I'm not a bot

" willeke wrote: Poison duration is affected by skill duration and its damage is affected by more damage over time, no mumbo jumbo there.Let's say your poison deals 100 damage per second and lasts 2 seconds, that means it will do 140dps and last 1,7s with RD, which is only 20% more when you tally it up. However, RD has 'reduced' duration so the more skill duration you got stacked the less impactful will be, if you got both skill duration clusters poison will last 3,8s, if you use RD it will last 3,5s. If we use previous numbers the damage boost will be 30% more. Wish the armchair developers would go back to developing armchairs. [www.moddb.com/mods/balancedux] [www.moddb.com/mods/one-vision1]Last edited by raics#7540 on Aug 30, 2016, 11:24:48 AM I see many Poison builds stacking Wicked Ball with 5% skill effect duration. Doesn't Poison rely on Damaging Aliment duration and not Skoll effect duration? If so, does Skill Effect duration improves Flask duration? Probably not? Maybe Skill effect duration buff affects everything from temporary aura buff, charge buffs, poison, ignite, aliment duration? I am asking this because I took 10% Poison damage faster and I don't want my damage to be too low against bosses. I also find that end bosses tend to jump around in different stages and every time they do, they get rid of the poison stacks. Wicked Ball cluster jewel is also more expensive. Last bumped on Sep 15, 2022, 9:09:56 PM THIS GAME CONTAINS CONTENT YOU HAVE ASKED NOT TO SEE: Some Nudity or Sexual Content Want to update what type of content you see on Steam? Update Content Preferences Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. A poisoned cannibalPoison is an ailment that deals chaos damage over time to the affected target.[1] MechanicsA hit of damage that has a chance to poison is capable of inflicting poison. Only physical and chaos damage are able to inflict poison by default.[2] Unlike Freeze, Ignite, and Shock, critical strikes that deal physical or chaos damage do not inherently inflict poison.Poison is a stacking debuff. Each applicationor 'stack'of poison deals chaos damage over time until its duration expires.[2] There is no limit to the number of poison stacks a target can have.[1] A single "hit" can apply a maximum of one poison stack, therefore having more than 100% chance to poison grants no additional benefit.[3]DamageThe base damage per second dealt by a single poison is based on 30% of the combined flat physical and chaos damage of the hit.[4] This DPS is not based on hit damage taken by the enemy; it is a separate calculation, starting from flat damage (base and added modified by conversion) before modifiers. This prevents stats like chaos resistance from mitigating poison twice. It also means hit damage modifiers such as penetration or double damage do not affect poison damage, except indirectly through e.g. Cruelty SupportSupport, DurationIcon: YLevel: (1-20)Cost & Reservation Multiplier: 140%Requires Level 18Supports any skill that hits enemies. Minions cannot gain Cruelty.Supported Skills deal (15-24)% more Damage with HitsCruelty has a Base Duration of 4 secondsHits from Supported Skills grant Cruelty(0-19)% increased Effect of Cruelty granted by Supported Skills Additional Effects From 1-20% Quality: (0.25-5)% increased Effect of Cruelty granted by Supported SkillsThis is a Support Gem. It does not grant a bonus to your character, but to skills in sockets connected to it. Place into an item socket connected to a socket containing the Skill Gem you wish to augment. Right click to remove from a socket.. By default, only physical and chaos damage are able to inflict poison, but certain equipment such as Pneumatic DaggerDaggerPhysical Damage: 20-79Critical Strike Chance: 8.30%Attacks per Second: 1.40Weapon Range: 1.0 metresRequires Level 70, 121 Dex, 121 IntAll Damage from Hits with This Weapon can Poison can change which damage types are able to inflict poison. Portions of poisons inflicted by non-chaos damage are affected by modifiers that would increase the source damage type for the corresponding portion of the poison damage.As poison deals damage over time, stats modifying spell damage and attack damage do not apply to poison. Modifiers such as ReapSpell, Physical, AoE, DurationLevel: (1-20)Cost: (25-46) LifeCast Time: 0.80 secCritical Strike Chance: 6.00%Effectiveness of Added Damage: (150-210)%Requires Level 28A bloody scythe swipes across a selected area, applying a physical damage over time debuff and hitting enemies with physical damage. If any survive, you gain a blood charge which raises the damage and cost of the skill. Players can have 5 maximum blood charges.Deals (57-943) to (86-1414) Physical DamageDeals (120.2-1463.3) Base Physical Damage per secondBase duration is 1.00 secondsModifiers to Spell Damage apply to this Skill's Damage Over Time effectGain a Blood Charge if this Skill Hits Enemies and none of them DieLose a Blood Charge when an Enemy Dies while affected by this Skill's DebuffCosts 20% more Life per Blood ChargeDeals 15% more Damage per Blood Charge Additional Effects From 1-20% Quality: Deals +(0.25-5)% more Damage per Blood ChargePlace into an item socket of the right colour to gain this skill. Right click to remove from a socket.'s Modifiers to Spell Damage apply to this Skill's Damage Over Time effect do not affect poison. The following modifiers will directly affect the damage of poison: DamageDamage over TimeDamage over Time MultiplierChaos Damage over Time MultiplierChaos DamagePoison DamagePhysical Damage, Elemental Damage, Cold Damage, Lightning Damage, Fire Damage (for the portion of the poison caused by those types of damage)[5]Minion, trap, mine or totem damage modifiers will also affect the damage of poison if it is applied by a minion, a trap, a mine, or a totem respectively.[6]Modifiers such as Poisons/Damaging Ailments deal damage #% faster multiply poison damage, but inversely multiply duration, resulting in the same total damage per poison.[7] This can be favorable for mechanics based on the DPS of the strongest poison, such as Alchemist's MarkSpell, Curse, Mark, AoE, Duration, Fire, ChaosLevel: (1-20)Cost: (16-33) ManaCast Time: 0.50 secRequires Level 24Curses a single enemy, granting flask charges when you hit them and creating Burning Ground under them if your hit Ignites them, and Caustic Ground if it Poisons them. Damage modifiers do not apply to these ground effects. You can only have one Mark at a time.Base duration is 4.00 secondsBurning Ground deals (20-26)% of the Fire Damage per Second of strongest Ignite on EnemyCaustic Ground deals (60-79)% of the Chaos Damage per Second of strongest Poison on EnemyCan create each Ground effect no more than once each secondGain 1 Flask Charge when you Hit a Cursed Enemy, no more than once every 3 seconds Additional Effects From 1-20% Quality: (0.5-10)% increased Effect of MarkPlace into an item socket of the right colour to gain this skill. Right click to remove from a socket. or Master Toxicist. CriticalsCritical strikes with physical or chaos damage do not inherently gain any chance to poison. Damaging ailments from critical strikes gain a bonus +50% damage over time multiplier, which stacks additively with other sources of damage over time multiplier.