of Wealth
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [BELT, HELMET]
  Effects:
    (10.0-10.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)
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```
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
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  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)
```

```
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]
```

```
  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
    No effect details for effect FAME GAIN BONUS with parameters (min 20.00, max
 20.00, dur 0.00, type physical, level -1)
    (20.0-20.0)% less all damage


Affix: OFTHETIGER2
  Prefix: Hasty [ITEM]
  Minimum Level: 3
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [GLOVES, WEAPON]
  Effects:
    (4.0-6.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)
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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)
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    (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
```



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  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
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  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
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  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]
  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
  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


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
  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]
```

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  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
  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
```



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  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:
    No effect details for effect FAME GAIN BONUS with parameters (min 7.00, max
10.00, dur 0.00, type physical, level -1) (named OFTHEMAGE PERCENT CAST SPEED)


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
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  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(26.0-34.0) Mana (named MANA_ADDER_3 MAX MANA)


Affix: OF_PROC_STORMCLAW15
  Prefix: [ITEM] of Zapping
  Minimum Level: 5
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [TWO HANDED]
  Effects:
    (15.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named W
C_Stormclaw Proc) (Level 1)


Affix: OF_TL2_SPLASH5
  Prefix: [ITEM] of Carnage
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM,
 STAFF]
  Effects:
    (75.0-75.0)% more Damage to Secondary Targets


Affix: OF_PERCENT_POISON3_WANDS
  Prefix: Poison-Surge [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]
  Effects:
    (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)


Affix: OF_TL2_CRITICALDAMAGE2H2
  Prefix: Brutal [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [TWO HANDED]
  Effects:
    (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)


Affix: OF_TL2_CHARGERATEBONUS2
  Prefix: Energizing [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]
  Effects:
    (6.0-6.0)% more charge rate


Affix: REAT_OF_PROCGETHIT_AEGIS2
  Prefix: Aegis [ITEM]
```



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  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)
    +(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]
```



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  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
  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]
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  Effects:
    +(21.0-29.0) electric damage (named OFLIGHTNING DAMAGE BONUS)


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


Affix: OF_TL2_SPLASH
  Prefix: Slashing [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM,
 STAFF]
  Effects:
    (15.0-15.0)% more Damage to Secondary Targets


Affix: OF_TL2_HEALTH_REGEN5
  Prefix: [ITEM] of Rejuvenation
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]
  Effects:
    +(1.5-1.5) HP/Second


Affix: OFTHEDRAKE
  Prefix: [ITEM] of the Drake
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [GLOVES]
  Effects:
    +(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS)
    +(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE)
    +(10.0-15.0) Mana stolen


Affix: OFICE2
  Prefix: Icy [ITEM]
  No Level Range
  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
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  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)


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
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  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]
  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)
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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
  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
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  Spawn Weight: 5
  Occupies no slots
  Spawns On: [TWO HANDED]
  Effects:
    (75.0-75.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)


Affix: REAT_OF_PROCGETHIT_AEGIS5
  Prefix: [ITEM] of Safekeeping
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [CHEST ARMOR, RING, SHIELD]
  Effects:
    (5.0-5.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis
) (Level 1)


Affix: OF_TL2_CHARGERATEBONUS5
  Prefix: [ITEM] of Energy
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]
  Effects:
    (15.0-15.0)% more charge rate


Affix: OF_TL2_SPLASH2
  Prefix: Slashing [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM,
 STAFF]
  Effects:
    (30.0-30.0)% more Damage to Secondary Targets


Affix: OFRESISTANCE
  Prefix: [ITEM] of Resistance
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [RING, SHIELD]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(14.0-14.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)
    +(14.0-14.0) ice armor (named OFRESISTANCE FIRE DEFENSE)
    +(14.0-14.0) fire armor (named OFRESISTANCE ICE DEFENSE)
    +(14.0-14.0) electrical armor (named OFRESISTANCE POISON DEFENSE)


Affix: OFTHECHEETAH5
  Prefix: [ITEM] of Speed
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [BOOTS, PANTS]
  Effects:
    (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)
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Affix: REAT_LIFEPERCENT3
  Prefix: Bloody [ITEM]
  Minimum Level: 10
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]
  Effects:
    (10.0-10.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)


Affix: REAT_OF_BLACKMAGE
  Prefix: [ITEM] of the White Mage
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [2HMACE, STAFF]
  Effects:
    (10.0-10.0)% more Effectiveness of Potions
    +(1.0-1.0) HP/Second
    +(1.0-1.0) Max HP


Affix: REAT_OF_BARD2
  Prefix: Bard's [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [GLOVES, HELMET]
  Effects:
    No effect details for effect FAME GAIN BONUS with parameters (min 3.00, max
5.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP
)


Affix: OF_PERCENT_POISON5_WANDS
  Prefix: [ITEM] of Poison Rage
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]
  Effects:
    (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)


Affix: OF_TL2_BLINDING5
  Prefix: [ITEM] of Blinding
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]
  Effects:
    Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named 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]
```

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  Effects:
    (25.0-25.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)


Affix: REAT_OF_BARD3
  Prefix: Bard's [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [HELMET]
  Effects:
    No effect details for effect FAME GAIN BONUS with parameters (min 5.00, max
7.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP
)


