

C⊕RRUP⊕IONS

Worldstone Shards are new items which drop throughout the game and can be used to corrupt equipment and maps. Corruption results include adding sockets (if applicable), adding a corruption modifier as listed below, or turning the item into a random **rare** of the same type. If it becomes a random rare ("bricked") item, it will also gain a corruption modifier as well as remaining **ethereal** if the original item was **ethereal**. Corrupted items cannot be corrupted again, but they can be modified by other recipes.



To use a Worldstone Shard, put it into the Horadric Cube with another item and press the Transmute button.

There are also Tainted Worldstone Shards which are dropped by Rathma and can be used to corrupt Annihilus.

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Equipment Corruptions

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Annihilus Corruptions

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Equipment items can gain sockets (if applicable), gain a corruption modifier, or turn into a random **rare**.

Sockets can only be added to 0-socket items that are capable of gaining sockets: helms, chests, shields, and non-throwing weapons. The maximum sockets an item can get is always restricted by the item base. For example, an un-upgraded Vampire Gaze cannot gain more than 2 sockets because Grim Helm has a maximum of 2 sockets.

Regular items cannot gain corruption modifiers, but can gain sockets (up to the maximum amount of sockets for that item) or turn into a random **rare**. Runewords are built in regular items that already have sockets, so they can't have corruption modifiers. Corrupting a regular item is akin to using the socketing recipe on it, and can even be done with inferior/superior items. If a regular item that cannot gain sockets is corrupted, it will still become a random rare 50% of the time - the other 50% will be effectively unchanged.

- *Regular Equipment*

- 50% chance to gain sockets (up to the maximum amount of sockets)
- 50% chance to turn into a random **rare**

- *Other Equipment (can gain sockets)*

- 25% chance to gain sockets (1-3 for armor, 1-4 for one-handed weapons, 1-6 for two-handed weapons)
- 50% chance to gain a modifier (24% low-rarity, 16% mid-rarity, 10% high-rarity)
- 25% chance to turn into a random **rare**

- *Other Equipment (cannot gain sockets)*

- 75% chance to gain a modifier (36% low-rarity, 24% mid-rarity, 15% high-rarity)
- 25% chance to turn into a random **rare**

For non-regular items, if the corruption result adds sockets, these are the odds for how many sockets may be added:

- Armors (Helms, Chests, Shields) = 1-3 sockets (72% for 1, 20% for 2, 8% for 3)
- Weapons (One-Handed) = 1-4 sockets (40% for 1, 32% for 2, 16% for 3, 12% for 4)
- Weapons (Two-Handed) = 1-6 sockets (24% for 1, 22% for 2, 18% for 3, 16% for 4, 12% for 5, 8% for 6)

If an item can gain sockets and doesn't gain them via corrupting, it can still gain sockets in other ways. The relatively uncommon Larzuk's Puzzlebox can be used to add 2-4 sockets to two-handed weapons or 1-2 sockets to other items. Larzuk's Puzzleniece can be used the same

In ideal circumstances, players can either aim for max-socket corruptions, or high-rarity corruptions with sockets added by puzzleboxes. High-rarity corruption modifiers are generally slightly stronger than 2 sockets on weapons or 1 socket on armors and are therefore best-in-slot for most scenarios, however more sockets allows for more customization.

Due to the value of puzzleboxes compared to worldstone shards, it's generally better to corrupt items before puzzleboxing them. Using a puzzlebox first will result in a higher chance to get a corruption modifier when corrupting (75% instead of 50%), but the chance to "brick" the item remains the same (25%) so the puzzlebox may be wasted.