[8] Critical strikes do not directly affect ailment damage otherwise, though it's possible for mechanics to change this: Some stats can add to the DoT multiplier bonus for ailments from critical strikes, such as Dire Torment or Critical Strike Affliction SupportCritical, SupportIcon: oLevel: (1-20)Cost & Reservation Multiplier: 130%Requires Level 31Supports any skill that hits enemies.Supported Skills have +(70-98)% Damage over Time Multiplier for Ailments from Critical Strikes Additional Effects From 1-20% Quality: Supported Skills have +(0.5-10)% Damage over Time Multiplier for Ailments from Critical StrikesThis is a Support Gem. It does not grant a bonus to your character, but to skills in sockets connected to it. Place into an item socket connected to a socket containing the Skill Gem you wish to augment. Right click to remove from a socket..Cruelty SupportSupport, DurationIcon: YLevel: (1-20)Cost & Reservation Multiplier: 140%Requires Level 18Supports any skill that hits enemies. Minions cannot gain Cruelty.Supported Skills deal (15-24)% more Damage with HitsCruelty has a Base Duration of 4 secondsHits from Supported Skills grant Cruelty(0-19)% increased Effect of Cruelty granted by Supported Skills Additional Effects From 1-20% Quality: (0.25-5)% increased Effect of Cruelty granted by Supported SkillsThis is a Support Gem. It does not grant a bonus to your character, but to skills in sockets connected to it. Place into an item socket connected to a socket containing the Skill Gem you wish to augment. Right click to remove from a socket. grants a damage over time bonus based on hit damage taken by the enemy, which extra damage dealt by critical strikes can contribute to.Elemental Overload causes ailments to never count as being from critical strikes, removing their bonus.Perfect Agony causes ailments to use a hit's critical strike multiplier instead of damage over time multiplier.The combination of Elemental Overload and Perfect Agony prevents the application of damaging ailments by hits entirely.DurationThe default base duration of poison is 2 seconds. Viper StrikeAttack, Duration, Melee, Strike, ChaosLevel: (1-20)Cost: (6-10) ManaAttack Damage: (155-442)% of baseEffectiveness of Added Damage: (155-442)%Hits enemies, converting some of your physical damage to chaos damage and inflicting poison which will be affected by modifiers to skill duration. If dual wielding, will strike with both weapons. Requires a claw, dagger or sword.30% less Attack Speed if Dual WieldingEach Weapon Hits separately if Dual Wielding, dealing 20% less DamageBase duration is 4.00 seconds60% of Physical Damage Converted to Chaos Damage60% chance to Poison on Hit Additional Effects From 1-20% Quality: Base duration is (0.05-1) secondsPlace into an item socket of the right colour to gain this skill. Right click to remove from a socket. inflicts poison with a base duration of 4 seconds. Increasing poison duration results in a longer-lasting poison with the same damage per second, resulting in more total damage.[9] increased Poison Duration, increased Duration of Ailments on Enemies and Temporal ChainsSpell, AoE, Duration, Curse, HexLevel: (1-20)Cost: (16-33) ManaCast Time: 0.50 secRequires Level 24Curses all enemies in an area, lowering their action speed and making other effects on them expire more slowly.Base duration is (5.00-8.80) seconds+(0-1) metre to radius50% less Effect of Curse against PlayersCursed Normal and Magic Enemies have (15-29)% less Action SpeedOther effects on Cursed enemies expire 25% slowerCursed Rare and Unique Enemies have (9-18)% less Action Speed Additional Effects From 1-20% Quality: (1-20)% increased Curse DurationPlace into an item socket of the right colour to gain this skill. Right click to remove from a socket. are means to increase the duration of poisons on enemies.Removal, immunity, and unaffected byA flask with the of Curingof CuringSuffixGrants Immunity to Poison for 4 seconds if used while Poisoned suffix removes poison on use and grants immunity to it while activeViper's ScalesArmour: (280-360)Evasion: (280-360)Movement Speed: -3%Requires Level 28, 43 Str, 43 Dex(80-100)% increased Armour and Evasion+(30-40) to maximum Life+(15-25)% to Cold Resistance5% increased Movement Speed20% chance to Poison on Hit with AttacksCannot be PoisonedSwift and silent.One strike, one corpse. grants immunity to poisonBoots crafted with Essence of DeliriumStack Size: 9Essence Tier: 8Right click this item then left click a normal or rare item to apply it. grant immunity to poisonMaw of ConquestEnergy Shield: (147-192)Requires Level 48, 101 Int(60-80)% increased Spell Critical Strike Chance(200-250)% increased Energy Shield+(50-70) to maximum LifeUnaffected by Poison(10-20)% of Damage taken Recouped as LifeYoung Napuatzi was thrown into the pits, an unwilling sacrifice, but the offer of her blood was refused.She rose from the pit alive and anew.A Leader. A Conquerer. A Viper. has the modifier "Unaffected by Poison" meaning poison can still be inflicted upon the character, but the character will not take damage from itThe Living BladeTwo Hand SwordPhysical Damage: (124-148.8)to(230-276)Critical Strike Chance: 6.50%Attacks per Second: (1.75-1.89)Weapon Range: 1.3 metresRequires Level 61, 113 Str, 113 Dex+25% to Global Critical Strike MultiplierGreen-cloaked travelers emerged from the mists, planted a tree,and named it Lorrata. Its strongest root became a weapon... Grants Cannot be PoisonedDual WieldingLocal modifiers on a weapon (e.g. +#% to Damage Over Time Multiplier for Poison inflicted with this Weapon) only affect the portion of poison damage derived from the applicable weapon."Chance to Poison" modifiers on weapons are local to the weapon.Skill gemsThe following skill gems have stats related to poison:GemAlchemist's MarkSpell, Curse, Mark, AoE, Duration, Fire, ChaosLevel: (1-20)Cost: (16-33) ManaCast Time: 0.50 secRequires Level 24Curses a single enemy, granting flask charges when you hit them and creating Burning Ground under them if your hit Ignites them, and Caustic Ground if it Poisons them. Damage modifiers do not apply to these ground effects. You can only have one Mark at a time.Base duration is 4.00 secondsBurning Ground deals (20-26)% of the Fire Damage per Second of strongest Ignite on EnemyCaustic Ground deals (60-79)% of the Chaos Damage per Second of strongest Poison on EnemyCan create each Ground effect no more than once each secondGain 1 Flask Charge when you Hit a Cursed Enemy, no more than once every 3 seconds Additional Effects From 1-20% Quality: (0.5-10)% increased Effect of MarkPlace into an item socket of the right colour to gain this skill. Right click to remove from a socket.24Caustic Arrow of PoisonAttack, Projectile, AoE, Chaos, BowLevel: (1-20)Cost: (6-10) ManaAttack Damage: (71-91)% of baseEffectiveness of Added Damage: (71-91)%Fires a poisonous arrow which deals chaos damage in an area on impact.