

Helms

Normal Items

Biggin's Bonnet Cap	+20-25% enhanced damage +10-30% enhanced defense +18 to life replenish life +5 +12 to mana fire resist +20%
Tarnhelm Skull Cap	+2 to all skills +15 to defense +20 to stamina half freeze duration +1 to light radius repairs 1 durability in 25 seconds
Coif of Glory Helm	hit blinds target +1 +10 to defense +25 defense vs. missile +15 to dexterity lightning resist +20% 7-9% damage taken goes to mana
Duskdeep Full Helm	+1 to sorceress skills +20-40% enhanced defense +20 to defense +25 defense vs. melee heal stamina plus 10% magic resist +15% damage reduced by 5 -2 to light radius
Howltusk Great Helm	damage +10 +60-100 to attack rating +3-5 to Howl (barbarian only) knockback

+30-50% enhanced defense
magic damage reduced by 5
attacker takes damage of 15-25

The Face of Horror

Mask
-20% target defense
+3-5 to Terror (necromancer only)
hit causes monster to flee 50%
+25 to defense
+15 to strength
all resistances +10%

Undead Crown
Crown
+50% damage to undead
adds 6-18 cold damage (4 seconds)
5% life stolen per hit
+3-5 to Skeleton Mastery (necromancer only)
+40-60% enhanced defense
cold resist +20%

Wormskull
Bone Helm
+1 to necromancer skills
+80 poison damage over 8 seconds
5% mana stolen per hit
regenerate mana 15%
25% slower stamina drain
poison resist +20%

Exceptional Items

Peasant Crown
War Hat
+1 to all skills
+50-70% enhanced defense
10% increased chance of blocking
+15 to vitality
+15 to energy

Rockstopper
Sallet
+60-80% enhanced defense
fire resist +20-25%
cold resist +20-25%

	lightning resist +20-25%
	poison length reduced by 40-50%
Stealskull	+10% increased attack speed
Casque	20-25% bonus to attack rating
	7% mana stolen per hit
	+70-90% enhanced defense
	35-45% better chance of getting magic items
Darksight Helm	+1 to assassin skills
Basinet	+75-95% enhanced defense
	+30-40 to mana
	fire absorb 5%
	cannot be frozen
	-3 to light radius
	requirements -15~20%
Valkyrie Wing	+1 to amazon skills
Winged Helm	+10% faster run/walk
	10% piercing attack
	+80-100% enhanced defense
	+15 to strength
	+15 to dexterity
Blackhorn's Face	slows target by 10%
Death Mask	+90-110% enhanced defense
	lightning absorb 5%
	+5-7 life after each kill
	attacker takes lightning damage of 10-15
Crown of Thieves	ignore target's defense
Grand Crown	+20-25 to dexterity
	+30-40 to life
	40-50% extra gold from monsters
	reduces all vendor prices 10%
	-1 to light radius
Vampire Gaze	7% life stolen per hit

Grim Helm	prevent monster heal +100-120% enhanced defense damage reduced by 3 magic damage reduced by 3
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Elite Items

Harlequin Crest	+1 to druid skills
Shako	+1-100 to attack rating (based on character level) +1-100 to defense (based on character level) +0-75 to life (based on character level) +0-75 to mana (based on character level) damage reduced by 5%

Steel Shade	+15% faster hit recovery
Armet	+15% faster block rate +10 to minimum damage 10% chance of open wounds +3-5 to Cloak of Shadows (assassin only) +50-70% enhanced defense -2 to light radius

Veil of Steel	+1 to paladin skills
Spired Helm	adds 10-20 damage +60-80% enhanced defense +70 to defense +20-25 to strength all resistances +15% -3 to light radius

Nightwing's Veil	+10% faster cast rate
Giant Conch ¹	+10% to cold skill damage +60-80 to defense +20-25 to energy cold absorb 5% -3 to light radius

¹ New item type

Andariel's Visage +2 to poison skills
 Demonhead +50% damage to demons
 -10~15% to enemy poison resistance
 +70-90% enhanced defense
 +5-7 life after each demon kill

