

```
<?xml version="1.0" encoding="utf-8"?>
<ItemFilter xmlns:i="http://www.w3.org/2001/XMLSchema-instance">
  <name>Poison Vine</name>
  <filterIcon>1</filterIcon>
  <filterIconColor>10</filterIconColor>
  <description />
  <lastModifiedInVersion>0.8.5f</lastModifiedInVersion>
  <lootFilterVersion>2</lootFilterVersion>
  <rules>
    <Rule>
      <type>HIDE</type>
      <conditions />
      <color>0</color>
      <isEnabled>true</isEnabled>
      <levelDependent>false</levelDependent>
      <minLvl>0</minLvl>
      <maxLvl>0</maxLvl>
      <emphasized>false</emphasized>
      <nameOverride />
    </Rule>
    <Rule>
      <type>HIGHLIGHT</type>
      <conditions>
        <Condition i:type="SubTypeCondition">
          <type>
            <EquipmentType>RELIC</EquipmentType>
          </type>
          <subTypes>
            <int>33</int>
            <int>31</int>
            <int>32</int>
            <int>36</int>
            <int>29</int>
          </subTypes>
        </Condition>
        <Condition i:type="AffixCondition">
          <affixes>
            <int>26</int>
            <int>591</int>
            <int>25</int>
            <int>52</int>
            <int>606</int>
            <int>505</int>
            <int>504</int>
          </affixes>
        </Condition>
      </conditions>
    </Rule>
  </rules>
</ItemFilter>
```

```
</affixes>
<comparsion>ANY</comparsion>
<comparsionValue>0</comparsionValue>
<minOnTheSameItem>2</minOnTheSameItem>
<combinedComparsion>ANY</combinedComparsion>
<combinedComparsionValue>1</combinedComparsionValue>
<advanced>false</advanced>
</Condition>
</conditions>
<color>7</color>
<isEnabled>true</isEnabled>
<levelDependent>false</levelDependent>
<minLvl>0</minLvl>
<maxLvl>0</maxLvl>
<emphasized>false</emphasized>
<nameOverride />
</Rule>
<Rule>
<type>HIGHLIGHT</type>
<conditions>
<Condition i:type="SubTypeCondition">
<type>
<EquipmentType>RING</EquipmentType>
</type>
<subTypes>
<int>7</int>
<int>3</int>
<int>9</int>
<int>8</int>
<int>1</int>
</subTypes>
</Condition>
<Condition i:type="AffixCondition">
<affixes>
<int>26</int>
<int>504</int>
<int>25</int>
<int>52</int>
<int>505</int>
</affixes>
<comparsion>ANY</comparsion>
<comparsionValue>0</comparsionValue>
<minOnTheSameItem>2</minOnTheSameItem>
<combinedComparsion>ANY</combinedComparsion>
```

```
<combinedComparsionValue>1</combinedComparsionValue>
<advanced>false</advanced>
</Condition>
</conditions>
<color>7</color>
<isEnabled>true</isEnabled>
<levelDependent>false</levelDependent>
<minLvl>0</minLvl>
<maxLvl>0</maxLvl>
<emphasized>false</emphasized>
<nameOverride />
</Rule>
<Rule>
<type>HIGHLIGHT</type>
<conditions>
<Condition i:type="SubTypeCondition">
<type>
<EquipmentType>AMULET</EquipmentType>
</type>
<subTypes>
<int>4</int>
<int>8</int>
<int>9</int>
<int>7</int>
<int>5</int>
</subTypes>
</Condition>
<Condition i:type="AffixCondition">
<affixes>
<int>26</int>
<int>504</int>
<int>505</int>
<int>25</int>
<int>52</int>
</affixes>
<comparsion>ANY</comparsion>
<comparsionValue>0</comparsionValue>
<minOnTheSameItem>2</minOnTheSameItem>
<combinedComparsion>ANY</combinedComparsion>
<combinedComparsionValue>1</combinedComparsionValue>
<advanced>false</advanced>
</Condition>
</conditions>
<color>7</color>
```

```
<isEnabled>true</isEnabled>
<levelDependent>false</levelDependent>
