

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