

















Item	Attributes	Notes
 <u>Master Key</u>	Quantity: 500	Random World Drop
 <u>Spelunker Potion</u>	250% Better Chance Of Getting Magic Items Duration: 5 Minutes	Random World Drop Also raises light radius to max
 <u>Gift of Ramaladni</u>	Transmutable Grants an item its maximum number of sockets No Ethereal Items	Random World Drop
 <u>Gift of Emerelda</u>	Transmutable Randomly transforms a White item into a Set item of the same type Does not work on item types that have no sets Works on Rare Jewelry	Random World Drop If you transmute an item type that is used by multiple sets, one will be chosen at random An item type with no sets will simply become a magical item
 <u>Gift of Elzen</u>	Transmutable Creates a copy of a rune	Random World Drop
 <u>Emerelda's Shapecaster</u>	Uses Angel Statues to turn superior equipment and rare jewelry into Shapeforged Unique items of the same type if there is a unique version Shapeforged items add experience gain Input requires item level sufficient to create desired unique item	This item unlocks Shapeforging - a new form of crafting. Read more about it here
 <u>Nerxexces</u> Grand Charm	Cursed Eats Rare Charms To Increase Powers And Penalties Penalties Are Removed When Purified 0/100% Purified Reduces Maximum Life -0/99% Drains -30 Life Per 10 Sec +0/100% To Experience Gained 0/400% Extra Gold From Monsters 0/150% Better Chance Of Getting Magic Items	Use the Horadric Cube to feed charms to Nerxexces. When purified, its penalties are removed, and the combination of bonuses you chose will be retained Limit 1 per character
 <u>Cold Basilisk Eye</u> Small Charm	Required Level: 15 +10% Faster Run/Walk +50 Cold Damage Slows Target By 15%	
 <u>Lucky Frog Coin</u> Small Charm	Required Level: 18 + (1 Per Level) 1-99% Better Chance Of Getting Magic Items (Based On Level)	Limit 1 per character
 <u>Program 95</u> Large Charm	Required Level: 28 Restores 33 Life Per 10 Sec Regenerate Mana 75-150% (varies)	Limit 1 per character
 <u>Signet of Fortitude</u> Small Charm	Required Level: 29 All Resistances +8-12% (varies) Physical Damage Taken Reduced By 10-15 (varies) Spell Damage Taken Reduced By 10-15 (varies)	Limit 1 per character
 <u>Rydia's Prism</u> Small Charm	Required Level: 38 +3-5% To Fire Elemental Damage (varies) +3-5% To Cold Elemental Damage (varies) +3-5% To Lightning Elemental Damage (varies) Increase Maximum Life 1% Increase Maximum Mana 1%	Limit 1 per character
 <u>Piece of the True Cross</u> Grand Charm	Required Level: 42 +15% Increased Attack Speed +50% Enhanced Damage 40% Bonus To Attack Rating +50-60 To Life (varies) +225-350% Extra Gold From Monsters (varies)	Limit 1 per character
 <u>Scourge Bone Chimes</u> Large Charm	Required Level: 42 3-6% Life Stolen Per Hit (varies) Restores 10 Life Per 10 Sec 4% Chance To Reanimate As: Bone Mage 6% Chance To Reanimate As: Bone Warrior	Limit 1 per character



Malachite Reflector
Amulet

Required Level: 45
 1% Chance To Counter Any Attack With Level 12 Lightning Blast
 +1 To All Skills
 Restores 10-15 Life Per 10 Sec (varies)
 All Maximum Resistances +5-10% (varies)
 Attacker Takes Lightning Damage of 25-125 (varies)
 Attacker Takes Fire Damage of 25-125 (varies)
 Attacker Takes Cold Damage of 25-125 (varies)



Emerelda's Kindle
Small Charm

Required Level: 46
 +10 To All Attributes
 +2 To Light Radius



Coin Trick
Ring

Required Level: 46
Riches Abound When Least Expected*
 +20% Faster Run/Walk
 +15% Increased Attack Speed
 Adds 20-50 Damage
 200-300% Extra Gold From Monsters (varies)

***Riches Abound When Least Expected:**
 There is a 20% chance each time you kill an enemy to get a pile of coins! Higher difficulties award more gold.
Auras / Poison damage will not award coins