WEAPON CORRUPTION MODS

Low-Rarity (50% chance)	Mid-Rarity (30% chance)	High-Rarity (20% chance)
+40-80% Enhanced Damage	+20% Faster Cast Rate	+1 to All Skills
+100-250] to Attack Rating	+30-40)% Increased Attack Speed	+30% Increased Attack Speed [20-30)% Chance of Crushing Blow
+100-150)% Enhanced Damage to Demons +200 to Attack Rating against Demons	+40-60)% Enhanced Damage 5% Life Stolen per Hit	+80-120)% Enhanced Damage +20% Increased Attack Speed
+100-150)% Enhanced Damage to Undead +200 to Attack Rating against Undead	+200-300] to Attack Rating	+80-120)% Enhanced Damage +250 to Attack Rating
+10% Faster Cast Rate	[20-30)% Chance of Crushing Blow	+50-70)% Enhanced Damage 25% Deadly Strike
+3-6] Life after each Hit	[20-30)% Deadly Strike	+60-80)% Enhanced Damage Ignores Target's Defense
+3-6] Life after each Kill	-5-10)% to Enemy Fire Resistance	+10% Faster Cast Rate +5% to Fire Skill Damage
+3-5] to Mana after each Kill	-5-10)% to Enemy Cold Resistance	+10% Faster Cast Rate +5% to Cold Skill Damage
[20-30)% Better Chance of Getting Magic Items	-5-10)% to Enemy Lightning Resistance	+10% Faster Cast Rate +5% to Lightning Skill Damage
Requirements -25-50)%	-5-10)% to Enemy Poison Resistance	+10% Faster Cast Rate +5% to Poison Skill Damage

Low-Rarity (48% chance)	Mid-Rarity (32% chance)	High-Rarity (20% chance)
+20-30% Faster Hit Recovery	Indestructible +50-80% Enhanced Defense	+1 to All Skills
+20% Faster Block Rate	+10% Faster Cast Rate	[10-20]% Reduced Curse Duration
[20-30]% Better Chance of Getting Magic Items	+10% Faster Block Rate [10-20]% Increased Chance of Blocking	All Resistances +[22-30]
Regenerate Mana [15-25]%	Increase Maximum Life [4-6]%	Physical Damage Taken Reduced by 6%
Fire Resist +[35-40]%	Physical Damage Taken Reduced by [6-10]	+4-5% to Maximum Fire Resist Fire Resist +[15-20]%
Cold Resist +[35-40]%	Magic Damage Taken Reduced by [6-10]	+4-5% to Maximum Cold Resist Cold Resist +[15-20]%
Lightning Resist +[35-40]%	Attacker Takes Damage of [4-594] ([4-6] per Level)	+4-5% to Maximum Lightning Resist Lightning Resist +[15-20]%
Poison Resist +[35-40]%	Cannot Be Frozen	+4-5% to Maximum Poison Resist Poison Resist +[15-20]%

CHEST CORRUPTION MODS

Low-Rarity (48% chance)	Mid-Rarity (32% chance)	High-Rarity (20% chance)
+20-30% Faster Hit Recovery	Indestructible +50-80% Enhanced Defense	+1 to All Skills
+50-80% Enhanced Defense	+10% Faster Cast Rate	[10-20]% Reduced Curse Duration
[20-30]% Better Chance of Getting Magic Items	+20% Faster Run/Walk	All Resistances +[15-20]
Regenerate Mana [15-25]%	Increase Maximum Life [4-6]%	Physical Damage Taken Reduced by 6%
Fire Resist +[30-35]%	Physical Damage Taken Reduced by [6-10]	+4-5% to Maximum Fire Resist Fire Resist +15%
Cold Resist +[30-35]%	Magic Damage Taken Reduced by [6-10]	+4-5% to Maximum Cold Resist Cold Resist +15%
Lightning Resist +[30-35]%	Attacker Takes Damage of [4-594] ([4-6] per Level)	+4-5% to Maximum Lightning Resist Lightning Resist +15%
Poison Resist +[30-35]%	Cannot Be Frozen	+4-5% to Maximum Poison Resist Poison Resist +15%

