

# 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

## 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

