

Act 1 - Corpsefire

Corpsefire's Tatters

Normal

Quilted Armor
+15-25 Defense
+10-20 Mana
+20-30 Life
Replenish Life +20

Nightmare

Ghost Armor
+50-100% Enhanced Defense
+30-40 Mana
+60-75 Life
Replenish Life +40

Hell

Dusk Shroud
+80-125% Enhanced Defense
+60-75 Mana
+100-120 Life
Replenish Life +60

Act 1 - Bishibosh

Bishibosh's Shaman Staff

Normal

Short Staff

+1-2 to Fire Skills

+10-15% Faster Cast Rate

+10-20% Better Chance of Getting Magic Items

2 Sockets

Nightmare

Jo Staff

+2-3 to Fire Skills

+15-20% Faster Cast Rate

+20-30% Better Chance of Getting Magic Items

2 Sockets

Hell

Walking Stick

+3-4 to Fire Skills

+20-25% Faster Cast Rate

+30-40% Better Chance of Getting Magic Items

2 Sockets

Act 1 - Coldcrow

Coldcrow's Frozen Quiver

Normal

Arrows

Adds 4-12 Cold Damage
+1 to Cold Skills
-5-15% Enemy Cold Resistance
Replenishes Quantity

Nightmare

Arrows

Adds 20-30 Cold Damage
+1-2 to Cold Skills
-15-25% Enemy Cold Resistance
Replenishes Quantity

Hell

Arrows

Adds 40-60 Cold Damage
+1-3 to Cold Skills
-25-40% Enemy Cold Resistance
Replenishes Quantity

Act 1 - Blood Raven

Blood Raven's Flock

Normal

Amulet

+10-15% Faster Run/Walk
20% Chance to Cast Level 5 Raven on Kill
+5 to Raven
All Resistances +5-10

Nightmare

Amulet

+15-20% Faster Run/Walk
20% Chance to Cast Level 10 Raven on Kill
+10 to Raven
All Resistances +10-15

Hell

Amulet

+20-25% Faster Run/Walk
20% Chance to Cast Level 15 Raven on Kill
+15 to Raven
All Resistances +15-20

Act 1 - Bonebreaker

Bonebreaker's Lament

Normal

Morning Star

+20-50% Enhanced Damage
+15% Increased Attack Speed
15% Chance to Cast Level 5 Bone Armor on Kill
Slows Target by 10-15%
1 Socket

Nightmare

Jagged Star

+75-125% Enhanced Damage
+20-25% Increased Attack Speed
15% Chance to Cast Level 10 Bone Armor on Kill
Slows Target by 15-20%
1 Socket

Hell

Devil Star

+125-175% Enhanced Damage
+25-30% Increased Attack Speed
15% Chance to Cast Level 15 Bone Armor on Kill
Slows Target by 20-25%
1 Socket

Act 1 - Rakanishu

Wrapanishu!

Normal

Belt

25% Chance to Cast Level 9 Charged Bolt when Struck
+1 to Lightning Skills
Adds 1-20 Lightning Damage

Nightmare

Mesh Belt

50% Chance to Cast Level 15 Charged Bolt when Struck
+2 to Lightning Skills
Grants Level 2-4 Holy Shock Aura While Equipped

Hell

Mithril Coil

75% Chance to Cast Level 23 Charged Bolt when Struck
+3 to Lightning Skills
Grants Level 4-6 Holy Shock Aura While Equipped