HELM CORRUPTION MODS

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chance)	chance)	chance)
+ [20-30]% Faster Hit Recovery	Indestructible + [50-80]% Enhanced Defense	+1 to All Skills
+ [50-80]% Enhanced Defense	+ [150-250] to Attack Rating + [2-4] to Light Radius	10% Reduced Curse Duration
[20-30]% Better Chance of Getting Magic Items	[3-5]% Life Stolen per Hit	All Resistances + [15-20]
Regenerate Mana [15-25]%	[3-5]% Mana Stolen per Hit	Physical Damage Taken Reduced by [4-6]%
Fire Resist + [30-35]%	Increase Maximum Life [4-6]%	+ [4-5]% to Maximum Fire Resist Fire Resist +15%
Cold Resist + [30-35]%	+ [3-4] Life after each Kill	+ [4-5]% to Maximum Cold Resist Cold Resist +15%
Lightning Resist + [30-35]%	+ [3-4] to Mana after each Kill	+ [4-5]% to Maximum Lightning Resist Lightning Resist +15%
Poison Resist + [30-35]%	Cannot Be Frozen	+ [4-5]% to Maximum Poison Resist Poison Resist +15%
B O O T S C O R R U P T I O N M O D S		
Low-Rarity (48% chance)	Mid-Rarity (32% chance)	High-Rarity (20% chance)
+ [50-80]% Enhanced Defense	Indestructible + [50-80]% Enhanced Defense	+10% Faster Run/Walk
Regenerate Mana [10-15]%	+10% Faster Block Rate	10% Reduced Curse Duration
[50-100]% Extra Gold from Monsters	+10% Faster Hit Recovery	Physical Damage Taken Reduced by [2-3]%
[10-25]% Better Chance of Getting Magic Items	+ [20-40] to Life	10% Increased Chance of Blocking
Fire Resist + [15-20]%	All Resistances + [5-8]	+ [2-3]% to Maximum Fire Resist Fire Resist +10%
Cold Resist + [15-20]%	+ [2-3] Life after each Kill	+ [2-3]% to Maximum Cold Resist Cold Resist +10%
Lightning Resist + [15-20]%	+ [2-3] to Mana after each Kill	+ [2-3]% to Maximum Lightning Resist Lightning Resist +10%
Poison Resist + [15-20]%	Replenish Life + [15-25]	+ [2-3]% to Maximum Poison Resist Poison Resist +10%
G L O V E S C O R R U P T I O N M O D S		

+50-80]% Enhanced Defense	+10-15]% Chance to Pierce	+10% Faster Cast Rate
Regenerate Mana [10-15]%	+10-20]% Faster Block Rate	+10% Increased Attack Speed
[50-100]% Extra Gold from Monsters	+100-150] to Attack Rating	10% Increased Chance of Blocking
[10-25]% Better Chance of Getting Magic Items	[2-3]% Life Stolen per Hit	+30-40]% Enhanced Damage
Fire Resist +10-15]%	[2-3]% Mana Stolen per Hit	-15-25]% Target Defense
Cold Resist +10-15]%	+3-6] to All Attributes	10% Deadly Strike
Lightning Resist +10-15]%	+20-40] to Life	+2-4] to Mana after each Kill
Poison Resist +10-15]%	Replenish Life +15-20]	All Resistances +5-8]

BELT CORRUPTION MODS

Low-Rarity (48% chance)	Mid-Rarity (32% chance)	High-Rarity (20% chance)
+5-10] to Strength	+10-15]% Chance to Pierce	+10% Faster Cast Rate
+5-10] to Dexterity	+10% Faster Hit Recovery	+10% Increased Attack Speed
+5-10] to Vitality	+3-6] to All Attributes	+10% Faster Run/Walk
+5-10] to Energy	Replenish Life +15-20]	10% Reduced Curse Duration
Fire Resist +10-15]%	+100-150] to Attack Rating	10% Increased Chance of Blocking
Cold Resist +10-15]%	Attacker Takes Damage of [2-396] ([2-4] per Level)	+1-2]% to ALL Maximum Resistances
Lightning Resist +10-15]%	[60-100]% Extra Gold from Monsters	All Resistances +5-8]
Poison Resist +10-15]%	[20-30]% Better Chance of Getting Magic Items	Physical Damage Taken Reduced by [2-4]%

RING CORRUPTION MODS

Low-Rarity (48% chance)	Mid-Rarity (32% chance)	High-Rarity (20% chance)
+5-10] to Strength	+100-150] to Attack Rating	+10% Faster Cast Rate
+5-10] to Dexterity	+2-3] Life after each Kill	+10% Faster Run/Walk
+5-10] to Vitality	+2-3] to Mana after each Kill	10% Reduced Curse Duration
+5-10] to Energy	Physical Damage Taken Reduced by [4-6]	[3-4]% Mana Stolen per Hit
Fire Resist +10-15]%	Magic Damage Taken Reduced by [4-6]	[3-4]% Life Stolen per Hit

