

# Act 1 - Corpsefire

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## 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

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## 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

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## 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

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## 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

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## 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

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## 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

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## 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

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## 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

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## 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

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## 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

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## 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

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## 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

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### 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

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### 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

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### 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

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### 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

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### 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

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### 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

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### 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

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### 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

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### 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

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### 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

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### 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

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### 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

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### 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

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### 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

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### 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

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## 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

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### 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

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### 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

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## Diablo's Relentlessness

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