Act 1 - Treehead Woodfist

Treehead Woodfist's Soul

Cube with Any Armor -> Rare Damage Reduction Armor

Normal

Damaged Reduced By 5-10
Magic Damage Reduced By 5-10

Nightmare

Damaged Reduced By 12-15
Magic Damage Reduced By 12-15

Hell

Damaged Reduced By 4-7%
Magic Damage Reduced By 15-20
Magic Resist +4-7

Act 1 - Griswold

Griswold's Smithing Gloves

Normal

Heavy Gloves

+8-12% Increased Attack Speed

+3-5 to All Attributes

Cold Resist +10-15%

+3-5 Fire Absorb

Nightmare

Sharkskin Gloves

+15-20% Increased Attack Speed

+6-10 to All Attributes

Cold Resist +16-20%

+6-9 Fire Absorb

Hell

Vampirebone Gloves

+20-25% Increased Attack Speed

+11-15 to All Attributes

Cold Resist +21-30%

+10-15 Fire Absorb

Act 1 - The Smith

The Smith's Furnace Cover

Normal

Large Shield

All Resistances +10-15

Attacker Takes Fire Damage of 7-10

15% Chance to Cast Level 5 Firestorm when Struck

+20% Faster Block Rate

2 Sockets

Nightmare

Scutum

All Resistances +20-25

Attacker Takes Fire Damage of 20-30

15% Chance to Cast Level 12 Firestorm when Struck

+25-30% Faster Block Rate

2 Sockets

Hell

Hyperion

All Resistances +25-30

Attacker Takes Fire Damage of 35-50

15% Chance to Cast Level 18 Firestorm when Struck

+30-40% Faster Block Rate

2 Sockets

Act 1 - Pitspawn FoulDog

FoulDog's Femur

Normal

Bone Wand

+10-15% Faster Cast Rate

+30 to Mana

Regenerate Mana +20-30%

1 Socket

Nightmare

Tomb Wand

+15-20% Faster Cast Rate

+60 to Mana

Regenerate Mana +30-40%

1 Socket

Hell

Lich Wand

+20-25% Faster Cast Rate

+90 to Mana

Regenerate Mana +40-50%

1 Socket

Act 1 - Bone Ash

Bone Ash's Dying Breath

Normal

Ring

50% Chance to Cast Level 3 Poison Explosion on Kill
-3-5% to Enemy Poison Resistance
+3-5% to Poison Skill Damage
+1-2 to Mana After Each Kill

Nightmare

Ring

50% Chance to Cast Level 6 Poison Explosion on Kill
-5-10% to Enemy Poison Resistance
+5-10% to Poison Skill Damage
+3-4 to Mana After Each Kill

Hell

Ring

50% Chance to Cast Level 10 Poison Explosion on Kill
-11-15% to Enemy Poison Resistance
+11-15% to Poison Skill Damage
+4-6 to Mana After Each Kill

Act 1 - Andariel

Andariel's Impatience

Normal
Large Charm +20% Faster Run/Walk
Nightmare
Large Charm +30% Faster Run/Walk
Hell
Large Charm +40% Faster Run/Walk

Act 2 - Radament

Radament's Scarab

Normal
Amulet
+3-4 to Raise Skeletal Mage
+3-4 to Skeleton Mastery
Magic Resist +5-10%
All Resistances +10-15

Nightmare
Amulet
+5-6 to Raise Skeletal Mage
+4-5 to Skeleton Mastery
Magic Resist +11-15%
All Resistances +16-20

Hell
Amulet
+7-10 to Raise Skeletal Mage
+5-6 to Skeleton Mastery
Magic Resist +16-20%
All Resistances +20-25

Act 2 - Creeping Feature

Creeping Feature's Soul

Cube with Any Weapon -> Leeching / Damage Weapon

Normal
3-5% Life Stolen per Hit +50-100% Enhanced Damage
Nightmare
5-7% Life Stolen per Hit +100-150% Enhanced Damage
Hell
7-9% Life Stolen per Hit +175-225% Enhanced Damage

Act 2 - Bloodwitch the Wild

Bloodwitch's Barrage

Normal

Composite Bow

+75-100% Enhanced Damage
+20-25% Increased Attack Speed
2% Chance to Cast Level 3 Burst Of Speed on Attack
3-4% Life Stolen per Hit