+(0-0.6) metres to radius60% of Physical Damage Converted to Chaos Damage40% chance to Poison on Hit Additional Effects From 1-20% Quality: +(0.01-0.2) metres to radiusPlace into an item socket of the right colour to gain this skill. Right click to remove from a socket.1Cobra LashAttack, Projectile, ChaosLevel: (1-20)Cost: (5-8) ManaAttack Speed: 120% of baseAttack Damage: (125-205)% of baseEffectiveness of Added Damage: (125-205)%Fires a poisonous projectile based on your weapon that will chain between enemies. Requires a Dagger or Claw.8% more Damage with Hits and Ailments for each remaining ChainChains +(3-5) Times60% of Physical Damage Converted to Chaos Damage40% chance to Poison on Hit Additional Effects From 1-20% Quality: Chains +(0.1-2) TimesPlace into an item socket of the right colour to gain this skill. Right click to remove from a socket.1Herald of AgonySpell, Herald, Minion, Chaos, PhysicalLevel: (1-20)Reservation: 25% ManaCooldown Time: 1.00 secCan Store 1 Use(s)Cast Time: InstantRequires Level 16Grants a buff giving more poison damage and a chance to inflict poison. When you poison an enemy while you have this buff, you gain Virulence, and summon an Agony Crawler minion that uses projectile and area attacks. You will lose Virulence over time, at a rate which increases the more Virulence you have. The minion will die when you have no Virulence.Maximum 1 Summoned Agony CrawlerBuff grants 20% chance to Poison on HitGrants Virulence when you Poison an EnemyBuff grants 10% more Damage with Poison40 Maximum VirulenceMinions cannot Taunt EnemiesAgony Crawler has (2-4)% increased Attack Speed per Virulence you haveAgony Crawler deals (5-9)% increased Physical Damage per Virulence you haveAgony Crawler has (1-45) to (3-84) Added Physical Damage per Virulence you have Additional Effects From 1-20% Quality: +(0.25-5) to Maximum VirulencePlace into an item socket of the right colour to gain this skill. Right click to remove from a socket.16Pestilent StrikeAttack, Melee, Strike, AoE, Duration, ChaosLevel: (1-20)Cost: (7-10) ManaAttack Damage: (257-472)% of baseEffectiveness of Added Damage: (257-472)%Requires Level 28Attacks with your weapon, inflicting a debuff on enemies hit by the strike. If a debuffed enemy dies while poisoned, Pestilent Strike inflicts a secondary chaos damage over time debuff on enemies around them, based on the poisons on the slain enemy. This damage is not affected by your damage modifiers. Requires a Claw or Dagger.Base duration is 1.00 secondsBase secondary duration is 1.00 seconds60% of Physical Damage Converted to Chaos Damage60% chance to Poison on Hit Additional Effects From 1-20% Quality: (1-20)% more Poison DurationPlace into an item socket of the right colour to gain this skill. Right click to remove from a socket.28Plague BearerSpell, Chaos, AoELevel: (1-20)Cost: (6-13) ManaCooldown Time: 0.50 secCan Store 1 Use(s)Cast Time: InstantRequires Level 24Gain an Incubating buff, adding to its Plague Value as you inflict poisons. Using the skill again to begin Infecting, dealing chaos damage over time to nearby enemies until the Plague Value is depleted. Your damage modifiers don't apply to this skill's damage. Using the skill again alternates between Incubating and Infecting.+(0-0.3) metres to radius20% less Damage with Poison while Incubating and not at Maximum Plague ValueWhen you inflict Poison while Incubating, adds 40% of the Expected PoisonDamage to Plague ValueMaximum Plague Value is (4000-1000000)While Infecting, deals Chaos Damage per second equal to 12% of the Plague Value when Infecting began, and loses Plague Value at the same rate Additional Effects From 1-20% Quality: Plague Bearer deals Damage based on an additional +(0.2-4)% of Plague ValuePlace into an item socket of the right colour to gain this skill. Right click to remove from a socket.24Poisonous ConcoctionAttack, AoE, Chaos, ProjectileLevel: (1-20)Cost: (5-9) ManaAttack Speed: 115% of baseRequires Level 12Throws a bottle that explodes to deal unarmed attack damage in an area and has a chance to poison. Can consume charges from a Life flask to add further damage. Requires an empty main hand, and no off-hand weapon.(30-716) to (44-1073) Added Chaos Damage40% chance to Poison on Hit+6% to Critical Strike ChanceBase radius is 1.8 metresConsumes 1 Charge per Projectile Fired from 1 Life Flask, if possibleAdded Chaos Damage equal to (3-11)% of Flask's Recovery Amount if Charges were consumed from a Life Flask Additional Effects From 1-20% Quality: (1-20)% chance to inflict Withered for 2 seconds on HitPlace into an item socket of the right colour to gain this skill. Right click to remove from a socket.12Poisonous Concoction of BouncingAttack, AoE, Chaos, Projectile, ChainingLevel: (1-20)Cost: (6-10) ManaRequires Level 12Throws a single bottle that releases a burst when it hits the ground, dealing unarmed attack damage in an area with a chance to poison. The skill chains, bouncing randomly to deal damage multiple times. Can consume charges from a Life flask to add further damage. Requires an empty main hand, and no off-hand weapon.(30-716) to (44-1073) Added Chaos DamageModifiers to number of Projectiles instead apply to the number of times this Skill ChainsChains +2 Times40% chance to Poison on Hit+6% to Critical Strike ChanceBase radius is 1.8 metresProjectiles can Chain when impacting the groundProjectiles Chain in random directionsConsumes 8 Charges per Projectile Fired from 1 Life Flask, if possibleAdded Chaos Damage equal to (5-15)% of Flask's Recovery Amount if Charges were consumed from a Life Flask Additional Effects From 1-20% Quality: (1-20)% chance to inflict Withered for 2 seconds on HitPlace into an item socket of the right colour to gain this skill. Right click to remove from a socket.12Toxic Rain of SporeburstAttack, AoE, Chaos, Duration, Projectile, BowLevel: (1-20)Cost: (6-10) ManaAttack Damage: (72-102)% of baseEffectiveness of Added Damage: (72-102)%Requires Level 12Fire arrows into the air that rain down around the targeted area, dealing damage to enemies they hit and creating spore pods where they land. Each spore pod slows the movement speed of nearby enemies. The pods last for a duration before bursting, dealing area damage.Base duration is 1.00 secondsFires 5 Arrows60% of Physical Damage Converted to Chaos Damage40% chance to Poison on HitEach Spore Pod applies 5% less Movement Speed to nearby Enemies, to a maximum of 30% Additional Effects From 1-20% Quality: Fires +(0.1-2) ArrowsPlace into an item socket of the right colour to gain this skill. Right click to remove from a socket.12Vaal Venom GyreAttack, Projectile, Chaos, Duration, VaalLevel: (1-20)Souls Per Use: 30Can Store 1 Use(s)Soul Gain Prevention: 8 secAttack Damage: (150-200)% of baseEffectiveness of Added Damage: (150-200)%Requires Level 12Creates already-caught projectiles without firing them first, both immediately and over a secondary duration. Caught projectiles spiral outwards when you use Whirling Blades and do not return. Requires a Dagger or Claw.Base duration is 12.00 secondsBase secondary duration is 6.00 secondsModifiers to Skill Effect Duration also apply to this Skill's Soul Gain Prevention60% of Physical Damage