<minLvl>0</minLvl>
<maxLvl>0</maxLvl>
<emphasized>false</emphasized>
<nameOverride />
</Rule>
<Rule>
<type>HIGHLIGHT</type>
<conditions>
<Condition i:type="SubTypeCondition">
<type>
<EquipmentType>GLOVES</EquipmentType>
</type>
<subTypes>
<int>7</int>
<int>5</int>
<int>3</int>
<int>4</int>
</subTypes>
</Condition>
<Condition i:type="AffixCondition">
<affixes>
<int>26</int>
<int>25</int>
<int>52</int>
<int>36</int>
<int>504</int>
<int>505</int>
</affixes>
<comparsion>ANY</comparsion>
<comparsionValue>0</comparsionValue>
<minOnTheSameItem>2</minOnTheSameItem>
<combinedComparsion>ANY</combinedComparsion>
<combinedComparsionValue>1</combinedComparsionValue>
<advanced>false</advanced>
</Condition>
</conditions>
<color>7</color>
<isEnabled>true</isEnabled>
<levelDependent>false</levelDependent>
<minLvl>0</minLvl>
<maxLvl>0</maxLvl>
<emphasized>false</emphasized>
```

```
<nameOverride />
</Rule>
<Rule>
  <type>HIGHLIGHT</type>
  <conditions>
    <Condition i:type="SubTypeCondition">
      <type>
        <EquipmentType>BOOTS</EquipmentType>
      </type>
      <subTypes>
        <int>6</int>
        <int>8</int>
        <int>5</int>
        <int>3</int>
      </subTypes>
    </Condition>
    <Condition i:type="AffixCondition">
      <affixes>
        <int>504</int>
        <int>505</int>
        <int>25</int>
        <int>52</int>
        <int>36</int>
        <int>28</int>
      </affixes>
      <comparsion>ANY</comparsion>
      <comparsionValue>0</comparsionValue>
      <minOnTheSameItem>2</minOnTheSameItem>
      <combinedComparsion>ANY</combinedComparsion>
      <combinedComparsionValue>1</combinedComparsionValue>
      <advanced>false</advanced>
    </Condition>
  </conditions>
  <color>7</color>
  <isEnabled>true</isEnabled>
  <levelDependent>false</levelDependent>
  <minLvl>0</minLvl>
  <maxLvl>0</maxLvl>
  <emphasized>false</emphasized>
  <nameOverride />
</Rule>
<Rule>
  <type>HIGHLIGHT</type>
  <conditions>
```

```
<Condition i:type="SubTypeCondition">
  <type>
    <EquipmentType>BELT</EquipmentType>
  </type>
  <subTypes>
    <int>5</int>
    <int>6</int>
    <int>4</int>
    <int>2</int>
  </subTypes>
</Condition>
<Condition i:type="AffixCondition">
  <affixes>
    <int>26</int>
    <int>70</int>
    <int>25</int>
    <int>52</int>
    <int>36</int>
  </affixes>
  <comparsion>ANY</comparsion>
  <comparsionValue>0</comparsionValue>
  <minOnTheSameItem>2</minOnTheSameItem>
  <combinedComparsion>ANY</combinedComparsion>
  <combinedComparsionValue>1</combinedComparsionValue>
  <advanced>false</advanced>
</Condition>
</conditions>
<color>7</color>
<isEnabled>true</isEnabled>
<levelDependent>false</levelDependent>
<minLvl>0</minLvl>
<maxLvl>0</maxLvl>
<emphasized>false</emphasized>
<nameOverride />
</Rule>
<Rule>
  <type>HIGHLIGHT</type>
  <conditions>
    <Condition i:type="SubTypeCondition">
      <type>
        <EquipmentType>BODY_ARMOR</EquipmentType>
      </type>
      <subTypes>
        <int>42</int>
```

```
<int>31</int>
<int>30</int>
<int>29</int>
<int>28</int>
</subTypes>
</Condition>
<Condition i:type="AffixCondition">
<affixes>
<int>504</int>
<int>505</int>
<int>25</int>
<int>52</int>
<int>36</int>
<int>660</int>
</affixes>
<comparsion>ANY</comparsion>
<comparsionValue>0</comparsionValue>
<minOnTheSameItem>2</minOnTheSameItem>