Affix: REAT_OF_PROC_POISONBURST_5
  Prefix: [ITEM] of the Scourge
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (25.0-25.0)% chance to cast reat_poisonburst_proc on kill (named reat_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
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  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)


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:
    (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
```



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  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
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  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
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  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
  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)


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)
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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:
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    (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]
```



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  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
  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
```

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  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
  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
```



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Affix: OF_TL2_CHARGEDECAY
  Prefix: Grasping [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]
  Effects:
    (8.0-8.0)% less charge bar decay rate


Affix: REAT_OF_GHOUL
  Prefix: [ITEM] of the Ghoul
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [GLOVES]
  Effects:
    +(10.0-15.0) poison damage (named OFTHEDRAKE DAMAGE BONUS)
    +(10.0-15.0) poison armor (named OFTHEDRAKE FIRE DEFENSE)
    +(10.0-15.0) Mana stolen


Affix: OFTHEELEPHANT3
  Prefix: Healthy [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]
  Effects:
    +(9.0-12.0) Max HP (named OFTHEELEPHANT MAX HP)


Affix: OF_TL2_SHIELDBREAK3
  Prefix: Shieldsplitter [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]
  Effects:
    (30.0-30.0)% more chance to break shields (named sheildbreakaffix)


Affix: TRINKET_STAT_DEXTERITY5
  Prefix: [ITEM] of Swiftness
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(150-150) Dexterity (named OFTHEMASTER CRITICAL CHANCE)


Affix: REAT_OF_CURSED2
  Prefix: Prismatic [ITEM]
  Minimum Level: 5
  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)


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]
  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
    No effect details for effect FAME GAIN BONUS with parameters (min 10.00, max
 10.00, dur 0.00, type physical, level -1)
    (10.0-10.0)% less all damage


Affix: REAT_OF_PROC_FULLCHARGE_3
  Prefix: Bursting [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (3.0-3.0)% chance to cast reat_fullcharge_proc on kill (named reat_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
  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
  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
  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
  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: 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]
```

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  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]
  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:
    No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT g
raph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 20.00, dur 2.00, type ice, level -1) (named CLASS_BASED_D_
1) (Uses PERCENT graph)


Affix: THORNS_POIS3
  Prefix: Noxious [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL, SHIELD]
  Effects:
    (30.0-50.0)% poison damage reflected (named THORNS_POIS3)


Affix: DMG_PROC_ICE1
  Prefix: Shard-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE1)


Affix: DMG_PROC_ELEC1
  Prefix: Jolt-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec1)


Affix: WEAPON_MAT12
  Prefix: Hexsteel [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    +(5.0-10.0) poison damage (named WEAPON_MAT12)
```

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    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:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_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
  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
  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:
    +(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]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
```

```
  Spawns On: [WEAPON]
  Effects:
    +(5.0-10.0) ice damage (named WEAPON_MAT13)
    (15.0-25.0)% more Critical Damage (named WEAPON_MAT13) (Uses PERCENT graph)
    +(5.0-10.0) poison damage (named WEAPON_MAT13)


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


Affix: ARMOR_STATS_MAG2_C
  Prefix: Etherbrand [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
    +(50.0-75.0) physical Armor (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH 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:
    (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
  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
  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
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:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type electric, level -1) (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:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type ice, level -1) (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
```



```
  Prefix: Elderstone [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HMACE, STAFF]
  Effects:
    No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses PERCENT grap
h)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 20.00, dur 2.00, type electric, level -1) (named CLASS_BAS
ED1) (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)


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
  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:
    (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)
    (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
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type fire, level -1) (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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
3) (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:
    No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT g
raph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 20.00, dur 2.00, type fire, level -1) (named CLASS_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)
```



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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]
  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:
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    (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]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BELT, NECKLACE, PANTS]
```



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  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
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 75.00, max 1
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00.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1) (Uses LINEAR_G
RAPH 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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
1) (Uses LINEAR_GRAPH graph)


Affix: 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
```



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  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)


Affix: ARM_ILLUM1
  Prefix: Duskweave [ITEM]
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  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)


Affix: RED_ELEMENTAL_RANGE5
  Prefix: Primordial [ITEM]
```



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  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
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:
```



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    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:
    (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)
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```
Affix: DMG_ANGRY1_2H
  Prefix: [ITEM] of Fury
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  Can't Spawn On: [RANGED WEAPON]
  Effects:
    (75.0-100.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses LINE
AR_GRAPH graph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
1) (Uses LINEAR_GRAPH graph)


Affix: BLOCK2
  Prefix: Defiant [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]
  Effects:
    (3.0-4.0)% more chance to block (named BLOCK2) (Uses PERCENT graph)
    (5.0-10.0)% more physical Armor (named BLOCK2) (Uses PERCENT graph)


Affix: CRIT_DAMAGE4_C
  Prefix: [ITEM] of Decimation
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
    (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses LINEAR_GRAPH gr
aph)


Affix: FACTION_ARMOR8
  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_
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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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2) (Uses LINEAR_G
RAPH 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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
4) (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]
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  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
  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:
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    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)
    +(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:
    No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max
 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses LINEAR_GRA
PH graph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 2.00, type electric, level -1) (named CLASS_BAS
ED1) (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
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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:
    (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
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  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)


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]
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  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)


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)
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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
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  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)
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    (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
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  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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1) (Uses LINEAR_GRA
PH 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:
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    (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
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  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
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  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
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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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2) (Uses LINEAR_G
RAPH 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:
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    No effect details for effect FAME GAIN BONUS with parameters (min 10.00, max
 15.00, dur 0.00, type physical, level -1) (named FAME4) (Uses LINEAR_GRAPH grap
h)


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:
    No effect details for effect FAME GAIN BONUS with parameters (min 1.00, max
3.00, dur 0.00, type physical, level -1) (named FAME1) (Uses PERCENT graph)


Affix: DMG_PHYS_POIS_RANGE5
  Prefix: Abberant [ITEM]
  No Level Range
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [RING, WEAPON]
  Effects:
    (5.0-25.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT
graph)
    (5.0-25.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT 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)
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    (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
  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
```