Nightmare

Double Bow

+100-125% Enhanced Damage
+25-30% Increased Attack Speed
2% Chance to Cast Level 5 Burst Of Speed on Attack
4-5% Life Stolen per Hit

Hell

Great Bow

+150-175% Enhanced Damage
+30-35% Increased Attack Speed
2% Chance to Cast Level 7 Burst Of Speed on Attack
5-7% Life Stolen per Hit

Act 2 - Beetleburst

Beetleburst's Soul

Cube with Any Armor -> Static Field Armor

Normal

5% Chance to Cast Level 1 Static Field When Struck
Adds 1-15 Lightning Damage

Nightmare

10% Chance to Cast Level 4 Static Field When Struck
Adds 5-75 Lightning Damage

Hell

15% Chance to Cast Level 7 Static Field When Struck
Adds 10-150 Lightning Damage

Act 2 - Coldworm the Burrower

Coldworm's Carapace

Normal

Splint Mail

5% Chance to Cast Level 3 Frost Nova When Struck

Cold Resist +15-20%

5% Chance to Cast Level 5 Ice Bolt on Attack

+3 to Frozen Armor

Nightmare

Russet Armor

10% Chance to Cast Level 3 Frost Nova When Struck

Cold Resist +25-30%

5% Chance to Cast Level 5 Ice Blast on Attack

+3 to Shiver Armor

Hell

Balrog Skin

15% Chance to Cast Level 3 Frost Nova When Struck

Cold Resist +35-40%

5% Chance to Cast Level 5 Glacial Spike on Attack

+3 to Chilling Armor

Act 2 - Dark Elder

Dark Elder's Spine

Normal

Short Spear

+50-75% Enhanced Damage
+120 Poison Damage Over 4 Seconds
+10% Increased Attack Speed
Poison Resist +10-20%
Replenishes Quantity

Nightmare

Simbilan

+100-150% Enhanced Damage
+230 Poison Damage Over 4 Seconds
+15% Increased Attack Speed
Poison Resist +20-30%
Replenishes Quantity

Hell

Balrog Spear

+150-200% Enhanced Damage
+470 Poison Damage Over 4 Seconds
+20% Increased Attack Speed
Poison Resist +35-50%
Replenishes Quantity

Act 2 - Fangskin

Fangskin's Thirst

Normal

Belt

+10% Faster Hit Recovery

-75 to Life

-40 to Mana

10-12% Life Stolen per Hit

5-6% Mana Stolen per Hit

Nightmare

Mesh Belt

+15-20% Faster Hit Recovery

-150 to Life

-70 to Mana

15-17% Life Stolen per Hit

7-8% Mana Stolen per Hit

Hell

Mithril Coil

+20-25% Faster Hit Recovery

-225 to Life

-125 to Mana

20-22% Life Stolen per Hit

9-10% Mana Stolen per Hit

Act 2 - Fire Eye

Fire Eye's Molten Step

Normal

Chain Boots

+15-20% Faster Run/Walk

+5 to Blaze

+15-20% Faster Hit Recovery

Fire Resist +15-25%

1 Socket

Nightmare

Mesh Boots

+20-25% Faster Run/Walk

+10 to Blaze

+20-25% Faster Hit Recovery

Fire Resist +25-30%

1 Socket

Hell

Boneweave Boots

+25-30% Faster Run/Walk

+15 to Blaze

+25-30% Faster Hit Recovery

Fire Resist +35-40%

1 Socket

Act 2 - The Summoner

The Summoner's Skull

Normal

Bone Helm

- 3-5% to Enemy Fire Resistance
- 3-5% to Enemy Lightning Resistance
- 3-5% to Enemy Cold Resistance
- 3-5% to Enemy Poison Resistance
- Regenerate Mana 30%

Nightmare

Grim Helm

- 8-12% to Enemy Fire Resistance
- 8-12% to Enemy Lightning Resistance
- 8-12% to Enemy Cold Resistance
- 8-12% to Enemy Poison Resistance
- Regenerate Mana 40%