Converted to Chaos Damage40% chance to Poison on HitMaximum 50 caught ProjectilesCreates up to 50 caught Projectiles immediatelyCreates 15 caught Projectiles per second40% chance to keep each caught Projectile fired with Whirling Blades Additional Effects From 1-20% Quality: (1-20)% increased Poison DurationCorruptedPlace into an item socket of the right colour to gain this skill. Right click to remove from a socket.12Venom GyreAttack, Projectile, Chaos, DurationLevel: (1-20)Cost: (5-8) ManaAttack Speed: 120% of baseAttack Damage: (150-200)% of baseEffectiveness of Added Damage: (150-200)%Requires Level 12Fires a returning projectile that can be caught. Caught projectiles spiral outwards when you use Whirling Blades and do not return. Requires a Dagger or Claw.Base duration is 12.00 seconds60% of Physical Damage Converted to Chaos DamageProjectiles Return to you40% chance to Poison on HitReturning Projectiles deal 75% less Damage with Hits and AilmentsReturning Projectiles Pierce all TargetsMaximum 30 caught Projectiles40% chance to keep each caught Projectile fired with Whirling Blades Additional Effects From 1-20% Quality: Maximum +(0.5-10) caught ProjectilesPlace into an item socket of the right colour to gain this skill. Right click to remove from a socket.12Viper StrikeAttack, Duration, Melee, Strike, ChaosLevel: (1-20)Cost: (6-10) ManaAttack Damage: (155-442)% of baseEffectiveness of Added Damage: (155-442)%Hits enemies, converting some of your physical damage to chaos damage and inflicting poison which will be affected by modifiers to skill duration. If dual wielding, will strike with both weapons. Requires a claw, dagger or sword.30% less Attack Speed if Dual WieldingEach Weapon Hits separately if Dual Wielding, dealing 20% less DamageBase duration is 4.00 seconds60% of Physical Damage Converted to Chaos Damage60% chance to Poison on Hit Additional Effects From 1-20% Quality: Base duration is (0.05-1) secondsPlace into an item socket of the right colour to gain this skill. Right click to remove from a socket.1Viper Strike of the MambaAttack, Duration, Melee, Strike, ChaosLevel: (1-20)Cost: (6-10) ManaAttack Damage: (155-442)% of baseEffectiveness of Added Damage: (155-442)%Hits enemies, converting some of your physical damage to chaos damage and inflicting poison which will be affected by modifiers to skill duration. If dual wielding, deals the damage of both weapons in one strike. Requires a claw, dagger or sword.Base duration is 2.00 seconds60% of Physical Damage Converted to Chaos Damage60% chance to Poison on Hit200% more Damage with PoisonCannot inflict Poison on Poisoned Enemies Additional Effects From 1-20% Quality: +(2-40)% more Damage with PoisonPlace into an item socket of the right colour to gain this skill. Right click to remove from a socket.1Support gemsThe following support gems have stats related to poison:GemChance to Poison SupportChaos, SupportIcon: OLevel: (1-20)Cost & Reservation Multiplier: 120%Supports any skill that hits enemies.Supported Skills have 40% chance to Poison on HitSupported Skills have (1-94) to (2-141) added Chaos Damage Additional Effects From 1-20% Quality: Supported Skills deal (0.5-10)% increased Damage with PoisonThis is a Support Gem. It does not grant a bonus to your character, but to skills in sockets connected to it. Place into an item socket connected to a socket containing the Skill Gem you wish to augment. Right click to remove from a socket.1Vile Toxins SupportSupportIcon: eLevel: (1-20)Cost & Reservation Multiplier: 130%Requires Level 38Supports any skill that hits enemies.Supported Skills deal 5% more Damage with Hits for each Poison on the Enemy, up to (5-8)Supported Skills deal (10-19)% more Damage with Poison Additional Effects From 1-20% Quality: Supported Skills deal (0.5-10)% increased Damage with PoisonThis is a Support Gem. It does not grant a bonus to your character, but to skills in sockets connected to it. Place into an item socket connected to a socket containing the Skill Gem you wish to augment. Right click to remove from a socket.38Base itemsThe following base items are related to poison:ItemStatsPoisonberry TinctureInflicts Mana Burn every 0.70 Seconds6.00 Second Cooldown when DeactivatedRequires Level 4520% chance to Poison with Melee Weapons(60-90)% increased Damage with Poison from Melee WeaponsRight click to activate. Only one Tincture in your belt can be active at a time. Mana Burn causes you to lose 1% of your maximum Mana per stack per second. Can be deactivated manually, or will automatically deactivate when you reach 0 Mana.4520% chance to Poison with Melee Weapons(60-90)% increased Damage with Poison from Melee WeaponsPressurised DaggerDaggerPhysical Damage: 18-71Critical Strike Chance: 8.30%Attacks per Second: 1.40Weapon Range: 1.0 metresRequires Level 50, 86 Dex, 86 IntAll Damage from Hits with This Weapon can Poison50All Damage from Hits with This Weapon can PoisonPneumatic DaggerDaggerPhysical Damage: 20-79Critical Strike Chance: 8.30%Attacks per Second: 1.40Weapon Range: 1.0 metresRequires Level 70, 121 Dex, 121 IntAll Damage from Hits with This Weapon can Poison70All Damage from Hits with This Weapon can PoisonUnique itemsThe following unique items are related to poison:ItemBase itemStatsThe Golden RuleLimited to: 1CorruptedHurt as you would be hurt.Place into an allocated Jewel Socket on the Passive Skill Tree. Right click to remove from the Socket.Viridian Jewel1(30-40)% increased Armour while BleedingBleeding you inflict is Reflected to you+1% to Chaos Resistance per Poison on youPoison you inflict is Reflected to you if you have fewer than 100 Poisons on youCorruptedWatcher's EyeLimited to: 1(4-6)% increased maximum Energy Shield(4-6)% increased maximum Life(4-6)% increased maximum ManaOne by one, they stood their ground against a creaturethey had no hope of understanding, let alone defeating,and one by one, they became a part of it.Place into an allocated Jewel Socket on the Passive Skill Tree. Right click to remove from the Socket.Prismatic Jewel1(4-6)% increased maximum Energy Shield(4-6)% increased maximum Life(4-6)% increased maximum ManaMaligaro's CrueltyRequires Level 20+(16-24) to Dexterity and Intelligence(4-8)% increased maximum Life(25-30)% chance to gain a Frenzy Charge on Killing an Enemy affected by at least 5 Poisons(12-15)% chance to gain a Power Charge on Killing an Enemy affected by fewer than 5 Poisons10% increased Damage with Poison per Frenzy Charge3% increased Poison Duration per Power Charge"He does not love. He does not feel regret or remorse.He does not think about consequences, only possibilities.If that does not describe a monster, tell me: what does?"- Archbishop GeofriTurquoise Amulet20+(16-24) to Dexterity and Intelligence(4-8)% increased maximum Life(25-30)% chance to gain a Frenzy Charge on Killing an Enemy affected by at least 5 Poisons(12-15)% chance to gain a Power Charge on Killing an Enemy affected by fewer than 5 Poisons10% increased Damage with Poison per Frenzy Charge3% increased Poison Duration per Power ChargeCoralito's SignatureLasts 6.00 SecondsConsumes 20 of 40 Charges on use100% increased Global Critical Strike ChanceRequires Level 2725% chance to Poison on Hit during EffectYour Critical Strikes do not deal extra Damage during Effect+(20-30)% to Damage over Time Multiplier for Poison from Critical Strikes during EffectTake 250 Chaos Damage per Second during Effect"What cruelty it is, that to be judged a success,such great work must go uncredited."