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  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:
    No effect details for effect FAME GAIN BONUS with parameters (min 5.00, max
10.00, dur 0.00, type physical, level -1) (named FAME3) (Uses PERCENT graph)


Affix: 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]
```

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  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:
    No effect details for effect FAME GAIN BONUS with parameters (min 10.00, max
 15.00, dur 0.00, type physical, level -1) (named FAME4) (Uses LINEAR_GRAPH grap
h)


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:
```



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    (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:
    No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max
 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses LINEAR_
GRAPH graph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 2.00, type fire, level -1) (named CLASS_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)
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```
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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2) (Uses LINEAR_G
RAPH 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:
    No effect details for effect FAME GAIN BONUS with parameters (min 2.00, max
6.00, dur 0.00, type physical, level -1) (named FAME2) (Uses PERCENT graph)


Affix: PET_BUFF11
  Prefix: Officer's [ITEM]
  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)
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    (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)


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)
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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
  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)
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    (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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2) (Uses LINEAR_GRAPH
 graph)


Affix: DMG_PHYS_POIS_RANGE2
  Prefix: Oozing [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [RING, WEAPON]
  Effects:
    (1.0-10.0)% more physical damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT
graph)
    (1.0-10.0)% more poison damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT 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:
```



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    (1.0-5.0)% more HP (named HP_MP_PERCENT1) (Uses PERCENT graph)
    (1.0-5.0)% more Mana (named HP_MP_PERCENT1) (Uses PERCENT graph)


Affix: DMG_PROC_POIS2_2H_2
  Prefix: Blight-Spike [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1) (Uses LINEAR_GRA
PH 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)


Affix: DMG_PROC_PHYS2_2H_2
  Prefix: Spiked [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA
FF]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2) (Uses LINEAR_G
RAPH 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
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  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
  Prefix: Shard-Spike [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Can't Spawn On: [TWO HANDED]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2) (Uses LINEAR_GRAPH g
raph)


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)


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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
0.00, max 15.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT5) (Uses
 LINEAR_GRAPH graph)


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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2) (Uses LINEAR_GRAPH g
raph)


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)
    (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
```

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  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)


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
```



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  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]
  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
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  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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2) (Uses LINEAR_GRAPH
 graph)


Affix: 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
  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
```



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  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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
0.00, max 15.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT5) (Uses
 LINEAR_GRAPH graph)


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
```

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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)
    (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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
2) (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
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  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
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```
  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
```

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 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:
    No effect details for effect FAME GAIN BONUS with parameters (min 8.00, max
15.00, dur 0.00, type physical, level -1) (named FAME4) (Uses PERCENT graph)


Affix: 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:
    No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max
 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses LINEAR_GRA
PH graph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 2.00, type electric, level -1) (named CLASS_BAS
ED1) (Uses LINEAR_GRAPH graph)


Affix: BOOTS9
  Prefix: Tracker's [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 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:
    No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max
 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses LINEAR_
GRAPH graph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 2.00, type fire, level -1) (named CLASS_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]
```

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  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
```



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  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)
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    (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
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  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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2) (Uses LINEAR_GRAPH
 graph)


Affix: 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]
```

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  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
```



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  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
```

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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)% 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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
2) (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
```



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  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]
```

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  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
  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]
```



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  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
```

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)


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)
    No effect details for effect INTERRUPT CHANCE with parameters (min 2.00, max
 12.00, dur 0.00, type physical, level -1) (named RING_MAT2) (Uses PERCENT graph
)


Affix: CLASS_BASED_S_1_A
  Prefix: Ember Etched [ITEM]
```



```
  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)
```

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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:
    No effect details for effect PERCENT DAMAGE BONUS BY MONSTER COUNT with para
meters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CLASS_BASE
D_S_3) (Uses LINEAR_GRAPH graph)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
0.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses LIN
EAR_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:
    No effect details for effect PERCENT DAMAGE BONUS BY MONSTER COUNT with para
meters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CLASS_BASE
D_S_3) (Uses LINEAR_GRAPH graph)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
0.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses LIN
EAR_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:
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    +(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
```



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  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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
2) (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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
3) (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
```



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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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 2
0.00, max 33.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT5) (Uses
 PERCENT graph)