Hell

Bone Visage

- 15-20% to Enemy Fire Resistance
- 15-20% to Enemy Lightning Resistance
- 15-20% to Enemy Cold Resistance
- 15-20% to Enemy Poison Resistance
- Regenerate Mana 50%

Act 2 - Ancient Kaa the Soulless

Ancient Kaa's Hollow Soul

Cube with Any Ring -> Clay Golem Ring

Normal
+4 to Clay Golem
Nightmare
+8 to Clay Golem
Hell
+12 to Clay Golem

Act 2 - Duriel

Duriel's Unending Assault

Normal
Large Charm +15% Increased Attack Speed
Nightmare
Large Charm +20% Increased Attack Speed
Hell
Large Charm +25% Increased Attack Speed

Act 3 - Sszark the Burning

Sszark's Inferno

Normal

Battle Axe

+60-90% Enhanced Damage

+25-50 Fire Damage

5% Chance to Cast Level 2 Firewall on Attack

5% Chance to Cast Level 4 Fissure on Attack

Prevents Monster Healing

Nightmare

Twin Axe

+75-125% Enhanced Damage

+50-75 Fire Damage

5% Chance to Cast Level 4 Firewall on Attack

5% Chance to Cast Level 9 Fissure on Attack

Prevents Monster Healing

Hell

Tabar

+125-175% Enhanced Damage

+75-100 Fire Damage

5% Chance to Cast Level 7 Firewall on Attack

5% Chance to Cast Level 13 Fissure on Attack

Prevents Monster Healing

Act 3 - Witch Doctor Endugu

The Doctor's Orders

Normal

Leather Gloves

25% Reanimate as Flayer

+100-125 Defense vs Missile

Level 2-3 Might Aura When Equipped

10-15% Deadly Strike

Nightmare

Demonhide Gloves

25% Reanimate as Soul Killer

+150-175 Defense vs Missile

Level 2-4 Might Aura When Equipped

15-20% Deadly Strike

Hell

Bramble Mitts

25% Reanimate as Stygian Doll

+200-225 Defense vs Missile

Level 3-5 Might Aura When Equipped

20-25% Deadly Strike

Act 3 - Stormtree

Stormtree's Bramble

Normal

Spiked Shield

Level 8-10 Thorns Aura When Equipped
Attacker Takes Damage of 25-30
Attacker Takes Lightning Damage of 25-30
Attacker Takes Fire Damage of 25-30
+1 to Lethargy (-75% Increased Attack Speed)

Nightmare

Barbed Shield

Level 12-15 Thorns Aura When Equipped
+12-15 to Spirit of Barbs
Attacker Takes Damage of 50-75
Attacker Takes Lightning Damage of 50-75
Attacker Takes Fire Damage of 50-75
+1 to Lethargy (-75% Increased Attack Speed)

Hell

Blade Barrier

Level 16-20 Thorns Aura When Equipped
+16-20 to Spirit of Barbs
Attacker Takes Damage of 150-200
Attacker Takes Lightning Damage of 150-200
Attacker Takes Fire Damage of 150-200
+1 to Lethargy (-75% Increased Attack Speed)

Act 3 - Battlemaid Sarina

Dance of the Battlemaiden

Normal

Long Sword

25% Chance to Cast Level 1 Blade Spray (Shoot Blades Dealing Wpn Dmg) on Attack

+30-35% Increased Attack Speed

+50-75% Enhanced Damage

Requirements -50%

Nightmare

Rune Sword

25% Chance to Cast Level 1 Blade Spray (Shoot Blades Dealing Wpn Dmg) on Attack

+6-8 to Blade Shield

+35-40% Increased Attack Speed

+100-125% Enhanced Damage

Requirements -50%

Hell

Cryptic Sword

25% Chance to Cast Level 1 Blade Spray (Shoot Blades Dealing Wpn Dmg) on Attack

+12-14 to Blade Shield

+40-45% Increased Attack Speed

+150-200% Enhanced Damage

Requirements -50%

Act 3 - Icehawk Riftwing

Riftwing's Talon

Normal

Kris

25% Chance to Cast Level 3 Twister on Attack
+15-20% Increased Attack Speed
+10-15 Cold Damage
Slow Target By 25%
Hit Blinds Target +20-25