<combinedComparsion>ANY</combinedComparsion>
<combinedComparsionValue>1</combinedComparsionValue>
<advanced>false</advanced>
</Condition>
</conditions>
<color>7</color>
<isEnabled>true</isEnabled>
<levelDependent>false</levelDependent>
<minLvl>0</minLvl>
<maxLvl>0</maxLvl>
<emphasized>false</emphasized>
<nameOverride />
</Rule>
<Rule>
<type>HIGHLIGHT</type>
<conditions>
<Condition i:type="SubTypeCondition">
<type>
<EquipmentType>HELMET</EquipmentType>
</type>
<subTypes>
<int>31</int>
<int>29</int>
<int>28</int>
<int>41</int>
<int>27</int>
```

```
<int>26</int>
<int>25</int>
<int>24</int>
<int>30</int>
</subTypes>
</Condition>
<Condition i:type="AffixCondition">
<affixes>
<int>505</int>
<int>504</int>
<int>25</int>
<int>52</int>
<int>27</int>
</affixes>
<comparsion>ANY</comparsion>
<comparsionValue>0</comparsionValue>
<minOnTheSameItem>2</minOnTheSameItem>
<combinedComparsion>ANY</combinedComparsion>
<combinedComparsionValue>1</combinedComparsionValue>
<advanced>false</advanced>
</Condition>
</conditions>
<color>7</color>
<isEnabled>true</isEnabled>
<levelDependent>false</levelDependent>
<minLvl>0</minLvl>
<maxLvl>0</maxLvl>
<emphasized>false</emphasized>
<nameOverride />
</Rule>
<Rule>
<type>HIDE</type>
<conditions>
<Condition i:type="RarityCondition">
<rarity>NORMAL MAGIC</rarity>
</Condition>
</conditions>
<color>0</color>
<isEnabled>true</isEnabled>
<levelDependent>false</levelDependent>
<minLvl>0</minLvl>
<maxLvl>0</maxLvl>
<emphasized>false</emphasized>
<nameOverride />
```

```
</Rule>
<Rule>
  <type>SHOW</type>
  <conditions>
    <Condition i:type="RarityCondition">
      <rarity>UNIQUE SET EXALTED</rarity>
    </Condition>
  </conditions>
  <color>0</color>
  <isEnabled>true</isEnabled>
  <levelDependent>false</levelDependent>
  <minLvl>0</minLvl>
  <maxLvl>0</maxLvl>
  <emphasized>false</emphasized>
  <nameOverride />
</Rule>
<Rule>
  <type>SHOW</type>
  <conditions>
    <Condition i:type="SubTypeCondition">
      <type>
        <EquipmentType>IDOL_1x1_ETERRA</EquipmentType>
        <EquipmentType>IDOL_1x1_LAGON</EquipmentType>
        <EquipmentType>IDOL_2x1</EquipmentType>
        <EquipmentType>IDOL_1x2</EquipmentType>
        <EquipmentType>IDOL_3x1</EquipmentType>
        <EquipmentType>IDOL_1x3</EquipmentType>
        <EquipmentType>IDOL_4x1</EquipmentType>
        <EquipmentType>IDOL_1x4</EquipmentType>
        <EquipmentType>IDOL_2x2</EquipmentType>
      </type>
      <subTypes />
    </Condition>
  </conditions>
  <color>0</color>
  <isEnabled>true</isEnabled>
  <levelDependent>false</levelDependent>
  <minLvl>0</minLvl>
  <maxLvl>0</maxLvl>
  <emphasized>false</emphasized>
  <nameOverride />
</Rule>
<Rule>
  <type>HIGHLIGHT</type>
```

```
<conditions>
<Condition i:type="AffixCondition">
  <affixes>
    <int>666</int>
    <int>606</int>
  </affixes>
  <comparsion>ANY</comparsion>
  <comparsionValue>0</comparsionValue>
  <minOnTheSameItem>1</minOnTheSameItem>
  <combinedComparsion>ANY</combinedComparsion>
  <combinedComparsionValue>1</combinedComparsionValue>
  <advanced>false</advanced>
</Condition>
</conditions>
<color>5</color>
<isEnabled>true</isEnabled>
<levelDependent>false</levelDependent>
<minLvl>0</minLvl>
<maxLvl>0</maxLvl>
<emphasized>false</emphasized>
<nameOverride />
</Rule>
</rules>
</ItemFilter>
```