Crown of Ages indestructible
 Corona +2 to magic skills
 +80-100% enhanced defense
 +90 to defense
 all resistances +5%
 damage reduced by 10%

Giant Skull +1 to barbarian skills
 Bone Visage +10 to maximum damage
 10% chance of crushing blow
 +110-130 to defense
 +20-25 to vitality
 +5-7 mana after each kill

Armors

Normal Items

Greyform +10% enhanced defense
 Quilted Armor +20 to defense
 +30 to stamina
 +15% to maximum fire resist
 fire resist +25%

Blinkbat's Form +20% faster run/walk
 Leather Armor +25 to defense
 +50 defense vs. missile
 +20-30 to mana
 magic resist +15%

The Centurion Hard Leather Armor	+25 to attack rating +30 to defense +35 to life 50% slower stamina drain all resistances +5% damage reduced by 5%
Twitchthroe Studded Leather	+10-15% increased attack speed +10-15% faster hit recovery 15% increased chance of blocking +15 to strength heal stamina plus 20-30% socketed (2)
Darkglow Ring Mail	+2 to fire skills +50-70% enhanced defense all resistances +10% +5-7 mana after each kill +1 to light radius
Hawkmail Scale Mail	+10% faster run/walk +60-80% enhanced defense +15% to maximum cold resist cold resist +25% half freeze duration
Venom Ward Breast Plate	+90-110% enhanced defense +15% to maximum poison resist poison resist +25% poison length reduced by 50% +2 to light radius
Sparking Mail Chain Mail	adds 1-20 lightning damage +70-90% enhanced defense +15% to maximum lightning resist lightning resist +25% attacker takes lightning damage of 5-10

Iceblink Splint Mail	+2 to cold skills freezes target +1 +80-100% enhanced defense cold resist +30% +4 to light radius
Heavenly Garb Light Plate	+50% damage to undead +120-140% enhanced defense +15 to energy regenerate mana 25% all resistances +15%
Rockfleece Field Plate	+110-130% enhanced defense +15 to dexterity +20-25 to life damage reduced by 10% half freeze duration
Boneflesh Plate Mail	+35 to attack rating 5% life stolen per hit 15% chance of open wounds +100-120% enhanced defense +15 to vitality
Rattlecage Gothic Plate	+45 to attack rating 15% chance of crushing blow hit causes monster to flee 40% +200 to defense +50 defense vs. melee
Goldskin Full Plate Mail	+140-160% enhanced defense +10-15 to mana all resistances +20-25% 100% extra gold from monsters +1 to light radius
Silks of the Victor Ancient Armor	+1 to all skills +10% increased attack speed

5% mana stolen per hit
+130-150% enhanced defense
reduces all vendor prices 5%

Exceptional Items

The Spirit Shroud +2 to magic skills
Ghost Armor +50-70% enhanced defense
+5% to maximum magic resist
magic damage reduced by 5
cannot be frozen

Skin of the Vipermagi

Serpentskin Armor +10-15% faster cast rate
+55-75% enhanced defense
+75 defense vs. melee
regenerate mana 20-25%
all resistances +10-15%

Skin of the Flayed One

Demonhide Armor knockback
+60-80% enhanced defense
replenish life +15
+5-7 life after each kill
repairs 1 durability in 10 seconds

Iron Pelt +65-85% enhanced defense
Trellised Armor +2-200 to defense (based on character level)
+50-60 to life
damage reduced by 5
magic damage reduced by 5

Crow Caw +15% faster run/walk
Tigulated Mail -20~25% target defense
15% piercing attack
+75-95% enhanced defense
+10-15 to dexterity

Spirit Forge Linked Mail	+1 to all skills +70-90% enhanced defense replenish life +5 +1-100 to mana (based on character level) +3 to light radius
Duriel's Shell Cuirass	+85-105% enhanced defense +20-30 to defense +10-15 to strength +1-100 to life (based on character level) cannot be frozen
Shaftstop Mesh Armor	+10% faster block rate +80-100% enhanced defense +75 defense vs. missile +40-50 to life damage reduced by 15%
Skullder's Ire Russet Armor	+90-110% enhanced defense regenerate mana 15% magic damage reduced by 10 45-55% better chance of getting magic items repairs 1 durability in 25 seconds
Que-Hegan's Wisdom Mage Plate	+1 to all skills +20-25% faster cast rate +110-130% enhanced defense +10-15 to energy 10% damage taken goes to mana
Toothrow Sharktooth Armor	adds 10-20 damage 15% deadly strike prevent monster heal +100-120% enhanced defense attacker takes damage of 25