Nightmare

Cinquedeas

25% Chance to Cast Level 5 Tornado on Attack
+20-25% Increased Attack Speed
+20-30 Cold Damage
Slow Target By 25%
Hit Blinds Target +20-25

Hell

Fanged Knife

25% Chance to Cast Level 10 Tornado on Attack
+25-30% Increased Attack Speed
+40-60 Cold Damage
Slow Target By 25%
Hit Blinds Target +20-25

Act 3 - Mephisto

Mephisto's Sorcery

Normal
Large Charm +15% Faster Cast Rate
Nightmare
Large Charm +20% Faster Cast Rate
Hell
Large Charm +25% Faster Cast Rate

Act 4 - Izual

Izual's Betrayal

Normal

Ring

25% Chance to Cast Level 5 Iron Maiden When Struck

10% Chance to Cast Level 4 Confuse on Attack

+7-10 to All Attributes

All Resistances +7-10

Nightmare

Ring

25% Chance to Cast Level 10 Iron Maiden When Struck

15% Chance to Cast Level 4 Confuse on Attack

+10-15 to All Attributes

All Resistances +10-15

Hell

Ring

25% Chance to Cast Level 15 Iron Maiden When Struck

20% Chance to Cast Level 4 Confuse on Attack

+10-20 to All Attributes

All Resistances +10-20

Act 4 - Hephasto

Hephasto's Soul

Cube with Any Armor -> Defense Armor

Normal

+1 Defense per Level
+50% Enhanced Defense

Nightmare

+1.5 Defense per Level
+75% Enhanced Defense

Hell

+2 Defense per Level
+100% Enhanced Defense

Act 4 - Diablo

Diablo's Relentlessness

Normal
Large Charm +75 to Life
Nightmare
Large Charm +100 to Life
Hell
Large Charm +125 to Life

Act 5 - Dac Farren

Dac's Swifttness

Normal

Chain Boots

+75-100 Defense

+2-3 to Dodge

+1 to Avoid

+15-20 to Dexterity

+20-25% Faster Run/Walk

Nightmare

Mesh Boots

+75-100 Defense

+2-4 to Dodge

+1-2 to Avoid

+25-30 to Dexterity

+25-30% Faster Run/Walk

Hell

Boneweave Boots

+75-100 Defense

+3-5 to Dodge

+2-4 to Avoid

+35-40 to Dexterity

+30-35% Faster Run/Walk

Act 5 - Shenk the Overseer

Shenk's Commandment

Normal

Scythe

+5 to Taunt

20% Chance to Cast Level 5 Taunt on Attack

+50-75% Enhanced Damage

+15-20 Life After Each Kill

2 Sockets

Nightmare

Battle Scythe

+7 to Taunt

20% Chance to Cast Level 7 Taunt on Attack

+100-150% Enhanced Damage

+20-25 Life After Each Kill

2 Sockets

Hell

Thresher

+10 to Taunt

20% Chance to Cast Level 10 Taunt on Attack

+150-200% Enhanced Damage

+25-30 Life After Each Kill

2 Sockets

Act 5 - Eldritch the Rectifier

Eldritch's Mental Fortitude

Normal

Light Plate

+1 Mana per Level

10-15% Damage Taken Goes to Mana

Level 5 Energy Shield (20 Charges)

