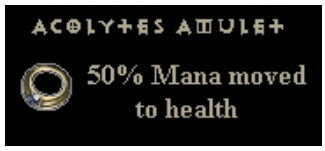
Diablo Unique Items

< Zurück zur Diablo-Lösung <







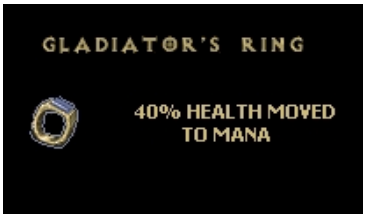






















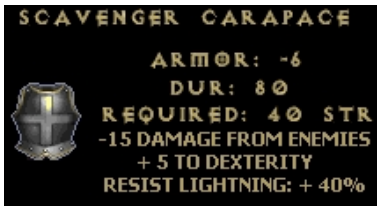









RING OF TRUTH
Hit Points: +10
-1 Damage from Enemies
Resist all: +10 %


SCAVENGER CARAPACE
ARMOR: -6
DUR: 80
REQUIRED: 40 STR
-15 DAMAGE FROM ENEMIES
+5 TO DEXTERITY
RESIST LIGHTNING: +40%


SHADOWHAWK
DAMAGE: 4-12
DUR: 50
REQUIRED: 40 STR
-20& LIGHT RADIUS
HIT STEALS 5% LIFE
CHANCE TO HIT: +15%
RESIST ALL: +5%


SPARKING MAIL
ARMOR: 30
DUR: 55
REQUIRED: 30 STR
Lightning Hit Damage: 1-10

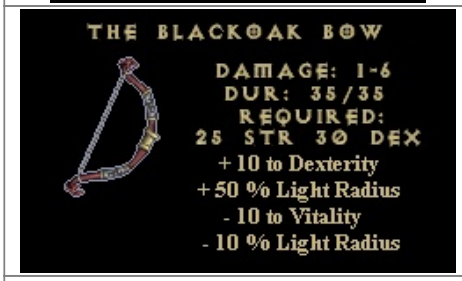

SPLIT SKULL SHIELD
ARMOR: 10
DUR: 15
Hit Points: +10
+2 to Strength
-10 % Light Radius
Altered Durability

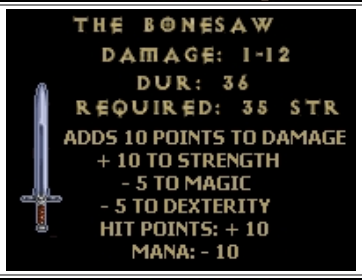

STAFF
OF LAZARUS


STONECLEAVER
DAMAGE: 8-20
DUR: 50/50
REQUIRED: 50 STR
HIT POINTS: +30
CHANCE TO HIT: +20%
+50% DAMAGE
RESIST LIGHTNING: +40%

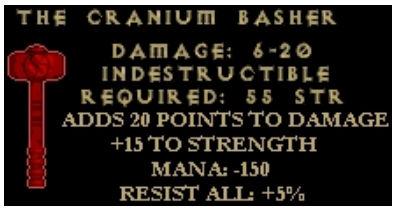

STORM SPIRE
DAMAGE: 8-16
DUR: 75
REQUIRED:
30 STR
Resist Lightning: +50 %
Lightning Hit Damage:2 - 8
+10 to Strength
-10 to Magic


STORMSHIELD
ARMOR: 40
INDESTRUCTIBLE
REQUIRED: 60 STR
+4 Damage from Enemies
+10 to Strength
Fast Block

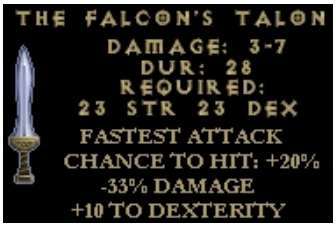

THE BLACKOAK BOW
DAMAGE: 1-6
DUR: 35/35
REQUIRED:
25 STR 30 DEX
+10 to Dexterity
+50 % Light Radius
-10 to Vitality
-10 % Light Radius

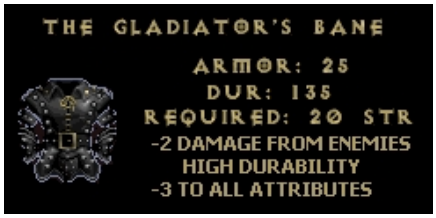

THE BONESAW
DAMAGE: 1-12
DUR: 36
REQUIRED: 35 STR
ADDS 10 POINTS TO DAMAGE
+10 TO STRENGTH
-5 TO MAGIC
-5 TO DEXTERITY
HIT POINTS: +10
MANA: -10


THE BUTCHER'S CLEAVER
DAMAGE: 4-24
DUR: 10
+10 to Strength
Unusual Item Damage
Altered Durability


THE CRANIUM BASHER
DAMAGE: 6-20
INDESTRUCTIBLE
REQUIRED: 55 STR
ADDS 20 POINTS TO DAMAGE
+15 TO STRENGTH
MANA: -150
RESIST ALL: +5%


THE EXECUTIONER'S BLADE
Damage: 4 - 8
Dur: 60
+150 % Damage
Hit Points: - 10
-10 % Light radius
High Durability

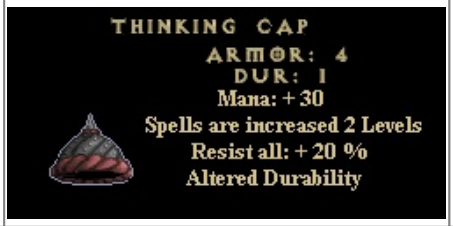

THE FALCON'S TALON
DAMAGE: 3-7
DUR: 28
REQUIRED:
23 STR 23 DEX
FASTEST ATTACK
CHANCE TO HIT: +20%
-33% DAMAGE
+10 TO DEXTERITY

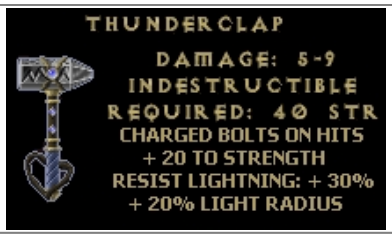

THE GLADIATOR'S BANE
ARMOR: 25
DUR: 135
REQUIRED: 20 STR
-2 DAMAGE FROM ENEMIES
HIGH DURABILITY
-3 TO ALL ATTRIBUTES


The Needler
Damage: 1 - 3
Dur: 30
Chance to hit: + 50 %
Unusual Item Damage
Fast Attack


THE PROTECTOR
DAMAGE: 2-4
DUR: 25
CHARGES: 86
+5 to Vitality
-5 Damage from Enemies
Armor Class: 40
86 Healing Charges
Attacker Takes 1-3 Damage


THE RAINBOW CLOAK
ARMOR: 10
DUR: 27
+1 to all Attributes
Resist all: +10%
Hit Points: +5
High Durability


THINKING CAP
ARMOR: 4
DUR: 1
Mana: +30
Spells are increased 2 Levels
Resist all: +20 %
Altered Durability


THUNDERCLAP
DAMAGE: 5-9
INDESTRUCTIBLE
REQUIRED: 40 STR
CHARGED BOLTS ON HITS
+20 TO STRENGTH
RESIST LIGHTNING: +30%
+20% LIGHT RADIUS


TORN FLESH OF SOULS
ARMOR: 8
INDESTRUCTIBLE
+10 to Vitality
-1 Damage from enemies


VEIL OF STEEL
ARMOR: 18
DUR: 60
Resist all: +50 %
-20 % Light Radius
+60 % Armor
Mana: -30
+15 to Strength
+15 to Vitality

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