

Prefixes

+ Defense

Blanched	+5-10 to Defense	Jewels
Eburine	+11-15 to Defense	Jewels
Bone	+16-20 to Defense	Jewels
Ivory	+21-25 to Defense	Jewels

+ Minimum Damage

Cerise	+1-3 to Minimum Damage	Jewels
Crimson	+4-6 to Minimum Damage	Jewels

+ Maximum Damage

Carbuncle	+1-2 to Maximum Damage	Jewels
Carmine	+3-4 to Maximum Damage	Jewels
Vermilion	+5-8 to Maximum Damage	Jewels

+ % Damage

Cinnabar	+5-10% Damage	Jewels
Rusty	+11-15% Damage	Jewels
Realgar	+16-20% Damage	Jewels
Rosy ¹	+21-25% Damage	Jewels

Damage Taken Goes to Mana

Dun	+4-6% Damage Taken Goes to Mana	Jewels
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Regenerates Stamina

¹ New name

Brown	Heal Stamina Plus +5%	Jewels
	Heal Stamina Plus +10%	Jewels

+ Stamina

Chestnut	+10-15 to Stamina	Jewels
Maroon	+16-25 to Stamina	Jewels

+ Attack Rating

Nickel	+10-20 to Attack Rating	Jewels
Tin	+21-40 to Attack Rating	Jewels
Silver	+41-60 to Attack Rating	Jewels
Argent	+61-80 to Attack Rating	Jewels

+ Light Radius

Bright	+1 to Light Radius, +5% Attack Rating	Jewels
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Better Chance of Getting Magic Items

Emerald	3-7% Chance of Getting Magic Items	Jewels
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+ Mana

Zircon	+3-5 to Mana	Jewels
Jacinth	+6-10 to Mana	Jewels
Turquoise	+11-20 to Mana	Jewels

+ Resist Fire

Garnet	Resist Fire +5-15%	Jewels
Ruby	Resist Fire +16-25%	Jewels

+ Resist Cold

Lapis Lazuli	Resist Cold +5-15%	Jewels
Sapphire	Resist Cold +16-25%	Jewels

+ Resist Lightning

Camphor	Resist Lightning +5-15%	Jewels
Ambergris	Resist Lightning +16-25%	Jewels

+ Resist Poison

Beryl	Resist Poison +5-15%	Jewels
Jade	Resist Poison +16-25%	Jewels

+ Resist All

Shimmering	All Resistances +1-5%	Jewels
Scintillating	All Resistances +6-10%	Jewels

+ Mana After Each Kill

Aureolic	+2-4 Mana after Each Kill	Jewels
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+ Attack Rating/Damage vs Demons

Diamond	+25-50 to Attack Rating vs Demons, +25-50% Damage vs Demons	Jewels
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+ Attack Rating/Damage vs Undead

Pearl	+25-50 to Attack Rating vs Undead, +25-50% Damage vs Undead	Jewels
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Suffixes

Attacker Takes Damage

Malice	Attacker Takes Damage of 1-5	Jewels
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Attack Speed

Fervor	+5% Increased Attack Speed	Jewels
	+10% Increased Attack Speed	Jewels

+ Cold Damage

Frigidity	+1-4 Cold Damage (2 sec)	Jewels
Icicle	+2-7 Cold Damage (2 sec)	Jewels
Glacier	+4-14 Cold Damage (2 sec)	Jewels

+ Fire Damage

Passion	+2-6 Fire Damage	Jewels
Fire	+3-9 Fire Damage	Jewels
Burning	+6-18 Fire Damage	Jewels

+ Lightning Damage

Ennui	+1-12 Lightning Damage	Jewels
Lightning	+1-18 Lightning Damage	Jewels
Thunder	+1-36 Lightning Damage	Jewels

+ Poison Damage

Envy	+9 Poison Damage (over 2 sec)	Jewels
Blight	+15 Poison Damage (over 2 sec)	Jewels
Venom	+30 Poison Damage (over 2 sec)	Jewels

+ Maximum Damage

Ire	+2-4 to Maximum Damage	Jewels
Wrath	+5-6 to Maximum Damage	Jewels
Carnage	+7-8 to Maximum Damage	Jewels

+ Minimum Damage

Joyfulness	+1-3 to Minimum Damage	Jewels
Bliss	+4-6 to Minimum Damage	Jewels

Hit Recovery Rate

Truth	5-10% Faster Hit Recovery	Jewels
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Replenishes Life

Honor	Replenish Life +2-4	Jewels
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More Gold

Avarice	10-15% Extra Gold from Monsters	Jewels
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Better Chance of Getting Magic Items

Prosperity	+6-10% Chance of Getting Magic Items	Jewels
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+ Light Radius

Light	+2 to Light Radius	Jewels
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+ Life

Spirit	+6-11 to Life	Jewels
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Hope	+12-22 to Life	Jewels
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- % Item Requirements

Freedom	Requirements -10%	Jewels
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+ Strength

Virility	+1-4 to Strength	Jewels
	+5-8 to Strength	Jewels

+ Dexterity

Daring	+1-4 to Dexterity	Jewels
	+5-8 to Dexterity	Jewels

+ Vitality

Endurance ²	+1-3 to Vitality	Jewels
	+4-6 to Vitality	Jewels

+ Energy

Knowledge	+1-3 to Energy	Jewels
	+4-6 to Energy	Jewels

+ Random Skill Levels

Agility ³	+1 Level to 3 Random Amazon Skills	Jewels
Shadow ⁴	+1 Level to 3 Random Assassin Skills	Jewels
Frenzy ⁵	+1 Level to 3 Random Barbarian Skills	Jewels
Nature ⁶	+1 Level to 3 Random Druid Skills	Jewels

² New suffix

³ New suffix

⁴ New suffix

⁵ New suffix

Voodoo ⁷	+1 Level to 3 Random Necromancer Skills	Jewels
Faith ⁸	+1 Level to 3 Random Paladin Skills	Jewels
Mystery ⁹	+1 Level to 3 Random Sorceress Skills	Jewels

⁶ New suffix

⁷ New suffix

⁸ New suffix

⁹ New suffix