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|---------------------------|---|----------------|----------|------------|--------------------------------------|--|--|
| Sceptre | | | | | | | |
| Pre 0.2 Market Value? | Very High | | | | | | |
| Main Priority | Additional levels to Minion Skills | Target Value | Priority | Pre/Suffix | Notes | | |
| Key Modifiers | +# to Level of all Minion Skills | 4 | 1 | Suffix | Max value changed from 5 to 4 in 0.2 | | |
| | ##% Spirit | 50 or higher | 2 | Prefix | | | |
| | Allies in your Presence deal ##% increased Damage | | 3 | Prefix | | | |
| Other Important Modifiers | Allies in your Presence have ##% increased Attack Speed | | 4 | Suffix | | | |
| | Allies in your Presence have ##% increased Critical Hit Chance | | 5 | Suffix | | | |
| | Allies in your Presence have ##% increased Critical Damage | | 5 | Suffix | | | |
| | Allies in your Presence deal # to # additional Attack Fire, Cold, Lightning Damage | | 6 | Prefix | Dependent on Minion Build | | |
| | | | | | | | |
| Crossbow | | | | | | | |
| Pre 0.2 Market Value? | Medium to High | | | | | | |
| Main Priority | Physical Damage | Target Value | Priority | Pre/Suffix | Notes | | |
| Key Modifiers | ##% Increased Physical Damage | 100% or higher | 1 | Prefix | | | |
| | ##% Increased Physical Damage | | 2 | Prefix | | | |
| | # To Accuracy Rating | | 3 | Prefix | | | |
| | Add # to # Physical Damage | | 4 | Suffix | | | |
| Other Important Modifiers | ##% Increased Attack Speed | | 5 | Suffix | | | |
| | +# Level to all Projectile skills | 5 or higher | 6 | Suffix | | | |
| | ##% To Critical Hit Chance | | 6 | Suffix | | | |
| | ##% To Critical Damage Bonus | | | | | | |
| | | | | | | | |
| Bow | | | | | | | |
| Pre 0.2 Market Value? | Medium to High | | | | | | |
| Main Priority | Physical Damage | Target Value | Priority | Pre/Suffix | Notes | | |
| Key Modifiers | ##% Increased Physical Damage | 100% or higher | 1 | Prefix | | | |
| | ##% Increased Physical Damage | | 2 | Prefix | | | |
| | # To Accuracy Rating | | 3 | Prefix | | | |
| | Add # to # Physical Damage | | 4 | Suffix | | | |
| Other Important Modifiers | +# Level to all Projectile skills | 5 or higher | 5 | Suffix | | | |
| | Bow Attacks Fire # Additional Arrows | | 6 | Suffix | | | |
| | ##% Increased Attack Speed | | | | | | |
| | | | | | | | |
| Two Hand Mace | | | | | | | |
| Pre 0.2 Market Value? | Medium | | | | | | |
| Main Priority | Physical Damage | Target Value | Priority | Pre/Suffix | Notes | | |
| Key Modifiers | ##% Increased Physical Damage | 100% or higher | 1 | Prefix | | | |
| | Adds # to # Physical Damage | | 2 | Prefix | | | |
| | ##% Increased Physical Damage | | 3 | Prefix | | | |
| | # To Accuracy Rating | | 4 | Suffix | | | |
| Other Important Modifiers | +# Level to all Melee skills | 5 or higher | 5 | Suffix | | | |
| | ##% Increased Attack Speed | | 6 | Suffix | | | |
| | Leeches ##% of Physical Damage as Mana | | | | | | |
| | | | | | | | |
| Quarterstaff | | | | | | | |
| Pre 0.2 Market Value? | Low | | | | | | |
| Main Priority | Additional levels to Melee Skills | Target Value | Priority | Pre/Suffix | Notes | | |
| Key Modifiers | +# Level to all Melee skills | 4 or higher | 1 | Suffix | 5 levels is divine territory | | |
| | ##% Increased Elemental Damage with Attacks | | 2 | Prefix | | | |
| | ##% Increased Physical Damage | | 3 | Prefix | | | |
| Other Important Modifiers | # to Dexterity | | 4 | Suffix | | | |
| | # to Intelligence | | 5 | Suffix | | | |
| | Gain # mana per Enemy Killed | | 6 | Suffix | | | |
| | | | | | | | |
| Wand | | | | | | | |
| Pre 0.2 Market Value? | Medium to High | | | | | | |
| Main Priority | Additional levels to Lighting Spells* | Target Value | Priority | Pre/Suffix | Notes | | |
| Key Modifiers | +# Level to all Lightning spell skills | 4 or higher | 1 | Suffix | 5 levels is divine territory | | |
| | ##% Increased Lightning Damage | | 2 | Prefix | | | |
| | ##% Increased Spell Damage | | 3 | Prefix | | | |
| Other Important Modifiers | ##% Increased Spell Damage | | 4 | Prefix | | | |
| | # To maximum mana | | 5 | Suffix | | | |
| | ##% Increased cast speed | | 6 | Suffix | | | |
| | ##% Increased Critical Hit Chance for Spells | | 7 | Suffix | | | |
| | ##% Increased Critical Spell Damage Bonus | | | | | | |
| | | | | | | | |
| | *Important note: You probably want to hold on to wands with high Fire, Cold damage due to 0.2 changes | | | | | | |