

## 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

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### Top Price Weaps:

#### 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**
- Mursaat Hammer
- Twin Hammer
- Spikey War Hammer
- Righteous Maul
- Summit Hammer
- Runic Hammer
- Break Hammer
- Foe Hammer
- Rams Hammer

#### Bows

- Storm Bow
- Mursaat 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 while 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