

DERTTYBOY69's "Item List"

All in listed from highest value down

Most desireds Dmg Mods:

15% Always, Unconditional
15% (-5 Energy)
15% While Health is Above 50%
15% (-10 Armor while attacking)
15% While Enchanted
15% (Health Regeneration -1)
15% (Energy Regeneration -1)
15% While in a Stance
20% While Health is below 50%
15% Vs Hexed
20% While Hexed

Weapon Upgrades

+30 Health
10/10 Furious
10/10 Sundering
Perfect Vampiric (3/1 Sword and Axe, 5/1 Hammer and Bow)
Enchantment Length 20% Longer
Armor +5
Slaying 20%
Zealous 1/1
Elemental Hilts
Utility Upgrades (Lengthens bleeding, poison, weakness etc.)
Weapon Mastery +1 (20% Chance)
Armor +7 Vs Elemental
Armor +7 Vs Physical

Max Dmg:

Hammer: 19-35
Axe: 6-28
Sword: 15-22
Bow: 15-28
Staves & Canes: 11-22

Best Requirement On Max dmg Weapons:

7 is best

Top Price Weps:

Axes

Sickles
Tribal Axes
Dwarven Axes
Serpent Axes
Krytan Axes
Chaos Axes
Sephis Axes
Summit Axes
White Scythes
Hand Axe
Cleavers
Spiked Axe
Double Bladed Axe
War Axe
Great Axe
Battlepicks

Swords

Crystalline Sword
Fellblade
Brute Sword
Longsword
Wingblade/Butterfly Sword
Fiery Dragon Sword
Flamberge
Scimitar
Forked Sword/Spatha
Gladius

Hammers

Murasaat Hammer
Twin Hammer
Spikey War Hammer
Rigtheous Maul
Summit Hammer
Runic Hammer
Break Hammer
Foe Hammer
Rams Hammer

Bows

Storm Bow
Murasaat Horn Bow
Eternal bow
Dead Bow
Flesh Horn Bow
Ivory Bow
Half Moon
Short Bow
Feathered Longbow
Shadow Bow
Flatbow
Dragon Head Horn Bow
Composite
Recurve Bow
Long Bow

Shields

Magma
Eternal
Shadow
Stone Summit
Tall Shield
Defender/Tower Shield
Stone Summit Warlord
Aegis
Skeleton Shield
Ornate Buckler
Wooden Buckler
Reinforced Buckler

Most Preferred Max Shield Mods:

+30 Health Always
+45 Health while enchanted
-2 Dmg while enchanted
-2 Dmg in stance
-3 Dmg (10% Chance)
+ 30 Health in stance (Currently only greens and collectors have 45)
-3 Damage while hexed
+1 Attribute (20% chance)
+45 Health wile hexed
Most Preferred Shield Combos:
+30 Health always, - 2 dmg in stance
+30 Health always, - 2 dmg while enchanted
+45 Health while enchanted, -2 dmg while enchanted
+30 health always, -3 dmg (10% chance)
-2 Dmg in stance, -2 dmg while enchanted
-2 Dmg in stance, -3 dmg while hexed

Rare Caster Skins:

"Orrish" Earth Magic
Ghostly
Shadow Staff