Sceptre					
-	Very High				
		Target Value	Delovity	Pre/Suffix	Notes
-	Additional levels to Minion Skills		Priority		
Key Modifiers	+# to Level of all Minion Skills	4		Suffix	Max value changed from 5 to 4 in 0.2
	#% Spirit	50 or higher		Prefix	
	Allies in your Presence deal #% increased Damage			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				
lain Priority	Physical Damage	Target Value	Priority	Pre/Suffix	Notes
Key Modifiers	#% Increased Physical Damage	100% or higher	1	Prefix	
	#% Increased Physical Damage				
	# To Accuracy Rating		2	Prefix	
	Add # to # Physical Damage		3	Prefix	
	#% Increased Attack Speed			Suffix	
	+# Level to all Projectile skills	5 or higher		Suffix	
	-	5 or higher			
	#% To Critical Hit Chance			Suffix	
	#% To Critical Damage Bonus		6	Suffix	
Bow					
Pre 0.2 Market Value?	Medium to High				
	Physical Damage	Target Value	Priority	Pre/Suffix	Notes
Key Modifiers	#% Increased Physical Damage	100% or higher	-	Prefix	
	#% Increased Physical Damage				
	# To Accuracy Rating		2	Prefix	
	Add # to # Physical Damage			Prefix	
	+# Level to all Projectile skills	5 or higher		Suffix	
•		5 of higher			
	Bow Attacks Fire # Additional Arrows			Suffix	
	#% Increased Attack Speed		6	Suffix	
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				
	# To Accuracy Rating		3	Prefix	
Other Important Modifiers	+# Level to all Melee skills	5 or higher	4	Suffix	
	#% Increased Attack Speed		5	Suffix	
	Leeches #% of Physical Damage as Mana		6	Suffix	
Quarterstaff					
Pro 0 2 Market Value?	OW				
	Low Additional Javala ta Malaa Skilla	Townet Malers	Deionity	Dro/Cuffin	Natas
ain Priority	Additional levels to Melee Skills	Target Value	Priority	Pre/Suffix	Notes
Aain Priority Key Modifiers	Additional levels to Melee Skills +# Level to all Melee skills	Target Value 4 or higher	1	Suffix	Notes 5 levels is divine territory
Aain Priority Key Modifiers	Additional levels to Melee Skills +# Level to all Melee skills #% Increased Elemental Damage with Attacks		1	Suffix Prefix	
Aain Priority Key Modifiers	Additional levels to Melee Skills +# Level to all Melee skills		1	Suffix	
Aain Priority Key Modifiers	Additional levels to Melee Skills +# Level to all Melee skills #% Increased Elemental Damage with Attacks #% Increased Physical Damage		1 2 3	Suffix Prefix	
Main Priority Key Modifiers Dther Important Modifiers	Additional levels to Melee Skills +# Level to all Melee skills #% Increased Elemental Damage with Attacks #% Increased Physical Damage		1 2 3 4	Suffix Prefix Prefix	
Main Priority Key Modifiers Dther Important Modifiers	Additional levels to Melee Skills +# Level to all Melee skills #% Increased Elemental Damage with Attacks #% Increased Physical Damage # to Dexterity		1 2 3 4 5	Suffix Prefix Prefix Suffix	
Main Priority Key Modifiers Dther Important Modifiers	Additional levels to Melee Skills +# Level to all Melee skills #% Increased Elemental Damage with Attacks #% Increased Physical Damage # to Dexterity # to Intelligence		1 2 3 4 5	Suffix Prefix Prefix Suffix Suffix	
Aain Priority Key Modifiers Dther Important Modifiers	Additional levels to Melee Skills +# Level to all Melee skills #% Increased Elemental Damage with Attacks #% Increased Physical Damage # to Dexterity # to Intelligence		1 2 3 4 5	Suffix Prefix Prefix Suffix Suffix	
Aain Priority Key Modifiers Dther Important Modifiers Vand	Additional levels to Melee Skills +# Level to all Melee skills #% Increased Elemental Damage with Attacks #% Increased Physical Damage # to Dexterity # to Intelligence Gain # mana per Enemy Killed		1 2 3 4 5	Suffix Prefix Prefix Suffix Suffix	
Aain Priority Key Modifiers Other Important Modifiers Vand Vand	Additional levels to Melee Skills +# Level to all Melee skills #% Increased Elemental Damage with Attacks #% Increased Physical Damage # to Dexterity # to Intelligence Gain # mana per Enemy Killed Medium to High	4 or higher	1 2 3 4 5 6	Suffix Prefix Prefix Suffix Suffix Suffix	5 levels is divine territory
Aain Priority Key Modifiers Dther Important Modifiers Vand Pre 0.2 Market Value? Aain Priority	Additional levels to Melee Skills +# Level to all Melee skills #% Increased Elemental Damage with Attacks #% Increased Physical Damage # to Dexterity # to Intelligence Gain # mana per Enemy Killed Medium to High Additional levels to Lighting Spells*	4 or higher	1 2 3 4 5 6 Priority	Suffix Prefix Prefix Suffix Suffix Suffix Pre/Suffix	5 levels is divine territory