- Coralito, Brotherhood of SilenceRight click to drink. Can only hold charges while in belt. Refills as you kill monsters.Diamond Flask2725% chance to Poison on Hit during EffectYour Critical Strikes do not deal extra Damage during Effect+(20-30)% to Damage over Time Multiplier for Poison from Critical Strikes during EffectTake 250 Chaos Damage per Second during EffectMortem MorsuClawPhysical Damage: (21-24)to(80.5-92)Critical Strike Chance: 9.38%Attacks per Second: 1.80Weapon Range: 1.1 metresRequires Level 34, 61 Dex, 61 IntGrants 20 Life per Enemy HitFear blisters the heart and thins the blood.Fear squeezes lungs and sets the guts to fester.Fear is the wound left untended.Fright Claw34Grants 20 Life per Enemy Hit(75-100)% increased Physical Damage20% increased Attack Speed25% increased Critical Strike Chance+40% to Global Critical Strike Multiplier(10-20)% of Physical Damage Converted to Chaos Damage25% reduced Enemy Stun Threshold with this Weapon60% chance to Poison on HitVolkuur's GuidanceArmour: (78-92)Energy Shield: (16-19)Requires Level 43, 34 Str, 34 IntAdds (16-20) to (25-30) Cold Damage to Spells and Attacks+(50-70) to maximum Life+(30-40)% to Cold ResistanceYour Cold Damage can Poison50% less Poison DurationCold Skills have 20% chance to Poison on HitYou do not cease to be when you die.Any more than the caterpillar ceases to be when it coccoons.Come, let me show you.Zealot Gloves43Adds (16-20) to (25-30) Cold Damage to Spells and Attacks+(50-70) to maximum Life+(30-40)% to Cold ResistanceYour Cold Damage can Poison50% less Poison DurationCold Skills have 20% chance to Poison on HitVolkuur's GuidanceArmour: (78-92)Energy Shield: (16-19)Requires Level 43, 34 Str, 34 IntAdds (16-20) to (25-30) Fire Damage to Spells and Attacks+(50-70) to maximum Life+(30-40)% to Fire ResistanceYour Fire Damage can Poison50% less Poison DurationFire Skills have 20% chance to Poison on HitYou do not cease to be when you die.Any more than the caterpillar ceases to be when it cocoons.Come, let me show you.Zealot Gloves43Adds (16-20) to (25-30) Fire Damage to Spells and Attacks+(50-70) to maximum Life+(30-40)% to Fire ResistanceYour Fire Damage can Poison50% less Poison DurationFire Skills have 20% chance to Poison on HitVolkuur's GuidanceArmour: (78-92)Energy Shield: (16-19)Requires Level 43, 34 Str, 34 IntAdds (1-3) to (42-47) Lightning Damage to Spells and Attacks+(50-70) to maximum Life+(30-40)% to Lightning ResistanceYour Lightning Damage can Poison50% less Poison DurationLightning Skills have 20% chance to Poison on HitYou do not cease to be when you die.Any more than the caterpillar ceases to be when it cocoons.Come, let me show you.Zealot Gloves43Adds (1-3) to (42-47) Lightning Damage to Spells and Attacks+(50-70) to maximum Life+(30-40)% to Lightning ResistanceYour Lightning Damage can Poison50% less Poison DurationLightning Skills have 20% chance to Poison on HitMaw of ConquestEnergy Shield: (147-192)Requires Level 48, 101 Int(60-80)% increased Spell Critical Strike Chance(200-250)% increased Energy Shield+(50-70) to maximum LifeUnaffected by Poison(10-20)% of Damage taken Recouped as LifeYoung Napuatzi was thrown into the pits, an unwilling sacrifice, but the offer of her blood was refused.She rose from the pit alive and anew.A Leader. A Conquerer. A Viper.Steel Circlet48(60-80)% increased Spell Critical Strike Chance(200-250)% increased Energy Shield+(50-70) to maximum LifeUnaffected by Poison(10-20)% of Damage taken Recouped as LifeIcefang OrbitRequires Level 49Adds 1 to 4 Physical Damage to Attacks+(20-30) to Dexterity25% chance to Poison on Hit(40-60)% increased Damage with PoisonYou are Chilled when you are PoisonedNon-Chilled Enemies you Poison are ChilledPoisoned Enemies you Kill with Hits ShatterThose members of the Brotherhood who employ the venom of Trarthan ice snakes must take great care with the volatile substance.Iron Ring49Adds 1 to 4 Physical Damage to Attacks+(20-30) to Dexterity25% chance to Poison on Hit(40-60)% increased Damage with PoisonYou are Chilled when you are PoisonedNon-Chilled Enemies you Poison are ChilledPoisoned Enemies you Kill with Hits ShatterThe EmbalmerEvasion: (90-101)Energy Shield: (19-21)Requires Level 50, 39 Dex, 39 IntSocketed Gems are Supported by Level 20 Vile ToxinsAdds (13-17) to (23-29) Chaos Damage+(50-70) to maximum Life+(17-29)% to Chaos Resistance(20-25)% increased Poison Duration"Decomposition takes hold too quickly!No, if we are to keep the specimen in perfect shape,we must begin the process before expiry."Carnal Mitts50Socketed Gems are Supported by Level 20 Vile ToxinsAdds (13-17) to (23-29) Chaos Damage+(50-70) to maximum Life+(17-29)% to Chaos Resistance(20-25)% increased Poison DurationApep's RageWandPhysical Damage: 26-49Critical Strike Chance: 10.00%Attacks per Second: 1.40Requires Level 53, 200 Int(27-31)% increased Spell DamageAdds (90-130) to (140-190) Chaos Damage to Spells(25-30)% increased Cast Speed+(5-10)% to Chaos ResistanceLose 40 Mana when you use a SkillPoisons you inflict deal Damage (30-50)% fasterApep's poison entraps, encircles,and engulfs the leaking mind of Man.Omen Wand53(27-31)% increased Spell DamageAdds (90-130) to (140-190) Chaos Damage to Spells(25-30)% increased Cast Speed+(5-10)% to Chaos ResistanceLose 40 Mana when you use a SkillPoisons you inflict deal Damage (30-50)% fasterArakaali's FangRune DaggerPhysical Damage: (81-105)to(288.9-351)Chaos Damage: 1-59Critical Strike Chance: 8.50%Attacks per Second: 1.20Weapon Range: 1.0 metresRequires Level 53, 58 Dex, 123 Int40% increased Global Critical Strike Chance100% chance to Trigger Level 1 Raise Spiders on Kill(170-200)% increased Physical DamageAdds (8-13) to (20-30) Physical DamageAdds 1 to 59 Chaos Damage15% chance to Poison on HitAll children must eat.Fiend Dagger5340% increased Global Critical Strike Chance100% chance to Trigger Level 1 Raise Spiders on Kill(170-200)% increased Physical DamageAdds (8-13) to (20-30) Physical DamageAdds 1 to 59 Chaos Damage15% chance to Poison on HitThe Consuming DarkRune DaggerPhysical Damage: 22-87Critical Strike Chance: 8.50%Attacks per Second: 1.20Weapon Range: 1.0 metresRequires Level 53, 58 Dex, 123 Int40% increased Global Critical Strike Chance+1 to Level of all Fire Spell Skill Gems+(20-40) to Intelligence(40-60)% increased Fire Damage30% of Fire Damage Converted to Chaos DamageYour Chaos Damage has 60% chance to Poison EnemiesThe brightest flames cast the darkest shadows.Fiend Dagger5340% increased Global Critical Strike Chance+1 to Level of all Fire Spell Skill Gems+(20-40) to Intelligence(40-60)% increased Fire Damage30% of Fire Damage Converted to Chaos DamageYour Chaos Damage has 60% chance to Poison EnemiesTemptation StepEvasion: (486-756)Requires Level 55, 97 Dex(170-250)% increased Evasion Rating+(19-29)% to