+3-4 Mana After Each Kill

Nightmare

Mage Plate

+1.5 Mana per Level

15-20% Damage Taken Goes to Mana

+4-5 to Energy Shield

+5-7 Mana After Each Kill

Hell

Archon Plate

+2 Mana per Level

20-25% Damage Taken Goes to Mana

+8-10 to Energy Shield

+8-10 Mana After Each Kill

Act 5 - Sharptooth Slayer

Sharptooth's Drip

Normal

Kris

50% Chance of Open Wounds
Adds 333 Poison Damage over 20 Seconds
+8-10 to Poison Dagger
-4-7% to Enemy Poison Resistance

Nightmare

Cinquedeas

50% Chance of Open Wounds
Adds 666 Poison Damage over 20 Seconds
+11-15 to Poison Dagger
-7-10% to Enemy Poison Resistance

Hell

Fanged Knife

50% Chance of Open Wounds
Adds 1335 Poison Damage over 20 Seconds
+15-20 to Poison Dagger
-10-15% to Enemy Poison Resistance

Act 5 - Eyeback the Unleashed

Eyeback's Burial

Normal

Amulet

+4-5 to Poison Creeper

+75-100% Damage to Undead

All Resistances +10-15

Slain Monsters Rest in Peace

Nightmare

Amulet

+8-10 to Poison Creeper

+100-125% Damage to Undead

All Resistances +16-20

Slain Monsters Rest in Peace

Hell

Amulet

+10-15 to Poison Creeper

+125-150% Damage to Undead

All Resistances +20-25

Slain Monsters Rest in Peace

Act 5 - Thresh Socket

Thresh Socket's War Harness

Normal

Gothic Plate

+40-50 to Strength

+1% Crushing Blow per 8 Points in Strength

+1% Deadly Strike per 8 Points in Strength

+1 to Minimum Damage per 2 Points in Strength

Nightmare

Embossed Plate

+50-70 to Strength

+1% Crushing Blow per 8 Points in Strength

+1% Deadly Strike per 8 Points in Strength

+1 to Minimum Damage per 2 Points in Strength

Hell

Lacquered Plate

+70-100 to Strength

+1% Crushing Blow per 8 Points in Strength

+1% Deadly Strike per 8 Points in Strength

+1 to Minimum Damage per 2 Points in Strength

Act 5 - Frozenstein

Frozenstein's Form

Normal

Chain Mail

Cold Resistance +40-50%

+4-5 to Werebear

+4-5 to Maul

Adds 15-20 Cold Damage

Freezes Target +1

Nightmare

Mesh Armor

Cold Resistance +50-60%

+8-10 to Werebear

+8-10 to Maul

Adds 30-45 Cold Damage

Freezes Target +1

Hell

Boneweave

Cold Resistance +60-75%

+10-15 to Werebear

+10-15 to Maul

Adds 55-70 Cold Damage

Freezes Target +1

Act 5 - Bonesaw Breaker

Bonesaw's Advance

Normal

Bone Shield

+8-10 to Charge

3-4% Mana Stolen Per Hit

8-12% Chance of Crushing Blow

+20-25% Faster Block Rate

Damage Reduced by 8-12%

Nightmare

Grim Shield

+10-12 to Charge

3-5% Mana Stolen Per Hit

10-15% Chance of Crushing Blow

+25-30% Faster Block Rate

Damage Reduced by 10-15%

Hell

Troll Nest

+12-15 to Charge

4-6% Mana Stolen Per Hit

15-20% Chance of Crushing Blow

+30-40% Faster Block Rate

Damage Reduced by 15-20%

Act 5 - Snapchip Shatter

Snapchip's Soul
Cube with Any Armor -> Freeze Resistance Armor

Normal
Half Freeze Duration
Nightmare
Cannot be Frozen
Hell
Cannot be Frozen +10 Cold Absorb

Act 5 - Baal

Baal's Mastery

Normal
Large Charm +1 to All Skills
Nightmare
Large Charm +2 to All Skills
Hell
Large Charm +3 to All Skills