

# DIABLO 2 CLASSIC MAGICAL AFFIXES

The following table contains all possible magical affixes available in patches 1.00-1.06b. A few notes regarding them:

- All affixes can spawn on both rare and magical items
- Only one affix may be chosen per group; however, class-skills have separate groups and can thus have up to three rolls
- Magical affixes do not spawn on throwing weapons
- There is no weighted rarity per affix group; each affix has an equal chance of spawning
- Diablo on Hell is the only monster capable of dropping "+2 Skill" amulets; they must otherwise be gambled or re-rolled
- Amulets gain an ilvl bonus of two, making the notorious "+2 Skill" prefix available for gambling at clvl 84 (+4/-5)
- Due to a bug, all variable affixes will have their maximum range reduced by one (n-1)

Grouped item definitions:

- "Armor" refers to all armor types
- "Weapons" refers to all weapon types
- "Melee Weapons" refers to all weapons except "Missile Weapons" and "Rods"
- "Missile Weapons" refers to Bows and Crossbows
- "Rods" refers to Scepters, Staves, and Wands

# Prefixes

Name	Group	Level	Required	n-1?	Property	Items
Sturdy	101	4	3	Yes	+20-30% Enhanced Defense	Armor
Strong	101	9	6	Yes	+31-40% Enhanced Defense	Armor
Glorious	101	19	14	Yes	+41-50% Enhanced Defense	Armor
Blessed	101	25	18	Yes	+51-65% Enhanced Defense	Armor
Saintly	101	31	23	Yes	+66-80% Enhanced Defense	Armor
Holy	101	36	27	Yes	+81-100% Enhanced Defense	Armor
Devious	103	7	5	No	Magic Damage Reduced by 1	Shields
Fortified	103	14	10	No	Magic Damage Reduced by 2	Shields
Jagged	106	1	1	Yes	+10-20% Damage	Weapons
Deadly	106	5	3	Yes	+21-30% Damage	Weapons
Vicious	106	8	6	Yes	+31-40% Damage	Weapons
Brutal	106	14	10	Yes	+41-50% Damage	Weapons
Massive	106	20	15	Yes	+51-65% Damage	Weapons
Savage	106	26	19	Yes	+66-80% Damage	Melee Weapons, Missile Weapons, Scepters
Merciless	106	32	24	Yes	+81-100% Damage	Melee Weapons, Missile Weapons, Scepters
Vulpine	107	9	6	No	10% Damage taken Goes to Mana	Shields, Amulets
Tireless	109	14	10	No	Heal Stamina +50%	Boots
Rugged	110	14	10	Yes	+5-10 to Max Stamina	Boots, Gloves, Belts, Rings, Amulets
Bronze	111	1	1	Yes	+10-20 to Attack Rating	Weapons, Rings, Gloves, Amulets
Iron	111	4	3	Yes	+21-40 to Attack Rating	Weapons, Rings
Steel	111	8	6	Yes	+41-60 to Attack Rating	Weapons, Rings
Silver	111	12	9	Yes	+61-80 to Attack Rating	Weapons, Rings
Gold	111	17	12	Yes	+81-100 to Attack Rating	Weapons
Platinum	111	22	16	Yes	+101-120 to Attack Rating	Weapons, Rings
Meteoric	111	27	20	Yes	+121-150 to Attack Rating	Melee Weapons, Missile Weapons, Scepters, Rings