Chaos Resistance15% increased Damage for each Poison on you up to a maximum of 75%10% increased Movement Speed for each Poison on you up to a maximum of 50%Poison you inflict with Travel Skills is Reflected to you if youhave fewer than 5 Poisons on youThe High Priests ensured the loyalty of their slaves by habituating them to narcotic stimulants with lethal withdrawals.Shagreen Boots55(170-250)% increased Evasion Rating+(19-29)% to Chaos Resistance15% increased Damage for each Poison on you up to a maximum of 75%10% increased Movement Speed for each Poison on you up to a maximum of 50%Poison you inflict with Travel Skills is Reflected to you if youhave fewer than 5 Poisons on youSnakebiteEvasion: (260-344)Energy Shield: (21-25)Requires Level 58, 45 Dex, 45 Int(150-180)% increased Evasion Rating+(60-70) to maximum Life2% increased Attack Speed per Frenzy Charge6% increased Accuracy Rating per Frenzy Charge10% reduced Frenzy Charge Duration per Frenzy ChargeAttacks have 60% chance to Poison while at maximum Frenzy Charges+5% to Damage over Time Multiplier for Poison per Frenzy Charge"As the serpent shuns thought,It shuns fear.It strikes with the speed of wrathAnd the skill of compulsion."- Deshret, The Red SekhemaAssassin's Mitts58(150-180)% increased Evasion Rating+(60-70) to maximum Life2% increased Attack Speed per Frenzy Charge6% increased Accuracy Rating per Frenzy Charge10% reduced Frenzy Charge Duration per Frenzy ChargeAttacks have 60% chance to Poison while at maximum Frenzy Charges+5% to Damage over Time Multiplier for Poison per Frenzy ChargeDendrobateEvasion: (758-925)Energy Shield: (246-290)Movement Speed: -3%Requires Level 59, 86 Dex, 86 IntSocketed Gems are Supported by Level 10 Chance to Poison(130-150)% increased Evasion and Energy Shield+40 to maximum Energy Shield+(15-25)% to all Elemental Resistances(75-100)% increased Damage with Poison if you have at least 300 Dexterity(15-25)% increased Poison Duration if you have at least 150 IntelligenceAsk any tracker and they'll tell you:the most dangerous animalsare the ones who don't bother to hide.Sentinel Jacket59Socketed Gems are Supported by Level 10 Chance to Poison(130-150)% increased Evasion and Energy Shield+40 to maximum Energy Shield+(15-25)% to all Elemental Resistances(75-100)% increased Damage with Poison if you have at least 300 Dexterity(15-25)% increased Poison Duration if you have at least 150 IntelligenceTaprootDaggerPhysical Damage: (53.2-57)to(207.2-222)Critical Strike Chance: 7.80%Attacks per Second: (1.65-1.72)Weapon Range:

Poisoned+30% to Chaos Resistance while stationaryNecrotic Footprints50% chance for Spell Hits against you to inflict PoisonThe Infinite PursuitArmour: (241-278)Requires Level 68, 120 Str20% increased Movement SpeedMoving while Bleeding doesn't cause you to take extra Damage20% increased Movement Speed while Bleeding50% chance to be inflicted with Bleeding when Hit by an AttackBleeding on you expires 75% slower while MovingCannot be Stunned while BleedingCannot be Poisoned while BleedingWe move to be closer to her, but the distance yet grows.This item can be transformed with a Blessing of Uul-NetolTitan Greaves6820% increased Movement SpeedMoving while Bleeding doesn't cause you to take extra Damage20% increased Movement Speed while Bleeding50% chance to be inflicted with Bleeding when Hit by an AttackBleeding on you expires 75% slower while MovingCannot be Stunned while BleedingCannot be Poisoned while BleedingUnited in DreamOne Handed SwordPhysical Damage: 13-53Critical Strike Chance: 5.00%Attacks per Second: 1.55Weapon Range: 1.1 metresRequires Level 69, 55 Str, 79 Dex40% increased Global Accuracy RatingGrants Level 25 Envy SkillMinions have +29% to Chaos ResistanceMinions have 60% chance to Poison Enemies on HitMinions Recover 10% of Life on Killing a Poisoned EnemyThey grow fat and ripe in slumber.To be fed upon when he wakes.Cutlass6940% increased Global Accuracy RatingGrants Level 25 Envy SkillMinions have +29% to Chaos ResistanceMinions have 60% chance to Poison Enemies on HitMinions Recover 10% of Life on Killing a Poisoned EnemyVorana's MarchWard: (102-117)Requires Level 69, 46 Str, 46 Dex, 46 IntHas no SocketsTriggers Level 20 Summon Arbalists when Equipped25% increased Movement SpeedIn their hour of desperate need, the Knights of the Suncalled out for aid... and the Black Scythe answered.Runic Sabatons69Has no SocketsTriggers Level 20 Summon Arbalists when Equipped25% increased Movement SpeedSummoned Arbalists have (30-40)% increased Attack SpeedSummoned Arbalists' Projectiles Chain +2 timesSummoned Arbalists' Attacks have (40-60)% chance to inflict BleedingSummoned Arbalists have (10-20)% chance to Crush on HitSummoned Arbalists have (25-35)% chance to deal Double DamageSummoned Arbalists have (15-25)% chance to Freeze, Shock, and IgniteSummoned Arbalists have (10-20)% chance to inflict Cold Exposure on HitSummoned Arbalists have (10-20)% chance to inflict Fire Exposure on HitSummoned Arbalists have (10-20)% chance to inflict Lightning Exposure on HitSummoned Arbalists have (20-30)% chance to Intimidate for 4 seconds on HitSummoned Arbalists have (20-30)% chance to Maim for 4 seconds on HitSummoned Arbalists have (40-60)% chance to PoisonSummoned Arbalists have (20-30)% chance to Unnerve for 4 seconds on HitSummoned Arbalists fire (2-4) additional Projectiles+1 to number of Summoned ArbalistsSummoned Arbalists' Projectiles Split into 3Summoned Arbalists gain (30-40)% of Physical Damage as Extra Cold DamageSummoned Arbalists have 20% chance to inflict Cold Exposure on HitSummoned Arbalists gain (30-40)% of Physical Damage as Extra Fire DamageSummoned Arbalists have 20% chance to inflict Fire Exposure on HitSummoned Arbalists gain (30-40)% of Physical Damage as Extra Lightning DamageSummoned Arbalists have 20% chance to inflict Lightning Exposure on HitSummoned Arbalists Convert 100% of Physical Damage to Cold DamageSummoned Arbalists have (10-20)% chance to FreezeSummoned Arbalists Convert 100% of Physical Damage to Fire DamageSummoned Arbalists have (10-20)% chance to IgniteSummoned Arbalists Convert 100% of Physical Damage to Lightning DamageSummoned Arbalists have (10-20)% chance to ShockSummoned Arbalists' Projectiles ForkSummoned Arbalists' Projectiles Pierce (2-4) additional TargetsBeacon of MadnessEvasion: (126-145)Energy Shield: (26-30)Requires Level 70, 62 Dex, 62 Int+(8-12)% to Cold and Lightning ResistancesGrants Level 1 Embrace Madness Skill(20-40)% increased Chaos Damage30% increased Movement SpeedAll Damage inflicts Poison while affected by Glorious MadnessEnemies you Kill while affected by Glorious Madness have a 40% chance to Explode, dealing a quarter of their Life as Chaos DamageNothing spreads as quickly as an idea.Two-Toned Boots70+(8-12)% to Cold and Lightning ResistancesGrants Level 1 Embrace Madness Skill(20-40)% increased Chaos Damage30% increased Movement SpeedAll Damage inflicts Poison while affected by Glorious MadnessEnemies you Kill while affected by Glorious Madness have a 40% chance to Explode, dealing a quarter of their Life as Chaos DamageInextricable FateEvasion: (112-129)Energy Shield: (32-37)Requires Level 70, 56 Dex, 76 Int+(13-17)% to Chaos Resistance+(80-100) to maximum Life30% increased Movement SpeedYou gain 3 Grasping Vines when you take a Critical StrikeNearby stationary Enemies gain a Grasping Vine every 0.5 secondsAll Damage inflicts Poison against Enemies affected by at least 3 Grasping VinesYou take (50-30)% reduced Extra Damage from Critical Strikes by Poisoned EnemiesA multitude of beings share a wretched existenceirrevocably bound together in perpetual torture.Fugitive Boots70+(13-17)% to Chaos Resistance+(80-100) to maximum Life30% increased Movement SpeedYou gain 3 Grasping Vines when you take a Critical StrikeNearby stationary Enemies gain a Grasping Vine every 0.5 secondsAll Damage inflicts Poison against Enemies affected by at least 3 Grasping VinesYou take (50-30)% reduced Extra Damage from Critical Strikes by Poisoned EnemiesThe Hungry LoopRequires Level 70Has 1 SocketConsumes Socketed Uncorrupted Support Gems when they reach Maximum LevelCan Consume 4 Uncorrupted Support GemsHas not Consumed any GemsBe careful where you put your finger.Unset Ring70Has 1 SocketConsumes Socketed Uncorrupted Support Gems when they reach Maximum LevelCan Consume 4 Uncorrupted Support GemsHas not Consumed any GemsNameGeneration TypeStatsSpawn WeightingThe Elder'sPrefix68+(37-42)% to Damage over Time Multiplier for Poison inflicted with this Weaponbow_elder 5002h_axe_elder 5002h_mace_elder 5002h_sword_elder 500sword_elder 500axe_elder 500mace_elder 500claw_elder 500sceptre_elder 500dagger_elder 500rune_dagger_elder 500wand_elder 500staff_elder 500warstaff_elder 500The Elder'sPrefix75+(43-50)% to Damage over Time Multiplier for Poison inflicted with this Weaponbow_elder 5002h_axe_elder 5002h_mace_elder 5002h_sword_elder 500sword_elder 500axe_elder 500mace_elder 500claw_elder 500sceptre_elder 500dagger_elder 500rune_dagger_elder 500wand_elder 500staff_elder 500warstaff_elder 500The Elder'sPrefix83+(51-59)% to Damage over Time Multiplier for Poison inflicted with this Weaponbow_elder 5002h_axe_elder 5002h_mace_elder 5002h_sword_elder 500sword_elder 500axe_elder 500mace_elder 500claw_elder 500sceptre_elder 500dagger_elder 500rune_dagger_elder 500wand_elder 500staff_elder 500warstaff_elder 500of the HuntSuffix75(41-50)% chance to Avoid being Poisonedboots_basilisk 1000of the ElderSuffix68(80-100)% increased Critical Strike Chance against Poisoned Enemiesdagger_elder 1000rune_dagger_elder 1000of the HuntSuffix68Poisons you inflict deal Damage (8-12)% fastersword_basilisk 500claw_basilisk 500dagger_basilisk 500rune_dagger_basilisk 500of the HuntSuffix68Poisons you inflict deal Damage (18-21)% faster2h_sword_basilisk 500bow_basilisk 500of the HuntSuffix68Poisons you inflict deal Damage (7-9)% fasterboots_basilisk 500of the HuntSuffix73Poisons you inflict deal Damage (13-15)% fastersword_basilisk 500claw_basilisk 500dagger_basilisk 500rune_dagger_basilisk 500of the HuntSuffix73Poisons you inflict deal Damage (22-25)% faster2h_sword_basilisk 500bow_basilisk 500of the HuntSuffix73Poisons you inflict deal Damage (10-12)% fasterboots_basilisk 500of the ElderSuffix6815% chance to Poison on HitSocketed Gems are Supported by Level 18 Chance to Poisonsword_elder 1000axe_elder 1000mace_elder 1000claw_elder 1000of the ElderSuffix7520% chance to Poison on HitSocketed Gems are Supported by Level 20 Chance to Poisonsword_elder 1000axe_elder 1000mace_elder 1000claw_elder 1000of the HuntSuffix68(8-12)% increased Damage with Poison(5-6)% increased Poison Durationring_basilisk 500of the HuntSuffix75(13-17)% increased Damage with Poison(7-8)% increased Poison Durationring_basilisk 500of the HuntSuffix80(18-22)% increased Damage with Poison(9-10)% increased Poison Durationring_basilisk 500of the ElderSuffix68(20-25)% increased Damage with PoisonSocketed Gems are Supported by Level 16 Chance to Poisongloves_elder 800of the ElderSuffix75(26-30)% increased Damage with PoisonSocketed Gems are Supported by Level 18 Chance to Poisongloves_elder 800of the ElderSuffix80(31-35)% increased Damage with PoisonSocketed Gems are Supported by Level 20 Chance to Poisongloves_elder 800of ShapingSuffix68(19-23)% increased Damage with PoisonSocketed Gems are Supported by Level 18 Chance to Poisondagger_shaper 1000rune_dagger_shaper 1000of ShapingSuffix75(24-26)% increased Damage with PoisonSocketed Gems are Supported by Level 20 Chance to Poisondagger_shaper 1000rune_dagger_shaper 1000of the HuntSuffix6815% chance to Poison on Hit(15-25)% increased Damage with Poisonquiver_basilisk 500of the ElderSuffix6815% chance to Poison on Hit(15-25)% increased Damage with Poisonquiver_elder 800of the HuntSuffix7520% chance to Poison on Hit(26-30)% increased Damage with Poisonquiver_basilisk 500of the ElderSuffix7520% chance to Poison on Hit(26-30)% increased Damage with Poisonquiver_elder 800of HauntingSuffix38(12-20)% increased Poison Durationnecropolis_gloves 250of the ElderSuffix68(6-9)% increased Poison DurationSocketed Gems are Supported by Level 18 Critical Strike Afflictiondagger_elder 1000rune_dagger_elder 1000of the ElderSuffix75(10-14)% increased Poison DurationSocketed Gems are Supported by Level 20 Critical Strike Afflictiondagger_elder 1000rune_dagger_elder 1000of HauntingSuffix16(15-25)% chance to Poison on Hitnecropolis_gloves 500of HauntingSuffix24(75-60)% reduced Poison Duration on younecropolis_boots 350V2CannotBePoisonedCorruptedCorrupted40Cannot be Poisonedring 1000ChanceToAvoidPoisonEldritchImplicit1Eater of Worlds75(33-35)% chance to Avoid being Poisonedno_tier_6_eldritch_implicit 0boots 700ChanceToAvoidPoisonEldritchImplicit2Eater of Worlds75(36-38)% chance to Avoid being Poisonedno_tier_5_eldritch_implicit 0boots 700ChanceToAvoidPoisonEldritchImplicit3Eater of Worlds75(39-41)% chance to Avoid being Poisonedno_tier_4_eldritch_implicit 0boots 700ChanceToAvoidPoisonEldritchImplicit4Eater of Worlds75(42-44)% chance to Avoid being Poisonedno_tier_3_eldritch_implicit 0boots 700ChanceToAvoidPoisonEldritchImplicit5Eater of Worlds75(45-47)% chance to Avoid being Poisonedno_tier_2_eldritch_implicit 0boots 700ChanceToAvoidPoisonEldritchImplicit6Eater of Worlds75(48-50)% chance to Avoid being Poisonedno_tier_1_eldritch_implicit 0boots 700ChanceToAvoidPoisonEldritchImplicitPinnaclePresence3Eater of Worlds75While a Pinnacle Atlas Boss is in your Presence, (57-59)% chance to Avoid being Poisonedno_tier_4_eldritch_implicit 0boots 140ChanceToAvoidPoisonEldritchImplicitPinnaclePresence4Eater of Worlds75While a Pinnacle Atlas Boss is in your Presence, (60-62)% chance to Avoid being Poisonedno_tier_3_eldritch_implicit 0boots 140ChanceToAvoidPoisonEldritchImplicitPinnaclePresence5Eater of Worlds75While a Pinnacle Atlas Boss is in your Presence, (63-66)% chance to Avoid being Poisonedno_tier_2_eldritch_implicit 0boots 140ChanceToAvoidPoisonEldritchImplicitPinnaclePresence6Eater of Worlds75While a Pinnacle Atlas Boss is in your Presence, (67-70)% chance to Avoid being Poisonedno_tier_1_eldritch_implicit 0boots 140ChanceToAvoidPoisonEldritchImplicitUniquePresence2Eater of Worlds75While a Unique Enemy is in your Presence, (45-47)% chance to Avoid being Poisonedno_tier_5_eldritch_implicit 