Affix: 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)
```

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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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2) (Uses LINEAR_GRAPH g
raph)


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) (
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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)
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```
Affix: DEX2
  Prefix: Panther's [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]
  Effects:
    +(50-100) Dexterity (named DEX2)


Affix: MANA_COST4
  Prefix: Cryptic [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -7
.00, max -8.00, dur 0.00, type physical, level -1) (named MANA_COST4) (Uses PERC
ENT 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:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -9
.00, max -12.00, dur 0.00, type physical, level -1) (named MANA_COST5) (Uses PER
CENT graph)


Affix: DEX3
  Prefix: Expert's [ITEM]
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  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
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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
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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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
5.00, max 25.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT4) (Uses
 PERCENT graph)


Affix: 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]
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  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
  Occupies no slots
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  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:
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    (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
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  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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2)


Affix: ARMOR_PERCENT_LOW7_C
  Prefix: Copper Ringed [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
    (10.0-15.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses LINEAR_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:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -1
.00, max -2.00, dur 0.00, type physical, level -1) (named MANA_COST1) (Uses PERC
ENT graph)


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


Affix: RAMPAGE2
  Prefix: [ITEM] of Berserking
  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)
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    (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:
    No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max
 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses LINEAR_
GRAPH graph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 2.00, type fire, level -1) (named CLASS_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:
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    (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
  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)
```



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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
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  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]
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  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [BELT, PANTS, SHOULDER ARMOR]
  Effects:
    (1.0-2.0)% more Dodge Chance (named DODGE_REFLECT1) (Uses PERCENT graph)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
.00, max 5.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT1) (Uses P
ERCENT 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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2) (Uses LINEAR_G
RAPH 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
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  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
  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)
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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)


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
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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:
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    (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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
0.00, max 15.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT3) (Uses
 PERCENT graph)


Affix: DMG_BONUS_MISC3_1H
  Prefix: Honed [ITEM]
  No Level Range
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Can't Spawn On: [TWO HANDED]
  Effects:
    +(75.0-100.0) physical damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH 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)


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
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type physical, level -1) (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
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:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -3
.00, max -4.00, dur 0.00, type physical, level -1) (named MANA_COST2) (Uses PERC
ENT 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:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -5
.00, max -6.00, dur 0.00, type physical, level -1) (named MANA_COST3) (Uses PERC
ENT 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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2) (Uses LINEAR_G
RAPH 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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 5
.00, max 10.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT2) (Uses
PERCENT graph)


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:
    No effect details for effect PERCENT DAMAGE BONUS BY MONSTER COUNT with para
meters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CLASS_BASE
D_S_3) (Uses PERCENT graph)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 5
.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses PERC
ENT 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:
    No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max
 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses LINEAR_GRA
PH graph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 2.00, type electric, level -1) (named CLASS_BAS
ED1) (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
  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]
  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
```



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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:
    (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
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
```

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  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]
```



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  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
```

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  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:
    No effect details for effect DAMAGE CHANCE with parameters (min 75.00, max 1
00.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1) (Uses LINEAR_G
RAPH 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
```



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  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:
    No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max
150.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1) (Uses LINEAR_GRA
PH 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
```

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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: 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:
    No effect details for effect DAMAGE CHANCE with parameters (min 75.00, max 1
00.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1) (Uses LINEAR_G
RAPH 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)
```



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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
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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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY4
) (Uses PERCENT graph)


Affix: POIS4
  Prefix: Tainted [ITEM]
  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
```



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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)
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    (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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
1) (Uses LINEAR_GRAPH graph)


Affix: FREEZE1
  Prefix: Frigid [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: (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)
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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)


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)
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    (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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
4) (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]
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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]
  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)


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)
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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)


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)
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```
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
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]
```



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  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:
    +(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
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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY1
) (Uses PERCENT graph)


Affix: DUAL_WIELD2
  Prefix: Nimble [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
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  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:
    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:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)


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
  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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
3) (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
  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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY
4) (Uses LINEAR_GRAPH graph)


Affix: DEX_VIT2_2H
  Prefix: Pathfinder's [ITEM]
```



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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:
    +(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)
    (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]
  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
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  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:
    (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
```

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  Spawns On: [NECKLACE, RING, SHOULDER ARMOR]
  Effects:
    +(1.5-3.0) Mana/s (named REGEN_MAX_MP1)
    (5.0-8.0)% more Mana (named REGEN_MAX_MP1) (Uses PERCENT graph)


Affix: THORNS_ELEC2
  Prefix: Buzzing [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL, SHIELD]
  Effects:
    (20.0-30.0)% electric damage reflected (named THORNS_ELEC2)


Affix: MP1
  Prefix: Chanter's [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]
  Effects:
    +(5.0-10.0) Mana (named MP1)


Affix: ARM_PHYSRED_TYPE3
  Prefix: Layered [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [CHEST ARMOR, HELMET, SHIELD]
  Effects:
    +(10.0-15.0) physical Armor (named ARM_PHYSRED_TYPE3)
    (2.0-4.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE3) (Uses 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
  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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY2
) (Uses PERCENT graph)


Affix: ELEC2_1H
  Prefix: Resonant [ITEM]
  No Level Range
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Can't Spawn On: [TWO HANDED]
  Effects:
    Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC2) (
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:
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```
    (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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (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
)
    (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:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)


Affix: FACTION_ARMOR11_A
  Prefix: Muursat [ITEM]
  Minimum Level: 25
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, 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
  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
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
  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
  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]
  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)
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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:
    +(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
```