Sharp	112	5	3	Yes	+10-20 to Attack Rating, Damage: +10-20%	Weapons
Fine	112	9	6	Yes	+21-40 to Attack Rating, Damage: +21-30%	Weapons
Warrior's	112	15	11	Yes	+41-60 to Attack Rating, Damage: +31-40%	Weapons
Soldier's	112	21	15	Yes	+61-80 to Attack Rating, Damage: +41-50%	Weapons
Knight's	112	25	18	Yes	+81-100 to Attack Rating, Damage: +51-65%	Weapons
Lord's	112	30	22	Yes	+101-120 to Attack Rating, Damage: +66-80%	Melee Weapons, Missile Weapons, Scepters
King's	112	35	26	Yes	+121-150 to Attack Rating, Damage: +81-100%	Melee Weapons, Missile Weapons, Scepters
Howling	113	16	12	No	Hit Causes Monsters to Flee 25-100% [32-128]	Melee Weapons, Rods
Fortuitous	114	5	3	Yes	10-15% Better Chance of Getting Magic Item	Rings, Amulets
Glimmering	116	1	1	No	+1 to Light Radius	Armor, Wands, Stalves, Rings, Amulets
Glowing	116	6	4	No	+2 to Light Radius	Armor, Wands, Stalves, Rings, Amulets
Lizard's	118	3	2	Yes	+1-5 to Mana	Body Armor, Helmets, Shields, Rods, Belts, Rings, Amulets
Snake's	118	6	4	Yes	+5-10 to Mana	Shields, Rods, Belts, Rings, Amulets
Serpent's	118	14	10	Yes	+11-20 to Mana	Shields, Rods, Belts, Rings, Amulets
Serpent's	118	37	27	Yes	+11-20 to Mana	Body Armor, Helmets, Melee Weapons, Boots, Gloves
Drake's	118	20	15	Yes	+21-30 to Mana	Rods, Belts, Rings, Amulets
Dragon's	118	24	18	Yes	+31-40 to Mana	Rods, Rings, Amulets
Dragon's	118	52	39	Yes	+31-40 to Mana	Body Armor, Helmets, Boots, Gloves
Wyrn's	118	30	22	Yes	+41-60 to Mana	Rods, Rings, Amulets
Prismatic	120	27	20	Yes	15-25% to each Resistance	Amulets
Prismatic	120	62	46	No	15% to each Resistance	Rings
Azure	121	5	3	Yes	Cold Resist 5-10%	Armor, Rods, Missile Weapons, Rings, Amulets
Lapis	121	12	9	Yes	Cold Resist 11-20%	Armor, Rods, Rings, Amulets
Lapis	121	35	26	Yes	Cold Resist 11-20%	Melee Weapons, Missile Weapons, Gloves
Cobalt	121	18	13	Yes	Cold Resist 21-30%	Body Armor, Helmets, Shields, Rods, Boots, Belts, Rings, Amulets
Cobalt	121	55	41	Yes	Cold Resist 21-30%	Melee Weapons, Missile Weapons, Gloves
Sapphire	121	25	18	Yes	Cold Resist 31-50%	Stalves, Wands, Missile Weapons, Boots, Rings, Amulets
Crimson	122	5	3	Yes	Fire Resist 5-10%	Armor, Rods, Missile Weapons, Rings, Amulets
Burgundy	122	12	9	Yes	Fire Resist 11-20%	Armor, Rods, Rings, Amulets
Burgundy	122	35	26	Yes	Fire Resist 11-20%	Melee Weapons, Missile Weapons
Garnet	122	18	13	Yes	Fire Resist 21-30%	Body Armor, Helmets, Shields, Rods, Boots, Belts, Rings, Amulets
Garnet	122	55	41	Yes	Fire Resist 21-30%	Melee Weapons, Missile Weapons, Gloves
Ruby	122	25	18	Yes	Fire Resist 31-50%	Stalves, Wands, Boots, Rings, Amulets