Aain Priority Key Modifiers Dther Important Modifiers Vand Pre 0.2 Market Value? Aain Priority Key Modifiers	Additional levels to Melee Skills +# Level to all Melee skills #% Increased Elemental Damage with Attacks #% Increased Physical Damage # to Dexterity # to Intelligence Gain # mana per Enemy Killed Medium to High Additional levels to Lighting Spells* +# Level to all Lightning spell skills	4 or higher	1 2 3 4 5 6 Priority 1	Suffix Prefix Prefix Suffix Suffix Suffix Pre/Suffix Suffix	5 levels is divine territory
Main Priority Key Modifiers Other Important Modifiers Vand Pre 0.2 Market Value? Main Priority Key Modifiers	Additional levels to Melee Skills +# Level to all Melee skills #% Increased Elemental Damage with Attacks #% Increased Physical Damage # to Dexterity # to Intelligence Gain # mana per Enemy Killed Medium to High Additional levels to Lighting Spells*	4 or higher	1 2 3 4 5 6 Priority 1	Suffix Prefix Prefix Suffix Suffix Suffix Pre/Suffix	5 levels is divine territory
Vain Priority Key Modifiers Other Important Modifiers Nand Pre 0.2 Market Value? Vain Priority Key Modifiers	Additional levels to Melee Skills +# Level to all Melee skills #% Increased Elemental Damage with Attacks #% Increased Physical Damage # to Dexterity # to Intelligence Gain # mana per Enemy Killed Medium to High Additional levels to Lighting Spells* +# Level to all Lightning spell skills	4 or higher	1 2 3 4 5 6 Priority 1 2	Suffix Prefix Prefix Suffix Suffix Suffix Pre/Suffix Suffix	5 levels is divine territory
Alain Priority Key Modifiers Other Important Modifiers Vand Pre 0.2 Market Value? Aain Priority Key Modifiers	Additional levels to Melee Skills +# Level to all Melee skills #% Increased Elemental Damage with Attacks #% Increased Physical Damage # to Dexterity # to Intelligence Gain # mana per Enemy Killed Medium to High Additional levels to Lighting Spells* +# Level to all Lightning spell skills #% Increased Lightning Damage #% Increased Spell Damage	4 or higher	1 2 3 4 5 6 Priority 1 2 3	Suffix Prefix Prefix Suffix Suffix Suffix Pre/Suffix Prefix Prefix Prefix	5 levels is divine territory
Alain Priority Key Modifiers Other Important Modifiers Vand Pre 0.2 Market Value? Aain Priority Key Modifiers	Additional levels to Melee Skills +# Level to all Melee skills #% Increased Elemental Damage with Attacks #% Increased Physical Damage # to Dexterity # to Intelligence Gain # mana per Enemy Killed Medium to High Additional levels to Lighting Spells* +# Level to all Lightning spell skills #% Increased Lightning Damage #% Increased Spell Damage	4 or higher	1 2 3 4 5 6 Priority 1 2 3	Suffix Prefix Prefix Suffix Suffix Suffix Pre/Suffix Suffix Prefix	5 levels is divine territory
Main Priority Key Modifiers Other Important Modifiers Nand Pre 0.2 Market Value? Main Priority Key Modifiers Other Important Modifiers	Additional levels to Melee Skills +# Level to all Melee skills #% Increased Elemental Damage with Attacks #% Increased Physical Damage # to Dexterity # to Intelligence Gain # mana per Enemy Killed Medium to High Additional levels to Lighting Spells* +# Level to all Lightning spell skills #% Increased Lightning Damage #% Increased Spell Damage	4 or higher	1 2 3 4 5 6 Priority 1 2 3 4	Suffix Prefix Prefix Suffix Suffix Suffix Pre/Suffix Prefix Prefix Prefix	5 levels is divine territory
Aain Priority Key Modifiers Other Important Modifiers Vand Pre 0.2 Market Value? Aain Priority Key Modifiers Other Important Modifiers	Additional levels to Melee Skills +# Level to all Melee skills #% Increased Elemental Damage with Attacks #% Increased Physical Damage # to Dexterity # to Intelligence Gain # mana per Enemy Killed Medium to High Additional levels to Lighting Spells* +# Level to all Lightning spell skills #% Increased Lightning Damage #% Increased Spell Damage #% Increased Spell Damage #% Increased Spell Damage # To maximum mana	4 or higher	1 2 3 4 5 6 Priority 1 2 3 4 5	Suffix Prefix Prefix Suffix Suffix Suffix Pre/Suffix Prefix Prefix Prefix	5 levels is divine territory
Aain Priority Key Modifiers Dther Important Modifiers Vand Pre 0.2 Market Value? Aain Priority Key Modifiers Dther Important Modifiers	Additional levels to Melee Skills +# Level to all Melee skills #% Increased Elemental Damage with Attacks #% Increased Physical Damage # to Dexterity # to Intelligence Gain # mana per Enemy Killed Medium to High Additional levels to Lighting Spells* +# Level to all Lightning spell skills #% Increased Spell Damage #% Increased Spell Damage	4 or higher	1 2 3 4 5 6 Priority 1 2 3 4 5 6	Suffix Prefix Prefix Suffix Suffix Suffix Suffix Pre/Suffix Prefix Prefix Prefix Suffix	5 levels is divine territory