Guardian Angel Templar Coat	+15% faster block rate 10% increased chance of blocking +95-115% enhanced defense +5% to maximum life +5% to maximum fire resist +5% to maximum cold resist +5% to maximum lightning resist +5% to maximum poison resist +2 to light radius
Atma's Wail Embossed Plate	+10-15% faster cast rate +10-15% to lightning skill damage +105-125% enhanced defense +3-300 to defense (based on character level) +5% to maximum mana
Black Hades Chaos Armor	+2-200 to attack rating (based on character level) +3-5 to Revive (necromancer only) hit blinds target +1 +115-135% enhanced defense replenish life +10 -2 to light radius socketed (2)
Corpsemourn Ornate Plate	+10-15% to poison skill damage +3-5 to Corpse Explosion (necromancer only) +120-140% enhanced defense +10-15 to vitality +5-7 life after each kill +5-7 mana after each kill

Elite Items

Ormus' Robes Dusk Shroud	-5~10% to enemy fire resistance -5~10% to enemy cold resistance -5~10% to enemy lightning resistance +3 levels to 1 random skill (sorceress only)
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+70-90% enhanced defense
+20-25 to energy
+1-100 to stamina (based on character level)
half freeze duration

The Gladiator's Bane

Wire Fleece +3 levels to 1 random skill (assassin only)
+80-100% enhanced defense
+20-25 to dexterity
damage reduced by 5
cannot be frozen
attacker takes damage of 10-15

Arkaine's Valor

Balrog Skin +1 to all skills
+20-25% faster hit recovery
+90-110% enhanced defense
+20-25 to vitality
+40-50 to stamina

Leviathan

Kraken Shell indestructible
+40-50% enhanced damage
20-25% bonus to attack rating
+100-120% enhanced defense
+4-400 to defense (based on character level)
all resistances +10-15%

Steel Carapace

Shadow Plate +110-130% enhanced defense
damage reduced by 10
poison length reduced by 20-25%
repairs 1 durability in 20 seconds
requirements -10~15%

Templar's Might

Sacred Armor +50% damage to demons
+3 levels to 1 random skill (paladin only)
slows target by 10-15%
+120-140% enhanced defense
+20-25 to strength
+10-15 life after each demon kill

Tyrael's Might	+1 to all skills
Sacred Armor	slain monsters rest in peace
	+130-150% enhanced defense
	+10-15 to all attributes
	magic absorb 5%
	requirements -20~30%

Shields

Normal Items

Pelta Lunata	20% increased chance of blocking
Buckler	5% chance of crushing blow
	+20-40% enhanced defense
	+20 to defense
	+10 to vitality
	+10 to energy
	15% slower stamina drain

Umbral Disk	30% increased chance of blocking
Small Shield	+30-50% enhanced defense
	+10 to strength
	+10 to dexterity
	damage reduced by 5%
	cannot be frozen
	-2 to light radius

Stormguild	+2 to lightning skills
Large Shield	40% increased chance of blocking
	+40-60% enhanced defense
	+40 to defense
	lightning resist +25%
	magic damage reduced by 2

Steelclash	+1 to paladin skills
Kite Shield	+20% faster block rate

25% increased chance of blocking
+70-90% enhanced defense
+30 to defense
all resistances +10%
damage reduced by 2
+1 to light radius

Swordback Hold

Spiked Shield

+1 to assassin skills
20% increased chance of blocking
5% life stolen per hit
15% chance of open wounds
+60-80% enhanced defense
+10 to defense
attacker takes damage of 35

Bverrit Keep

Tower Shield

15% increased chance of blocking
+80-100% enhanced defense
+25 to defense
+30-40 defense vs. melee
+5% to maximum life
+5% to maximum fire resist
fire resist +40-50%