Ocher	123	5	3	Yes	Lightning Resist 5-10%	Armor, Rods, Missile Weapons, Rings, Amulets
Tangerine	123	12	9	Yes	Lightning Resist 11-20%	Armor, Rods, Rings, Amulets
Tangerine	123	35	26	Yes	Lightning Resist 11-20%	Melee Weapons, Missile Weapons
Coral	123	18	13	Yes	Lightning Resist 21-30%	Body Armor, Helmets, Shields, Rods, Boots, Belts, Rings, Amulets
Coral	123	55	41	Yes	Lightning Resist 21-30%	Melee Weapons, Missile Weapons, Gloves
Amber	123	25	18	Yes	Lightning Resist 31-50%	Body Armor, Helmets, Stalves, Wands, Boots, Belts, Rings, Amulets
Beryl	124	5	3	Yes	Poison Resist 5-10%	Armor, Scepters, Stalves, Missile Weapons, Rings, Amulets
Jade	124	12	9	Yes	Poison Resist 11-20%	Armor, Scepters, Stalves, Rings, Amulets
Jade	124	35	26	Yes	Poison Resist 11-20%	Melee Weapons, Wands, Missile Weapons, Rings
Viridian	124	18	13	Yes	Poison Resist 21-30%	Body Armor, Helmets, Shields, Scepters, Stalves, Rings, Amulets
Viridian	124	55	41	Yes	Poison Resist 21-30%	Melee Weapons, Wands, Missile Weapons, Boots, Gloves, Belts
Emerald	124	25	18	Yes	Poison Resist 31-50%	Scepters, Rings, Amulets
Fletcher's	125	30	22	No	+1 to Amazon Skill Levels	Missile Weapons, Amulets
Archer's	125	40	30	No	+2 to Amazon Skill Levels	Missile Weapons
Archer's	125	90	67	No	+2 to Amazon Skill Levels	Amulets
Monk's	126	30	22	No	+1 to Paladin Skill Levels	Scepters, Amulets
Priest's	126	40	30	No	+2 to Paladin Skill Levels	Scepters
Priest's	126	90	67	No	+2 to Paladin Skill Levels	Amulets
Summoner's	127	30	22	No	+1 to Necromancer Skill Levels	Wands, Amulets
Necromancer's	127	40	30	No	+2 to Necromancer Skill Levels	Wands
Necromancer's	127	90	67	No	+2 to Necromancer Skill Levels	Amulets
Angel's	128	30	22	No	+1 to Sorceress Skill Levels	Stalves, Amulets
Arch-Angel's	128	40	30	No	+2 to Sorceress Skill Levels	Stalves
Arch-Angel's	128	90	67	No	+2 to Sorceress Skill Levels	Amulets
Slayer's	129	30	22	No	+1 to Barbarian Skill Levels	Melee Weapons, Amulets, Rods
Berserker's	129	40	30	No	+2 to Barbarian Skill Levels	Melee Weapons, Rods
Berserker's	129	90	67	No	+2 to Barbarian Skill Levels	Amulets
Triumphant	132	3	2	No	+1 Point of Mana After Each Kill	Melee Weapons, Rods, Rings