Lightning Resist +[10-15]%	[40-80]% Extra Gold from Monsters	All Resistances +[4-6]
Poison Resist +[10-15]%	[15-20]% Better Chance of Getting Magic Items	Physical Damage Taken Reduced by [2-3]%

AMULET CORRUPTION MODS

Low-Rarity (48% chance)	Mid-Rarity (32% chance)	High-Rarity (20% chance)
+ [6-12] to Strength	+ [10-20]% Chance to Pierce	+1 to All Skills
+ [6-12] to Dexterity	+10% Faster Hit Recovery	+10% Faster Cast Rate
+ [6-12] to Vitality	Replenish Life +[15-25]	+10% Faster Run/Walk
+ [6-12] to Energy	+ [2-3] Life after each Kill	10% Increased Chance of Blocking
Fire Resist +[15-20]%	+ [2-3] to Mana after each Kill	+ [30-40]% Enhanced Damage
Cold Resist +[15-20]%	+ [5-8] to All Attributes	Cannot Be Frozen
Lightning Resist +[15-20]%	[60-100]% Extra Gold from Monsters	+ [1-2]% to ALL Maximum Resistances
Poison Resist +[15-20]%	[20-30]% Better Chance of Getting Magic Items	All Resistances +[5-10]

QUIVER CORRUPTION MODS

Low-Rarity (48% chance)	Mid-Rarity (32% chance)	High-Rarity (20% chance)
+20% Faster Hit Recovery	+10% Faster Run/Walk	+1 to All Skills
+ [20-40] to Life	+ [10-15]% Chance to Pierce	+10% Increased Attack Speed
[50-100]% Extra Gold from Monsters	- [5-10]% to Enemy Fire Resistance	10% Reduced Curse Duration
[10-25]% Better Chance of Getting Magic Items	- [5-10]% to Enemy Cold Resistance	+ [30-40]% Enhanced Damage
Fire Resist +[10-20]%	- [10-20]% Target Defense	+ [10-15] to Minimum Damage
Cold Resist +[10-20]%	+ [50-100] to Attack Rating	+ [10-15] to Maximum Damage
Lightning Resist +[10-20]%	[2-4]% Mana Stolen per Hit	Ignore Target's Defense
Poison Resist +[10-20]%	[2-4]% Life Stolen per Hit	All Resistances +[5-10]

MAP CORRUPTIONS

Maps always gain a corruption modifier when corrupted.
Most corruption modifiers have 3 tiers (one for each man

Corruption Modifiers	Range	Exp	Density	Rarity	MF/GF
Monsters have X% Deadly Strike	5-10 10-15 15-20	4-6 6-8 8-10	30-40 40-50 50-60		
Monsters have X% Increased Maximum Life Monsters have Cannot Be Frozen	5-15 15-25 25-35	6-8 8-10 10-12	30-40 40-50 50-60		
Players have -X% Attack and Cast Speed	5-15 15-25 25-35		30-40 40-50 50-60	10-15 15-20 20-25	
Players have -X% to All Resistances	5-10 10-15 15-20		30-40 40-50 50-60	10-15 15-20 20-25	
Players have -X% to Max Resistances	2-3 3-4 4-5		30-40 40-50 50-60	10-15 15-20 20-25	
Players have X% Attack and Cast Speed Players have X% to Velocity	20-30 30-40 40-50			10-15 15-20 20-25	
Area gains Magic And Gold Find				10-15 15-20 20-25	50 75 100
Area gains Monster Density only			60-80 80-100 100-120		
Area gains +1 Zone Level			15-20 20-25 25-30		
Area gains Monster Rarity only				30-40 40-50 50-60	
Monsters have 1% chance to drop additional jewelry & charms					

ANNIHILUS CORRUPTIONS

Tainted Worldstone Shard drops from Rathma and can be used to corrupt Annihilus, either adding a corruption modifier or turning it into a random magic small charm. The item also gains a cosmetic red tint.

- Corruption modifier (20% chance per modifier)
 - +1 to All Skills
 - +[20-25] to Vitality and +[10-15] to Energy
 - All Resistances +[5-10]
 - +[3-5]% to Experience Gained
- Turned into a random small charm (20% chance)

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