

## **Rings**

<b>Nagelring</b>	+50-75 to attack rating +5 to all attributes half freeze duration +5-7 life after each kill
<b>Manald Heal</b>	+10-15% faster cast rate 5-7% mana stolen per hit replenish life +5-7 regenerate mana 50-75%
<b>Stone of Jordan</b>	+1 to all skills +5% faster cast rate +20 to mana +6-8% to maximum mana
<b>Dwarf Star</b>	+30-40 to life heal stamina plus 50% fire absorb 10-15% 20-25% extra gold from monsters
<b>Raven Frost</b>	adds 15-25 cold damage (4 seconds) +30-40 to mana cold absorb 10-15% cannot be frozen
<b>Bul-Kathos' Wedding Band</b>	+1 to all skills +5% faster hit recovery +25 to life +4-6% to maximum life
<b>Carrion Wind</b>	+15% faster run/walk +10% increased attack speed 5% life stolen per hit 5% chance of crushing blow

<b>Nature's Peace</b>	slain monsters rest in peace prevent monster heal +0-50 to life (based on character level) +0-50 to mana (based on character level) +0-50 to stamina (based on character level)
<b>Wisp Projector</b>	+11-13% faster hit recovery +20-30% enhanced defense lightning absorb 10-15% 12-14% damage taken goes to mana
<b>Barbaric Prowess</b> <sup>1</sup>	+1 to barbarian skills +5% increased attack speed 5% deadly strike +10 to strength
<b>Bone Barrier</b> <sup>2</sup>	+1 to necromancer skills regenerate mana 10% magic resist +5% magic damage reduced by 5
<b>Elemental Seal</b> <sup>3</sup>	+1 to sorceress skills +10 to energy damage reduced by 5 5% damage taken goes to mana
<b>Knight's Vigil</b> <sup>4</sup>	+1 to paladin skills +10% faster block rate 5% increased chance of blocking damage reduced by 5%
<b>Phantasmal Edge</b> <sup>5</sup>	+1 to assassin skills +5% faster run/walk -10% target defense

---

<sup>1</sup> New item

<sup>2</sup> New item

<sup>3</sup> New item

<sup>4</sup> New item

<sup>5</sup> New item

5% chance of open wounds

**Primal Totem**<sup>6</sup> +1 to druid skills  
slow target by 5%  
+10 to vitality  
replenish life +5

**Ranged Expertise**<sup>7</sup> +1 to amazon skills  
5% piercing attack  
+10 to dexterity  
all resistances +5%

## **Amulets**

**Nokozan Relic** adds 3-6 fire damage  
+15% enhanced defense  
fire resist +50%  
half freeze duration  
attacker takes damage of 20-25

**The Eye of Etlich** +1 to all skills  
adds 2-4 cold damage (6 seconds)  
3-5% life stolen per hit  
10% piercing attack  
cold resist +25%

**The Mahim-Oak Curio**  
+15% enhanced damage  
15% bonus to attack rating  
+10 to all attributes  
all resistances +10%  
damage reduced by 5-7

**Saracen's Chance** 10-15% increased chance of blocking  
+10% to poison skill damage  
magic damage reduced by 5-7

---

<sup>6</sup> New item

<sup>7</sup> New item

+5-7 mana after each kill  
20-30% better chance of getting magic items

**The Cat's Eyes** +30% faster run/walk  
+20% increased attack speed  
+100 defense vs. melee  
+100 defense vs. missile  
+50-60 to life

**Crescent Moon** +5 to minimum damage  
4-6% life stolen per hit  
6-8% mana stolen per hit  
+37 to mana  
magic resist +10%  
-2 to light radius

**Atma's Scarab** -25% target defense  
+40 poison damage over 4 seconds  
5-7% mana stolen per hit  
poison resist +50%  
poison length reduced by 10-15%

**The Rising Sun** adds 24-48 fire damage  
+10% to fire skill damage  
replenish life +5  
cannot be frozen  
+3 to light radius

**Highlord's Wrath** +15% increased attack speed  
+5 to maximum damage  
adds 1-20 lightning damage  
10% deadly strike  
lightning resist +25%