# Suffixes

Name	Group	Level	Required	n-1?	Property	Items
of Health	1	7	5	No	Damage Reduced by 1	Body Armor, Helmets, Shields, Rings, Amulets
of Protection	1	18	13	No	Damage Reduced by 2	Rings, Amulets
of Absorption	1	26	19	No	Damage Reduced by 3	Amulets
of Life	1	35	26	No	Damage Reduced by 4	Amulets
of Warding	2	7	5	No	Magic Damage Reduced by 1	Body Armor, Helmets, Shields, Rings, Amulets
of the Sentinel	2	18	13	No	Magic Damage Reduced by 2	Rings, Amulets
of Guarding	2	26	19	No	Magic Damage Reduced by 3	Amulets
of Negation	2	35	26	No	Magic Damage Reduced by 4	Amulets
of Piercing	3	25	18	No	Ignore Target's Defense	Rods
of Bashing	4	16	12	Yes	-25(-40) Target Defense Per Hit	Melee Weapons, Scepters
of Puncturing	4	6	4	Yes	-10(-20) Target Defense Per Hit	Melee Weapons, Scepters
of Thorns	5	14	10	Yes	Attacker Takes Damage of 1-3	Body Armor, Helmets, Shields, Belts
of Spikes	5	21	15	Yes	Attacker Takes Damage of 2-6	Body Armor, Helmets, Shields, Belts
of Readiness	6	1	1	No	10% Increased Attack Speed	Weapons, Gloves
of Alacrity	6	8	6	No	20% Increased Attack Speed	Weapons
of Swiftmess	6	19	14	No	30% Increased Attack Speed	Melee Weapons, Scepters
of Quickness	6	25	18	No	40% Increased Attack Speed	Melee Weapons, Scepters
of Blocking	7	1	1	No	10% Increased Chance Of Blocking	Shields
of Deflecting	7	11	8	No	20% Increased Chance Of Blocking	Shields
of the Apprentice	8	5	3	No	10% Faster Cast Rate	Rods, Rings, Amulets
of the Magus	8	17	12	No	20% Faster Cast Rate	Rods
of Frost	9	4	3	Yes	Adds 1-(1-4) Cold Damage - 5 sec Duration	Weapons
of the Glacier	9	18	13	Yes	Adds 4-(4-12) Cold Damage - 6 sec Duration	Melee Weapons, Rods
of Frost	9	55	41	Yes	Adds 1-(1-4) Cold Damage - 5 sec Duration	Belts, Amulets
of Warmth	10	10	7	No	Half Freeze Duration	Shields, Boots, Gloves, Rings, Amulets
of Flame	11	4	3	Yes	Adds 1-(2-6) Fire Damage	Weapons
of Fire	11	15	11	Yes	Adds 2-(6-11) Fire Damage	Weapons
of Burning	11	25	18	Yes	Adds 10-(10-20) Fire Damage	Weapons
of Flame	11	40	30	Yes	Adds 1-(2-6) Fire Damage	Gloves, Rings, Amulets
of Shock	12	4	3	No	Adds 1-8 Lightning Damage	Weapons
of Lightning	12	15	11	No	Adds 1-16 Lightning Damage	Weapons
of Thunder	12	25	18	No	Adds 1-32 Lightning Damage	Weapons
of Shock	12	50	37	No	Adds 1-8 Lightning Damage	Melee Weapons, Boots, Rings, Amulets
of Craftsmanship	13	1	1	Yes	+1-2 to Maximum Damage	Weapons, Rings, Amulets
of Quality	13	4	3	No	+2 to Maximum Damage	Weapons
of Maiming	13	7	5	Yes	+3-4 to Maximum Damage	Weapons
of Slaying	13	11	8	Yes	+5-7 to Maximum Damage	Weapons
of Gore	13	14	10	Yes	+8-10 to Maximum Damage	Weapons
of Carnage	13	19	14	Yes	+11-14 to Maximum Damage	Weapons, Missile Weapons, Scepters
of Slaughter	13	25	18	Yes	+15-20 to Maximum Damage	Weapons, Missile Weapons, Scepters
of Maiming	13	42	31	Yes	+3-4 to Maximum Damage	Shields, Rings, Amulets
of Worth	14	2	1	No	+1 to Minimum Damage	Melee Weapons, Missile Weapons
of Measure	14	6	4	No	+2 to Minimum Damage	Weapons
of Excellence	14	12	9	No	+3 to Minimum Damage	Weapons, Rings, Amulets
of Performance	14	18	13	Yes	+4-5 to Minimum Damage	Weapons
of Measure	14	37	27	No	+2 to Minimum Damage	Body Armor, Helmets, Rings, Amulets
of Blight	15	5	3	No	Adds 8-24 Poison Damage over 3 Seconds	Melee Weapons, Missile Weapons, Wands, Stalves
of Venom	15	15	11	No	Adds 16-48 Poison Damage over 3 Seconds	Melee Weapons, Missile Weapons, Wands, Stalves
of Pestilence	15	25	18	No	Adds 32-72 Poison Damage over 4 Seconds	Melee Weapons, Missile Weapons, Wands, Stalves
of Blight	15	45	33	No	Adds 8-24 Poison Damage over 3 Seconds	Rings, Amulets
of Dexterity	16	4	3	No	+1 to Dexterity	Rings, Amulets
of Dexterity	16	5	3	Yes	+1-3 to Dexterity	Scepters, Missile Weapons, Boots, Gloves, Rings, Amulets
of Skill	16	10	7	Yes	+4-6 to Dexterity	Scepters, Missile Weapons, Boots, Gloves, Rings, Amulets
of Skill	16	45	33	Yes	+4-6 to Dexterity	Body Armor, Helmets, Shields, Belts
of Accuracy	16	18	13	Yes	+7-10 to Dexterity	Scepters, Missile Weapons, Boots, Gloves, Rings, Amulets
of Precision	16	22	16	Yes	+11-15 to Dexterity	Scepters, Missile Weapons, Amulets
of Precision	16	60	45	Yes	+11-15 to Dexterity	Armor, Rings
of Perfection	16	30	22	Yes	+16-20 to Dexterity	Missile Weapons, Gloves, Amulets