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  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
  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)
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```
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)


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]
```

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  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
  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
  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]
```

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  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]
  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
```



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  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]
  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]
  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)
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```
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)


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
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  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:
    (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
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  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
  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
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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
  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
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  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
  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)
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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]
  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
```



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  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]
  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:
    (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
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  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
  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
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  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
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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:
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    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]
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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_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
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  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
 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
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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 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
  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:
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    (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)


Affix: OF_TL2_DRAWHEALTH2
  Prefix: Restoring  [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [CHEST ARMOR, GLOVES]
  Effects:
    (2.0-2.0)% more HP/5.0s/monster within 2.0 meters (Up to 3) (named drawhealt
hx2)


Affix: OFTHEELEPHANT3_A
  Prefix: Healthy [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA
CE, RING]
  Effects:
    +(750.0-1000.0) Max HP (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph
)


Affix: OF_TL2_DRAWHEALTH3
  Prefix: Restoring  [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR, GLOVES]
  Effects:
    (3.0-3.0)% more HP/5.0s/monster within 3.0 meters (Up to 3) (named drawhealt
hx3)


Affix: OFLEARNING_CHAMP10_MISSILERANGE_1H
  Prefix: Augmented [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [PISTOL, WAND]
  Effects:
    Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE to owner (named RANDOMSLAY
ER_CHAMP10_MISSILERANGE)
    Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE_COUNT to owner (named RAND
OMSLAYER_CHAMP10_MISSILERANGE_COUNT)


Affix: OF_FIREDEFENSE3
  Prefix: Cooling [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(27.0-36.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)


Affix: OFLEARNING_MONSTER250_PROC_ZOMBIE_1H
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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_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)


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
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  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]
  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)
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    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)


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:
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    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)


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]
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  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:
    +(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
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  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
  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)
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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)


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
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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
  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)
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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]
  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
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  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
  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.
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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
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  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
  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
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  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
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  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]
  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)
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```
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)


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
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  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
  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]
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  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]
  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)
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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)


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]
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  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
  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)
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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)


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
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  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
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)
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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
  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)
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    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
  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)
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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)


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
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  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
  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:
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    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]
  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]
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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]
  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]
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  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]
  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)
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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
  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)
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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)


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
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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_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
  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)
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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]
  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]
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  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
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
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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: 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)


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
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  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]
  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)
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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:
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    (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:
    (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]
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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]
  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
  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
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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
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
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  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]
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  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
  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)
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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
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  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
  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
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  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)


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
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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]
  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
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  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
  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]
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  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:
    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]
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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)% 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]
  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)
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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
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
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  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]
  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
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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_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
  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:
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    (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
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  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)
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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
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  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]
  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]
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  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
  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)
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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)


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]
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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:
    +(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
  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
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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)


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]
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  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)


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
```



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  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
  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
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
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  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
  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)
```

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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]
  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
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  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)


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
  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]
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  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
  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
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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)


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
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  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)
    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
```

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  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Effects:
    +(50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH graph
)


Affix: OFTHEDRAKE
  Prefix: [ITEM] of the Drake
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [GLOVES]
  Effects:
    +(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS)
    +(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE)
    +(10.0-15.0) Mana stolen


Affix: OFICE2
  Prefix: Icy [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [STAFF, WAND]
  Effects:
    +(9.0-11.0) ice damage (named OFICE DAMAGE BONUS)


Affix: OF_PERCENT_POISON3
  Prefix: Poison-Surge [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)


Affix: TRINKET_ELECTRICPERCENT_DEFENSE5
  Prefix: [ITEM] of Insulating
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECT
RICAL DEFENSE)


Affix: TRINKET_STAT_MAGIC5_A
  Prefix: [ITEM] of Focus
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(25-35) Focus (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph)
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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]
  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]
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  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:
    +(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
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  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
  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:
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    (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)


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]
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  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:
    +(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
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  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
  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
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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:
    +(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]
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  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
  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
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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)


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
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  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
  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
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_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:
    (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
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  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]
  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)
```



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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:
    +(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
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  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
  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
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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
  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)
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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
)


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]
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  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
  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
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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:
    (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
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  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
  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
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  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]
  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)
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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
  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)
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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)


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]
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  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
  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
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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_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)


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]
```



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  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:
    (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
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```
  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)


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:
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    (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:
    (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]
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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_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)


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]
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  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
  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)
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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:
    (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
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  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:
    +(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
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  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:
    +(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
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  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]
  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)
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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)


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]
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  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
  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
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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)
    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
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  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
  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)
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```
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
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
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  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:
    +(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)
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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.


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:
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    +(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]
  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
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  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]
  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:
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    (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
  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
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  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
  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]
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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_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)
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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
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  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]
  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)
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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, 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:
    +(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
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  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
  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)
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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
  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]
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  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)


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]
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  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
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
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  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
  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)
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    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
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]
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  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
  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)
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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
  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)
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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
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  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]
  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]
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  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]
  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
```