Wall of the Eyeless

Bone Shield

5% mana stolen per hit
hit blinds target +1
+50-70% enhanced defense
+15 to defense
+15-20 to dexterity
regenerate mana 25%
damage reduced by 3

The Ward

Gothic Shied

+1 to barbarian skills
+5% faster block rate
10% increased chance of blocking
+90-110% enhanced defense
+50 to defense
+15-20 to strength

all resistances +25%

Exceptional Items

Visceratuant Defender

+1 to sorceress skills
+25% faster block rate
35% increased chance of blocking
-5% to enemy fire resistance
-5% to enemy cold resistance
-5% to enemy lightning resistance
+50-70% enhanced defense
all resistances +5%
poison length reduced by 10-15%

Moser's Blessed Circle

Round Shield +10% faster run/walk
+15% faster block rate
15% increased chance of blocking
+60-80% enhanced defense
all resistances +20%
20% extra gold from monsters
25% better chance of getting magic items
socketed (1)

Stormchaser Scutum

+1 to amazon skills
20% increased chance of blocking
+75 to attack rating
adds 1-60 lightning damage
+70-90% enhanced defense
+5% to maximum lightning resist
lightning resist +40-50%
attacker takes lightning damage of 1-30

Tiamat's Rebuke Dragon Shield

adds 35-95 fire damage
adds 1-120 lightning damage
adds 27-64 cold damage (6 seconds)
+80-100% enhanced defense

+1-3 to Dragon Talon (assassin only)
+1-3 to Dragon Tail (assassin only)
+1-3 to Dragon Flight (assassin only)
+3-5 to Hydra (sorceress only)
fire resist +15-20%
lightning resist +15-20%
cold resist +15-20%

Lance Guard
Barbed Shield

+20-25% faster hit recovery
15% deadly strike
+90-110 to defense
+40-50 to life
attacker takes damage of 37
8-12% damage taken goes to mana

Gerke's Sanctuary

Pavise

+5% faster block rate
10-15% increased chance of blocking
+100-120% enhanced defense
replenish life +5-7
all resistances +15%
repairs 1 durability in 20 seconds

Lidless Wall
Grim Shield

+20% faster cast rate
+100-120 to defense
+5-7% to maximum mana
heal stamina plus 10-15%
magic damage reduced by 3
+3-5 mana after each kill
+1 to light radius

Radament's Sphere

Ancient Shield

+2 to poison skills
+10% faster block rate
20% increased chance of blocking
+80-120 poison damage over 4 seconds
+90-110% enhanced defense
+5% to maximum poison resist

poison resist +40-50%

Elite Items

Blackoak Shield Luna	+1 to druid skills knockback +60-80% enhanced defense +1-100 to life (based on character level) +5% to maximum cold resist cold resist +40-50% half freeze duration
Stormshield Monarch	indestructible +20% faster block rate 20% increased chance of blocking +2-200 to defense (based on character level) cold resist +20-25% lightning resist +20-25% damage reduced by 10-15%
Spike Thorn Blade Barrier	+10-15% increased attack speed +40-50% enhanced damage 20-25% bonus to attack rating prevent monster heal +70-90% enhanced defense +60-80 defense vs. missile attacker takes damage of 1-100 (based on character level)
Medusa's Gaze Aegis	-10% to enemy poison resistance +3-5 to Decrepify (necromancer only) slows target by 15% +80-100% enhanced defense +15-20 to vitality +20-25 to mana requirements -20%

Head Hunter's Glory

Troll Nest
+1 to all skills
+1 to necromancer skills
+190-210 to defense
+15-20 to energy
fire resist +20-25%
poison resist +20-25%
+6-8 life after each kill

Spirit Ward

Ward
+2 to magic skills
+1-3 to Oak Sage (druid only)
+1-3 to Heart of Wolverine (druid only)
+1-3 to Spirit of Barbs (druid only)
+90-110% enhanced defense
+5% to maximum magic resist
magic resist +10-15%
socketed (2)