of Balance	17	5	3	No	10% Faster Hit Recovery	Body Armor, Helmets, Shields, Boots, Belts
of Stability	17	9	6	No	20% Faster Hit Recovery	Body Armor, Helmets, Shields, Boots, Belts
of Regeneration	19	10	7	No	Replenish Life +3	Scepters, Belts, Rings, Amulets
of Regeneration	19	40	30	No	Replenish Life +3	Shields, Gloves
of Regeneration	19	70	52	No	Replenish Life +3	Body Armor, Helmets, Melee Weapons, Missile Weapons, Wands, Stalves Boots
of Regrowth	19	17	12	No	Replenish Life +5	Scepters, Amulets
of Regrowth	19	55	41	No	Replenish Life +5	Belts, Rings
of Vileness	20	9	6	No	Prevent Monster Heal	Melee Weapons, Wands, Stalves
of Greed	22	2	1	Yes	40-60% Extra Gold From Monsters	Rings, Amulets
of Wealth	22	17	12	Yes	80-120% Extra Gold From Monsters	Boots, Gloves, Belts, Amulets
of Chance	23	12	9	Yes	10-19% Better Chance of Getting Magic Item	Rings, Amulets
of Fortune	23	16	12	Yes	20-35% Better Chance of Getting Magic Item	Boots, Gloves, Amulets
of Energy	24	4	3	No	+1 to Mana	Rings, Amulets
of Energy	24	5	3	Yes	+1-5 to Mana	Rods, Rings, Amulets
of the Mind	24	10	7	Yes	+6-10 to Mana	Rods, Rings, Amulets
of Brilliance	24	18	13	Yes	+11-15 to Mana	Rods, Rings, Amulets
of Sorcery	24	22	16	Yes	+16-20 to Mana	Rods, Amulets
of Wizardry	24	30	22	Yes	+21-30 to Mana	Rods, Rings, Amulets
of the Bear	25	8	6	No	Knockback	Melee Weapons, Rods
of Light	26	6	4	No	+1 to Light Radius	Armor, Rods, Missile Weapons, Rings, Amulets
of Radiance	26	15	11	No	+3 to Light Radius	Rods, Missile Weapons, Rings, Amulets
of the Sun	26	17	12	No	+5 to Light Radius	Rods, Missile Weapons, Gloves, Rings, Amulets
of Life	27	23	17	No	+5 to Life	Body Armor, Helmets, Shields, Belts, Amulets
of the Jackal	27	3	2	Yes	+1-5 to Life	Armor, Rods, Rings, Amulets
of the Fox	27	6	4	Yes	+5-10 to Life	Armor, Rods, Rings, Amulets
of the Wolf	27	14	10	Yes	+11-20 to Life	Armor, Rods, Rings, Amulets
of the Wolf	27	45	33	Yes	+11-20 to Life	Melee Weapons, Missile Weapons
of the Tiger	27	20	15	Yes	+21-30 to Life	Armor, Rings, Amulets
of the Mammoth	27	24	18	Yes	+31-40 to Life	Body Armor, Helmets, Shields, Rings, Amulets
of the Mammoth	27	60	45	Yes	+31-40 to Life	Melee Weapons, Gloves, Belts
of the Colossus	27	30	22	Yes	+41-60 to Life	Body Armor, Helmets, Shields, Belts, Amulets
of the Leech	28	6	4	Yes	4-7% Life Stolen Per Hit	Weapons, Rings, Amulets
of the Locust	28	20	15	Yes	8-10% Life Stolen Per Hit	Melee Weapons, Rods
of the Bat	29	6	4	Yes	4-8% Mana Stolen Per Hit	Weapons, Rings, Amulets
of the Vampire	29	20	15	Yes	9-12% Mana Stolen Per Hit	Melee Weapons, Rods
of Defiance	30	25	18	No	Poison Length Reduced by 75%	Body Armor, Helmets, Shields, Amulets
of Amelioration	30	18	13	No	Poison Length Reduced by 50%	Body Armor, Helmets, Shields, Amulets
of Remedy	30	7	5	No	Poison Length Reduced by 25%	Armor, Rings, Amulets
of Simplicity	32	25	18	No	Requirements -40%	Body Armor, Helmets, Melee Weapons, Shields, Missile Weapons
of Ease	32	15	11	No	Requirements -20%	Body Armor, Helmets, Melee Weapons, Shields, Missile Weapons
of Strength	34	5	3	Yes	+1-3 to Strength	Belts, Rings, Amulets
of Might	34	10	7	Yes	+4-6 to Strength	Melee Weapons, Scepters, Shields, Rings, Amulets
of the Ox	34	18	13	Yes	+7-10 to Strength	Melee Weapons, Scepters, Belts, Rings, Amulets
of the Ox	34	47	35	Yes	+7-10 to Strength	Shields, Boots, Gloves
of the Giant	34	22	16	Yes	+11-15 to Strength	Melee Weapons, Scepters, Belts, Amulets
of the Giant	34	62	46	Yes	+11-15 to Strength	Shields, Boots, Gloves, Rings
of the Titan	34	30	22	Yes	+16-20 to Strength	Boots, Belts, Amulets
of Pacing	35	2	1	No	10% Faster Run/Walk	Boots
of Haste	35	12	9	No	20% Faster Run/Walk	Boots
of Speed	35	22	16	No	30% Faster Run/Walk	Boots