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  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
  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)


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]
```



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  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
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  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:
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    +(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]
```



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  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]
  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
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  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(80.0-100.0) poison armor


Affix: OF_TL2_CHARGEDECAY2
  Prefix: Grasping [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [CHEST ARMOR, HELMET, PANTS]
  Effects:
    (16.0-16.0)% less charge bar decay rate


Affix: OF_ATTRIB_DEFENSE3_3
  Prefix: Fortified [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
  Effects:
    +(25-35) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)


Affix: OF_ATTRIB_DEFENSE2
  Prefix: Fortified [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
  Effects:
    +(65-80) Vitality (named OFFLAME DAMAGE BONUS)


Affix: PETTRINKET_ARMOR_POISON7_A_E
  Prefix: Poison-Armored [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(75.0-100.0) poison armor (Uses LINEAR_GRAPH graph)


Affix: OFTHEWINDS3_A
  Prefix: Deflecting [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, 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
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  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
```

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  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
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  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
  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
  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
  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
  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)


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: No effect details for effect PERCENT BLOCK CHANCE BASE with
parameters (min -30.00, max -30.00, dur 5.00, type physical, level -1) (named OF
THETURTLE ARMOR BONUS) (Exclusive)


Area Affix: MAP_MOVEMENT2
  Suffix: (Speedy)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (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:
    No effect details for effect KNOCK BACK EFFECT with parameters (min 50.00, m
ax 50.00, dur 1.00, type physical, level -1) (named Necromancer knocker2) (Exclu
sive)


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
  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
  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:
    No effect details for effect KNOCK BACK EFFECT with parameters (min 50.00, m
ax 50.00, dur 1.00, type physical, level -1) (named Necromancer knocker3) (Exclu
sive)
```

```
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: No effect details for effect PERCENT BLOCK CHANCE BASE with
parameters (min -60.00, max -60.00, dur 5.00, type physical, level -1) (named OF
THETURTLE ARMOR BONUS) (Exclusive)


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


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:
    No effect details for effect KNOCK BACK EFFECT with parameters (min 0.00, ma
x 0.00, dur 0.50, type physical, level -1) (named Necromancer knocker2) (Exclusi
ve)


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: No effect details for effect PERCENT BLOCK CHANCE BASE with
parameters (min -60.00, max -60.00, dur 5.00, type physical, level -1) (named OF
THETURTLE ARMOR BONUS) (Exclusive)


Personal Affix: HERO_CSTSPD
  Suffix: (Nimble)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (15.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)


Personal Affix: HERO_HP2
  Suffix: (Hardy)
  No Level Range
  Spawn Weight: 9
```



```
  Occupies no slots
  Effects:
    (50.0-50.0)% more HP


Personal Affix: HERO_ATKSPD
  Suffix: (Quick)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (15.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)


Personal Affix: HERO_ATKSPD2
  Suffix: (Dervish)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    (30.0-30.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)


Personal Affix: HERO_BLOCKNEGATIVE
  Suffix: (Shield Breaking)
  No Level Range
  Spawn Weight: 9
  Occupies no slots
  Effects:
    Inflict on Hit: No effect details for effect PERCENT BLOCK CHANCE BASE with
parameters (min -30.00, max -30.00, dur 5.00, type physical, level -1) (named OF
THETURTLE ARMOR BONUS) (Exclusive)


Personal Affix: HERO_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)
  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:
    No effect details for effect KNOCK BACK EFFECT with parameters (min 0.00, ma
x 0.00, dur 0.50, type physical, level -1) (named Necromancer knocker3) (Exclusi
ve)


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)


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:
    (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 'Darkthans Classes' ending

File Group 'BJC-Pets' starting

File Group 'BJC-Pets' ending

File Group 'Brothers in Arms: Warbounds' starting

File Group 'Brothers in Arms: Warbounds' ending

File Group 'Gunmage' starting

File Group 'Gunmage' ending

File Group 'default' starting

File Group 'default' ending

File Group 'ArmorFix' starting

File Group 'ArmorFix' ending

File Group 'Additional Classes' starting

File Group 'Additional Classes' ending

File Group 'BJC-Modmerge v1' starting

Affix: ELEC2
  Prefix: Resonant [ITEM]
  Minimum Level: 20
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]
  Effects:
    Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC2) (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
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  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
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]
  Effects:
    Degrade enemy armor by (5-10) on hit (named Degrade1)


Affix: CLASS_BASED_D_A
  Prefix: Elderstone [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HMACE, STAFF]
  Effects:
    No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT g
raph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 20.00, dur 2.00, type ice, level -1) (named CLASS_BASED_D_
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1) (Uses PERCENT graph)


Affix: THORNS_POIS3
  Prefix: Noxious [ITEM]
  Minimum Level: 8
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL, SHIELD]
  Effects:
    (30.0-50.0)% poison damage reflected (named THORNS_POIS3)


Affix: DMG_PROC_ICE1
  Prefix: Shard-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE1)


Affix: DMG_PROC_ELEC1
  Prefix: Jolt-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec1)


Affix: WEAPON_MAT12
  Prefix: Hexsteel [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    +(5.0-10.0) poison damage (named WEAPON_MAT12)
    Inflict on Hit: Does (2-4) poison damage over 5.00 seconds (named WEAPON_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:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1)
    Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BAS
ED_B_1) (Uses PERCENT graph)


Affix: XP2
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  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
  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]
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  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
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  Prefix: Shadivari [ITEM]
  Minimum Level: 12
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]
  Effects:
    (5.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses PERCENT graph)
    (5.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses PERCENT graph)


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


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


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


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


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


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
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)
    (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:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2)


Affix: DMG_PROC_ICE2
  Prefix: Shard-Spike [ITEM]
  No Level Range
  Spawn Weight: 3
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  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2)


Affix: CLASS_BASED_D_B
  Prefix: Elderstone [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HMACE, STAFF]
  Effects:
    No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses PERCENT grap
h)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 20.00, dur 2.00, type electric, level -1) (named CLASS_BAS
ED1) (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
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  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)
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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:
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    +(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:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2)


Affix: THORNS_POIS1
  Prefix: Foul [ITEM]
  Minimum Level: 8
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL, SHIELD]
  Effects:
    (10.0-20.0)% poison damage reflected (named THORNS_POIS1)


Affix: CLASS_BASED_D_C
  Prefix: Elderstone [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HMACE, 2HMACE, STAFF]
  Effects:
    No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT g
raph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 10.00, max 20.00, dur 2.00, type fire, level -1) (named CLASS_BASED_D
_1) (Uses PERCENT graph)


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


Affix: DEGRADE3
  Prefix: Sundering [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]
  Effects:
    Degrade enemy armor by (15-20) on hit (named Degrade3)


Affix: PROC_OPENWOUND1
```

```
  Prefix: [ITEM] of Cutting
  Minimum Level: 10
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]
  Effects:
    (5.0-10.0)% chance to cast open_wounds on strike (named open_wounds) (Uses 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:
    +(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
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  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]
  Effects:
    No effect details for effect FAME GAIN BONUS with parameters (min 1.00, max
3.00, dur 0.00, type physical, level -1) (named FAME1) (Uses PERCENT graph)
```

```
Affix: DMG_PHYS_POIS_RANGE5
  Prefix: Abberant [ITEM]
  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_
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:
    No effect details for effect FAME GAIN BONUS with parameters (min 5.00, max
10.00, dur 0.00, type physical, level -1) (named FAME3) (Uses PERCENT graph)


Affix: RED_PHYS_POIS_RANGE5
  Prefix: Abberant [ITEM]
  Minimum Level: 25
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]
  Effects:
    (5.0-25.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses 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
```