Gloves

Normal Items

The Hand of Broc +20-25 to attack rating
Leather Glove
2% life stolen per hit
2% mana stolen per hit
+15 to defense
all resistances +10%

Bloodfist +15% faster hit recovery
Heavy Glove
10% deadly strike
+20 to defense
+30-35 to life
attacker takes damage of 20-25

Chance Guards +10% faster block rate
Chain Glove
20-25% bonus to attack rating
+30-35% enhanced defense

magic damage reduced by 5
40-50% better chance of getting magic items

Magefist
Light Gauntlet

- +1 to all skills
- +20% faster cast rate
- adds 4-8 fire damage
- +10-15% enhanced defense
- regenerate mana 20-25%

Frostburn
Gauntlet

- adds 3-6 cold damage (2 seconds)
- +5% to cold skill damage
- 5% to enemy cold resistance
- +25 to defense
- +9-12% to maximum mana

Exceptional Items

Venom Grip
Demonhide Glove

- +60 poison damage over 4 seconds
- +5% to poison skill damage
- 5% to enemy poison resistance
- +60-80% enhanced defense
- poison resist +25%

Gravepalm
Sharkskin Glove

- +10% faster cast rate
- slain monsters rest in peace
- +70-90% enhanced defense
- heal stamina plus 15%
- damage reduced by 5

Ghoulhide
Heavy Bracer

- +2 to magic skills
- +10% faster run/walk
- +100% damage to undead
- +80-100% enhanced defense
- magic resist +10%

Lava Gout
Battle Gauntlet

- +15% increased attack speed
- +10% fire skill damage

+3-5 to Enchant (sorceress only)
+90-110% enhanced defense
+5% to maximum fire resist
half freeze duration

Hellmouth
War Gauntlet

+2 to fire skills
-10~15% target defense
+1-3 to Firestorm (druid only)
+1-3 to Armageddon (druid only)
+100-120% enhanced defense
fire absorb 5%
cannot be frozen

Elite Items

Dracul's Grasp
Vampirebone
Glove

5% life stolen per hit
10% chance of open wounds
+3-5 to Life Tap (necromancer only)
+80-100% enhanced defense
replenish +5
+5-7 life after each kill

Soul Drainer
Vambrace

5% mana stolen per hit
+3-5 to Meditation (paladin only)
+90-110% enhanced defense
magic absorb 5%
+5-7 mana after each kill
10% damage taken goes to mana

Steelrend
Ogre Gauntlet

indestructible
+40-50% enhanced damage
10% chance of crushing blow
prevent monster heal
+100-120% enhanced defense

Boots

Normal Items

Hot Spur Boot	adds 3-6 fire damage +10-30% enhanced defense +25 to defense regenerate mana 20% +10% to maximum fire resist fire resist +15%
Gorefoot Heavy Boot	+10% faster run/walk 3-5% life stolen per hit +3-5 to Leap (barbarian only) +20-40% enhanced defense +20 to defense +5% to maximum life attacker takes damage of 15
Treads of Cthon Chain Boot	+25% faster run/walk +30-50% enhanced defense +20-40 defense vs. melee +15 to life +5 life after each kill magic resist +10%
Goblin Toe Light Plated Boot	+5% faster run/walk 15% chance of crushing blow +40-60% enhanced defense +10 to defense damage reduced by 1 magic damage reduced by 1 -1 to light radius
Tearhaunch Greave	+20% faster run/walk +3-5 to Vigor (paladin only) +50-70% enhanced defense +35 to defense +5 to strength

+5 to dexterity
all resistances +10%

Exceptional Items

Infernostride
Demonhide Boot

+10% faster run/walk
adds 12-24 fire damage
-5% to enemy fire resistance
+3-5 to Blaze (sorceress only)
+60-80% enhanced defense
+15 to defense
+5 to vitality
+5 to energy
fire resist +20-25%

Waterwalk
Sharkskin Boot

+20% faster run/walk
4-6% mana stolen per hit
+70-90% enhanced defense
+34 to mana
heal stamina plus 25%

Silkweave
Mesh Boot

+30% faster run/walk
+80-100% enhanced defense
+20-40 defense vs. missile
+10% to maximum mana
+5 mana after each kill