**Mara's Kaleidoscope**  
+2 to all skills  
fire absorb 5%  
cold absorb 5%

lightning absorb 5%  
magic absorb 5%

**Seraph's Hymn** +1 to all skills  
+20% faster cast rate  
+50% damage to demons  
+50% damage to undead  
prevent monster heal

**Metalgrid** +15% faster hit recovery  
+20% faster block rate  
+100-150 to defense  
25% slower stamina drain  
damage reduced by 10%

## **Charms**<sup>8</sup>

### Small Charms

**Angelic Essence**<sup>9</sup> magic resist +5%  
+5% to experience gained

**Baal's Soulstone**<sup>10</sup> +1 to all skills  
+5 to all attributes  
all resistances +5%

**Elixir of Strength**<sup>11</sup> +10 to strength

**Elixir of Dexterity**<sup>12</sup> +10 to dexterity

**Elixir of Vitality**<sup>13</sup> +10 to vitality

**Elixir of Magic**<sup>14</sup> +10 to magic

---

<sup>8</sup> You can carry only one of each charm.

<sup>9</sup> New item

<sup>10</sup> New item

<sup>11</sup> New item

<sup>12</sup> New item

<sup>13</sup> New item

<sup>14</sup> New item

**Golden Elixir**<sup>15</sup> all resistances +5%

**Purge Signet**<sup>16</sup> +1 life after each kill  
+1 mana after each kill

**Tonic of Stamina**<sup>17</sup> 10% slower stamina drain  
heal stamina plus 10%

Medium Charms
---------------

**Hellfire Torch** +2 to all skills  
+10 to all attributes  
all resistances +10%

**Sanctum Key**<sup>18</sup> damage reduced by 1  
magic damage reduced by 1

Large Charms
--------------

**Apocalypse Legacy**<sup>19</sup> +3 to all skills  
+15 to all attributes  
all resistances +15%

**Wirt's Leg**<sup>20</sup> 15% extra gold from monsters  
15% better chance of getting magic items

## Jewels

**Rainbow Facet** +1 to fire skills  
+3-5% to fire skill damage  
-3~5% to enemy fire resistance

---

<sup>15</sup> New item

<sup>16</sup> New item

<sup>17</sup> New item

<sup>18</sup> New item

<sup>19</sup> New item

<sup>20</sup> New item

**Rainbow Facet** +1 to cold skills  
+3-5% to cold skill damage  
-3~5% to enemy cold resistance

**Rainbow Facet** +1 to lightning skills  
+3-5% to lightning skill damage  
-3~5% to enemy lightning resistance

**Rainbow Facet** +1 to poison skills  
+3-5% to poison skill damage  
-3~5% to enemy poison resistance

**Empyrean Sigil** <sup>21</sup> -3~5% target defense  
2% life stolen per hit  
3-5% chance of crushing blow

**Empyrean Sigil** <sup>22</sup> -3~5% target defense  
2% mana stolen per hit  
3-5% chance of open wounds

**Empyrean Sigil** <sup>23</sup> -3~5% target defense  
2% life stolen per hit  
3-5% deadly strike

**Empyrean Sigil** <sup>24</sup> -3~5% target defense  
2% mana stolen per hit  
3-5% piercing attack

## **Circlets**

**Kira's Guardian** +25-50 defense vs. melee  
**Tiara** +5% to maximum fire resist  
+5% to maximum cold resist  
+5% to maximum lightning resist

---

<sup>21</sup> New item

<sup>22</sup> New item

<sup>23</sup> New item

<sup>24</sup> New item

+5% to maximum poison resist  
+10 life after each kill

**Griffon's Eye**  
Diadem

+25-50 defense vs. missile  
-5% to enemy fire resistance  
-5% to enemy cold resistance  
-5% to enemy lightning resistance  
-5% to enemy poison resistance  
+10 mana after each kill

**Royal Circlet<sup>25</sup>**  
Coronet

+1 to all skills  
+40 to defense  
+10-15 to all attributes  
+1 to light radius  
poison length reduced by 20%  
indestructible

---

<sup>25</sup> New item