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  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS]
  Effects:
    No effect details for effect FAME GAIN BONUS with parameters (min 2.00, max
6.00, dur 0.00, type physical, level -1) (named FAME2) (Uses PERCENT graph)


Affix: PET_BUFF11
  Prefix: Officer's [ITEM]
  Minimum Level: 8
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL, CANNON]
  Effects:
    (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF11) (Uses PERCENT graph)
    (10.0-15.0)% more Minion/Pet Health (named PET_BUFF11) (Uses PERCENT graph)


Affix: ARM_BONUS_STUNRES5
  Prefix: Chitinous [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [GLOVES, PANTS, SHIELD]
  Effects:
    (20.0-30.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT 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)
```



```
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
```



```
  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:
    No effect details for effect FAME GAIN BONUS with parameters (min 8.00, max
15.00, dur 0.00, type physical, level -1) (named FAME4) (Uses PERCENT graph)


Affix: BOOTS9
  Prefix: Tracker’s [ITEM]
  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
  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
  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:
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```
    (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:
    +(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)
    No effect details for effect INTERRUPT CHANCE with parameters (min 2.00, max
 12.00, dur 0.00, type physical, level -1) (named RING_MAT2) (Uses PERCENT graph
)


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


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


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
```

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  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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 2
0.00, max 33.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT5) (Uses
```



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 PERCENT graph)


Affix: PROC_MANACOST2
  Prefix: Seer's [ITEM]
  Minimum Level: 18
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]
  Effects:
    (4.0-10.0)% chance to cast manacost0 on strike (named manacost0) (Uses 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
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  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -7
.00, max -8.00, dur 0.00, type physical, level -1) (named MANA_COST4) (Uses PERC
ENT graph)


Affix: PROC_KILLMP1
  Prefix: [ITEM] of Spiritstealing
  Minimum Level: 20
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [RING, WEAPON]
  Effects:
    (10.0-33.0)% chance to cast proc_killmana_1 on kill (named proc_killmana_1)
(Uses PERCENT graph)


Affix: MANA_COST5
  Prefix: Lucid [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -9
.00, max -12.00, dur 0.00, type physical, level -1) (named MANA_COST5) (Uses PER
CENT 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)
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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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
5.00, max 25.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT4) (Uses
 PERCENT graph)


Affix: STR_MAG2
  Prefix: Marauder's [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [2HAXE, 2HSWORD, BELT]
  Effects:
    +(75-150) Strength (named STR_MAG2)
    +(75-150) Focus (named STR_MAG2)