Wartraveler
Battle Boot

+20% faster run/walk
adds 5-15 damage
10% chance of open wounds
+90-110% enhanced defense
+10-15 to vitality

Gore Rider
War Boot

+25% faster run/walk
+50% enhanced damage
10% deadly strike
+100-120% enhanced defense

+10-15 to strength

Elite Items

Sandstorm Trek
Scarabshell Boot

+15% faster run/walk
+10% faster hit recovery
+110-130% enhanced defense
50% slower stamina drain
poison length reduced by 33%
repairs 1 durability in 20 seconds

Marrowwalk
Boneweave Boot

+20% faster run/walk
+10% faster cast rate
+1-3 to Bone Wall (necromancer only)
+1-3 to Bone Prison (necromancer only)
+1-3 to Raise Skeleton (necromancer only)
+1-3 to Raise Skeletal Mage (necromancer only)
+120-140% enhanced defense
+10-15 to energy
damage reduced by 5%

Shadow Dancer
Myrmidon Boot

+30% faster run/walk
+15% increased attack speed
+1-3 to Shadow Warrior (assassin only)
+1-3 to Shadow Master (assassin only)
+130-150% enhanced defense
+10-15 to dexterity
-3 to light radius
requirements -20~25%

Belts

Normal Items

Lenymo
Sash

+10-30% enhanced defense
+5 to all attributes

	heal stamina plus 15% magic resist +10% magic damage reduced by 1 +1 to light radius
Snakecord Light Belt	+2 to poison skills +12 poison damage over 3 seconds +20-40% enhanced defense +15 to mana +10% to maximum poison resist poison resist +25%
Night smoke Belt	+30-50% enhanced defense +15 to life all resistances +10% damage reduced by 1 5% damage taken goes to mana -2 to light radius
Goldwrap Heavy Belt	+10% increased attack speed +40-60% enhanced defense replenish life +5 60-80% extra gold from monsters 30-40% better chance of getting magic items +2 to light radius
Bladebuckle Plated Belt	+80-100% enhanced damage adds 5-10 damage +1-3 to Blade Sentinel (assassin only) +1-3 to Blade Fury (assassin only) +1-3 to Blade Shield (assassin only) +50-70% enhanced defense -15~20 to life half freeze duration attacker takes damage of 20-25

Exceptional Items

String of Ears	+10% faster run/walk
Demonhide Sash	15% bonus to attack rating
	+60-80% enhanced defense
	damage reduced by 3
	magic damage reduced by 3
Razortail	adds 10-20 damage
Sharkskin Belt	33% piercing attack
	+70-90% enhanced defense
	+15 to dexterity
	attacker takes damage of 0-62
	(based on character level)
Gloom's Trap	5% mana stolen per hit
Mesh Belt	+80-100% enhanced defense
	+15 to energy
	+10% to maximum mana
	regenerate mana 25%
	-2 to light radius
Snowclash	+2 to cold skills
Battle Belt	adds 13-21 cold damage (3 seconds)
	+1-3 to Glacial Spike (sorceress only)
	+1-3 to Blizzard (sorceress only)
	+90-110% enhanced defense
	+10% to maximum cold resist
	cold absorb 5%
Thundergod's Vigor	
War Belt	+2 to lightning skills
	adds 1-50 lightning damage
	+1-3 to Lightning Fury (amazon only)
	+1-3 to Lightning Strike (amazon only)
	+100-120% enhanced defense
	+10% to maximum lightning resist
	lightning absorb 5%

Elite Items

Arachnid Mesh	+1 to all skills
Spiderweb Sash	+3-5 to Venom (assassin only) slows target by 10% +110-130% enhanced defense +5% to maximum mana +5 mana after each kill
Nosferatu's Coil	10% increased chance of blocking
Vampirefang Belt	-20% target defense 5% life stolen per hit prevent monster heal +120-140% enhanced defense +15 to strength
Verdungo's Hearty Cord	
Mithril Coil	+10% faster hit recovery +130-150% enhanced defense +15 to vitality 20-25% slower stamina drain damage reduced by 5% +5 life after each kill