

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 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

+20-25% Faster Run/Walk

Nightmare

Large Charm

+25-30% Faster Run/Walk

Hell

Large Charm

+35-40% Faster Run/Walk