Affix: ARMOR_BONUS_MAGIC3
  Prefix: Crystal [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [HELMET, NECKLACE, RING, SHIELD]
  Effects:
    (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT 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
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)


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
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  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)
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Affix: DMG_PROC_PHYS2
  Prefix: Spiked [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2)


Affix: STR3
  Prefix: Giant's [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]
  Effects:
    +(100-175) Strength (named STR3)


Affix: SPLASH1
  Prefix: Broad [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM,
STAFF]
  Effects:
    (10.0-20.0)% more Damage to Secondary Targets (named SPLASH1) (Uses PERCENT
graph)


Affix: CLASS_BASED_P_4
  Prefix: Celestial [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]
  Effects:
    (0.5-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 1) (named CLASS_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]
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  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -1
.00, max -2.00, dur 0.00, type physical, level -1) (named MANA_COST1) (Uses PERC
ENT graph)


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


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


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


Affix: CRIT_DAMAGE3
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  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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
.00, max 5.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT1) (Uses P
ERCENT 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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1
0.00, max 15.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT3) (Uses
 PERCENT graph)
```

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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:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS1)


Affix: SPLASH2
  Prefix: Sweeping [ITEM]
  Minimum Level: 10
  Spawn Weight: 2
```



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  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:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -3
.00, max -4.00, dur 0.00, type physical, level -1) (named MANA_COST2) (Uses PERC
ENT 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
```

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h)


Affix: MANA_COST3
  Prefix: Enigmatic [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, RING, WAND]
  Effects:
    No effect details for effect PERCENT MANA COST BONUS with parameters (min -5
.00, max -6.00, dur 0.00, type physical, level -1) (named MANA_COST3) (Uses PERC
ENT 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)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 5
.00, max 10.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT2) (Uses
PERCENT graph)


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:
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    (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
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  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:
    No effect details for effect PERCENT DAMAGE BONUS BY MONSTER COUNT with para
meters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CLASS_BASE
D_S_3) (Uses PERCENT graph)
    No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 5
.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses PERC
ENT 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)
```

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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:
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    +(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
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  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
  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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY4
) (Uses PERCENT graph)


Affix: POIS4
  Prefix: Tainted [ITEM]
  Minimum Level: 20
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]
  Effects:
    Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS4) (
Uses PERCENT graph)
    Inflict on Hit: (10.0-20.0)% chance to cast Poison_explosion on kill for 2.0
 seconds (named Poison_explosion) (Uses PERCENT graph)


Affix: CHARGE_RATE1
  Prefix: [ITEM] of Yearning
  No Level Range
```



```
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [GLOVES, RING, SHOULDER ARMOR]
  Effects:
    (1.0-5.0)% more charge rate (named CHARGE_RATE1) (Uses PERCENT graph)


Affix: ARM_PHYSRED_TYPE4
  Prefix: Thick [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [CHEST ARMOR, HELMET, SHIELD]
  Effects:
    +(15.0-20.0) physical Armor (named ARM_PHYSRED_TYPE4)
    (2.0-6.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE4) (Uses 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
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
  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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY1
) (Uses PERCENT graph)


Affix: DUAL_WIELD2
  Prefix: Nimble [ITEM]
  Minimum Level: 13
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]
  Effects:
    (5.0-10.0)% more Damage while Dual Wielding (named DUAL_WIELD2) (Uses 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:
    (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:
    No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3
0.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)


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
```



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  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]
  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
  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:
```



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    +(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: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY2
) (Uses PERCENT graph)


Affix: DMG_ANGRY3
  Prefix: [ITEM] of Frenzy
  Minimum Level: 13
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
FF]
  Effects:
    (2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY3
) (Uses PERCENT graph)


Affix: CLASS_BASED_N_1
  Prefix: Shadow-Bound [ITEM]
  Minimum Level: 15
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [GLOVES, HELMET, PANTS]
```

```
  Effects:
    +(125.0-225.0) Life Stolen (named CLASS_BASED_N_1)
    (8.0-20.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses PERCENT 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:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)


Affix: PROC_ENERGYSHIELD1
  Prefix: Glittering [ITEM]
  Minimum Level: 10
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]
  Effects:
    (10.0-15.0)% chance to cast energy_shield_1 when struck (named energy_shield
_1) (Uses PERCENT graph)
```



```
Affix: THORNS_ELEC3
  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]
  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


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)
```



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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
  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
```

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  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
```

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  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
  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
```



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  Spawns On: [ARMOR]
  Effects:
    (3.0-4.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)
    +(75.0-100.0) Mana stolen (named OFTHESAVANT MANA STEAL)


File Group 'BJC-Modmerge v1' ending

File Group 'Brothers in Arms' starting

Affix: MUSHATO_SPIRIT_09N
  Prefix: Rojintsuu no [ITEM]
  No Level Range
  Spawn Weight: 99
  Occupies no slots
  Spawns On: [MUSHATO, WEAPON]
  Can't Spawn On: [WEAPON]
  Effects:
    (100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin)
    (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon)
    (50.0-50.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken)
    (100.0-100.0)% chance to cast kaitennohangeki when struck (named 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)
    (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)


File Group 'Brothers in Arms' ending

File Group 'Borris %enchant' starting

File Group 'Borris %enchant' ending
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