Peri Pearl
Amulet

Required Level: 47
 Transmutes To Create Rejuvenation Potions
 +10 To All Attributes
 Restores 30 Life Per 10 Sec
 +7 To Life And Mana After Each Kill
 50-100% Extra Gold From Monsters (varies)
 40-60% Better Chance Of Getting Magic Items (varies)



Rainbow Facet
Jewel

Required Level: 49
 100% Chance To Cast Level 41 Empower When You Level-Up
 Adds 24-41 Magic Damage
 +6-10% To Magic Elemental Damage (varies)



Rainbow Facet
Jewel

Required Level: 49
 100% Chance To Cast Level 53 Holy Nova When You Die
 Adds 24-41 Magic Damage
 +6-10% To Magic Elemental Damage (varies)



Six Demon Bag
Grand Charm

Required Level: 50
 1% Chance To Cast Level 22 Fire Nova After Each Kill
 1% Chance To Cast Level 25 Holy Nova After Each Kill
 1% Chance To Cast Level 17 War Cry After Each Kill
 1% Chance To Cast Level 13 Poison Nova After Each Kill
 1% Chance To Cast Level 20 Nova After Each Kill
 1% Chance To Cast Level 25 Frost Nova After Each Kill

The chances are cumulative.
 These spells may also trigger the chances
Limit 1 per character



Mana Battery
Ring

Required Level: 50
 Transmutes To Create Super Mana Potions
 5% Mana Stolen Per Hit
 Increase Maximum Mana 4-8% (varies)
 Regenerate Mana 100%
 +3-6 To Mana After Each Kill (varies)
 50% Of Damage Taken Recovers Mana



Lifestone
Small Charm

Required Level: 56
 Increase Maximum Life (0.125 Per Level) 0-12% (Based On Level)
 Restores 10 Life Per 10 Sec

Limit 1 per character



Obsidian Ring of the Zodiac
Ring

Required Level: 59
 +16-20 To All Attributes (varies)
 All Resistances +30-40 (varies)



The Ultimate Siphon
Ring

Required Level: 60
 +6-8% Mana Stolen Per Hit (varies)
 +2-4% To All Elemental Damage (varies)
 8-10% Life Stolen Per Hit (varies)
 All Resistances +10-15 (varies)
 Magic Absorb 20%



Rings
Small Charm

Required Level: 60
 Merges With Up To 4 Io, Lum, Ko or Fal Runes
 Use A Perfect Diamond To Reset
Curse Length Reduced By 50%*

This charm absorbs the runes' bonuses
***Curse Length Reduction:** This does not reduce shrine duration
Limit 1 per character



Hurricane Band
Ring

Required Level: 60
 2% Chance To Counter Any Attack With Level 15 Hurricane
 +30% Faster Cast Rate
 +1 To Arctic Blast
 +20 To Mana
 Physical Damage Taken Reduced By 10%
 Spell Damage Taken Reduced By 7
 +5 To Mana After Each Kill



Hallow of Hand
Amulet

Required Level: 60
 15% Chance To Cast Level 19 Fist of the Heavens After Each Kill
 +2 To All Skills
 +25% Increased Attack Speed
 +25% Faster Cast Rate
 +150% Enhanced Damage
 +10-15% To Magic Elemental Damage (varies)
 +10-15 Magic Absorb (varies)

Limit 1 per character



Mirror Bark
Grand Charm

+10% Faster Cast Rate
+30-50% Enhanced Defense (varies)
Absorb All +10-20% (varies)
20-25% Of Damage Taken Recovers Mana (varies)



Orb of Vulnerability
Small Charm

Required Level: 65
-10% To Enemy Lightning Resistance
-10% To Enemy Fire Resistance
-10% To Enemy Poison Resistance
-10% To Enemy Cold Resistance
Reduces All Resistances By -35%

Limit 1 per character



Emerelda's Secret
Ring

Required Level: 70
1% Chance To Find A Lost Artifact*
+2 To All Skills
+10% To Experience Gained
20-40% Better Chance Of Getting Magic Items (varies)

*Chance To Find A Lost Artifact: A chance to find an additional item after each kill. The probability for a set item is -64 times greater than normal.

Higher difficulties yield better items.

Auras / Poison damage will not trigger this effect

Limit 1 per character