0boots 350ChanceToAvoidPoisonEldritchImplicitUniquePresence3Eater of Worlds75While a Unique Enemy is in your Presence, (48-50)% chance to Avoid being Poisonedno_tier_4_eldritch_implicit 0boots 350ChanceToAvoidPoisonEldritchImplicitUniquePresence4Eater of Worlds75While a Unique Enemy is in your Presence, (51-53)% chance to Avoid being Poisonedno_tier_3_eldritch_implicit 0boots 350ChanceToAvoidPoisonEldritchImplicitUniquePresence5Eater of Worlds75While a Unique Enemy is in your Presence, (54-57)% chance to Avoid being Poisonedno_tier_2_eldritch_implicit 0boots 350ChanceToAvoidPoisonEldritchImplicitUniquePresence6Eater of Worlds75While a Unique Enemy is in your Presence, (58-61)% chance to Avoid being Poisonedno_tier_1_eldritch_implicit 0boots 350FasterPoisonDamageEldritchImplicit1Eater of Worlds75Poisons you inflict deal Damage 5% fasterno_tier_6_eldritch_implicit 0boots 600FasterPoisonDamageEldritchImplicit2Eater of Worlds75Poisons you inflict deal Damage 6% fasterno_tier_5_eldritch_implicit 0boots 600FasterPoisonDamageEldritchImplicit3Eater of Worlds75Poisons you inflict deal Damage 7% fasterno_tier_4_eldritch_implicit 0boots 600FasterPoisonDamageEldritchImplicit4Eater of Worlds75Poisons you inflict deal Damage 8% fasterno_tier_3_eldritch_implicit 0boots 600FasterPoisonDamageEldritchImplicit5Eater of Worlds75Poisons you inflict deal Damage 9% fasterno_tier_2_eldritch_implicit 0boots 600FasterPoisonDamageEldritchImplicit6Eater of Worlds75Poisons you inflict deal Damage 10% fasterno_tier_1_eldritch_implicit 0boots 600FasterPoisonDamageEldritchImplicitPinnaclePresence3Eater of Worlds75While a Pinnacle Atlas Boss is in your Presence, Poisons you inflict deal Damage 13% fasterno_tier_4_eldritch_implicit 0boots 120FasterPoisonDamageEldritchImplicitPinnaclePresence4Eater of Worlds75While a Pinnacle Atlas Boss is in your Presence, Poisons you inflict deal Damage 14% fasterno_tier_3_eldritch_implicit 0boots 120FasterPoisonDamageEldritchImplicitPinnaclePresence5Eater of Worlds75While a Pinnacle Atlas Boss is in your Presence, Poisons you inflict deal Damage 15% fasterno_tier_2_eldritch_implicit 0boots 120FasterPoisonDamageEldritchImplicitPinnaclePresence6Eater of Worlds75While a Pinnacle Atlas Boss is in your Presence, Poisons you inflict deal Damage 16% fasterno_tier_1_eldritch_implicit 0boots 120FasterPoisonDamageEldritchImplicitUniquePresence2Eater of Worlds75While a Unique Enemy is in your Presence, Poisons you inflict deal Damage 9% fasterno_tier_5_eldritch_implicit 0boots 300FasterPoisonDamageEldritchImplicitUniquePresence3Eater of Worlds75While a Unique Enemy is in your Presence, Poisons you inflict deal Damage 10% fasterno_tier_4_eldritch_implicit 0boots 300FasterPoisonDamageEldritchImplicitUniquePresence4Eater of Worlds75While a Unique Enemy is in your Presence, Poisons you inflict deal Damage 11% fasterno_tier_3_eldritch_implicit 0boots 300FasterPoisonDamageEldritchImplicitUniquePresence5Eater of Worlds75While a Unique Enemy is in your Presence, Poisons you inflict deal Damage 12% fasterno_tier_2_eldritch_implicit 0boots 300FasterPoisonDamageEldritchImplicitUniquePresence6Eater of Worlds75While a Unique Enemy is in your Presence, Poisons you inflict deal Damage 13% fasterno_tier_1_eldritch_implicit 0boots 300PoisonOnHitEldritchImplicit1Eater of Worlds755% chance to Poison on Hitno_tier_6_eldritch_implicit 0gloves 700PoisonOnHitEldritchImplicit2Eater of Worlds7510% chance to Poison on Hitno_tier_5_eldritch_implicit 0gloves 700PoisonOnHitEldritchImplicit3Eater of Worlds7515% chance to Poison on Hitno_tier_4_eldritch_implicit 0gloves 700PoisonOnHitEldritchImplicit4Eater of Worlds7520% chance to Poison on Hitno_tier_3_eldritch_implicit 0gloves 700PoisonOnHitEldritchImplicit5Eater of Worlds7525% chance to Poison on Hitno_tier_2_eldritch_implicit 0gloves 700PoisonOnHitEldritchImplicit6Eater of Worlds7530% chance to Poison on Hitno_tier_1_eldritch_implicit 0gloves 700PoisonOnHitEldritchImplicitPinnaclePresence3Eater of Worlds75While a Pinnacle Atlas Boss is in your Presence, 35% chance to Poison on Hitno_tier_4_eldritch_implicit 0gloves 140PoisonOnHitEldritchImplicitPinnaclePresence4Eater of Worlds75While a Pinnacle Atlas Boss is in your Presence, 40% chance to Poison on Hitno_tier_3_eldritch_implicit 0gloves 140PoisonOnHitEldritchImplicitPinnaclePresence5Eater of Worlds75While a Pinnacle Atlas Boss is in your Presence, 45% chance to Poison on Hitno_tier_2_eldritch_implicit 0gloves 140PoisonOnHitEldritchImplicitPinnaclePresence6Eater of Worlds75While a Pinnacle Atlas Boss is in your Presence, 50% chance to Poison on Hitno_tier_1_eldritch_implicit 0gloves 140PoisonOnHitEldritchImplicitUniquePresence2Eater of Worlds75While a Unique Enemy is in your Presence, 20% chance to Poison on Hitno_tier_5_eldritch_implicit 0gloves 350PoisonOnHitEldritchImplicitUniquePresence3Eater of Worlds75While a Unique Enemy is in your Presence, 25% chance to Poison on Hitno_tier_4_eldritch_implicit 0gloves 350PoisonOnHitEldritchImplicitUniquePresence4Eater of Worlds75While a Unique Enemy is in your Presence, 30% chance to Poison on Hitno_tier_3_eldritch_implicit 0gloves 350PoisonOnHitEldritchImplicitUniquePresence5Eater of Worlds75While a Unique Enemy is in your Presence, 35% chance to Poison on Hitno_tier_2_eldritch_implicit 0gloves 350PoisonOnHitEldritchImplicitUniquePresence6Eater of Worlds75While a Unique Enemy is in your Presence, 40% chance to Poison on Hitno_tier_1_eldritch_implicit 0gloves 350WeaponTreeAddedChaos2hLowPoisonChance1Crucible Passive Skill Tree8Adds 1 to 5 Chaos Damage15% chance to Poison on Hittwo_hand_weapon 125WeaponTreeAddedChaosLowPoisonChance1Crucible Passive Skill Tree8Adds 1 to 5 Chaos Damage15% chance to Poison on Hitone_hand_weapon 125WeaponTreeAddedChaos2hLowPoisonChance2Crucible Passive Skill Tree28Adds 5 to 8 Chaos Damage15% chance to Poison on Hittwo_hand_weapon 125WeaponTreeAddedChaosLowPoisonChance2Crucible Passive Skill Tree28Adds 3 to 6 Chaos Damage15% chance to Poison on Hitone_hand_weapon 125WeaponTreeAddedChaos2hLowPoisonChance3Crucible Passive Skill Tree44Adds 9 to 14 Chaos Damage15% chance to Poison on Hittwo_hand_weapon 125WeaponTreeAddedChaosLowPoisonChance3Crucible Passive Skill Tree44Adds 7 to 9 Chaos Damage15% chance to Poison on Hitone_hand_weapon 125WeaponTreeAddedChaos2hLowPoisonChance4Crucible Passive Skill Tree70Adds 15 to 24 Chaos Damage15% chance to Poison on Hittwo_hand_weapon 63WeaponTreeAddedChaosLowPoisonChance4Crucible Passive Skill Tree70Adds 8 to 15 Chaos Damage15% chance to Poison on Hitone_hand_weapon 63WeaponTreeAddedChaos2hLowPoisonChance5Crucible Passive Skill Tree85Adds 31 to 46 Chaos Damage15% chance to Poison on Hittwo_hand_weapon 31WeaponTreeAddedChaosLowPoisonChance5Crucible Passive Skill Tree85Adds 18 to 28 Chaos Damage15% chance to Poison on Hitone_hand_weapon 31WeaponTreeMinionAddedChaos2hLowMinionPoisonChance1Crucible Passive Skill Tree8Minions deal 1 to 3 additional Chaos DamageMinions have 16% chance to Poison Enemies on Hitone_hand_weapon 0weapon_can_roll_minion_modifiers 1250minion_unique_weapon 1250WeaponTreeMinionAddedChaosLowMinionPoisonChance1Crucible Passive Skill Tree8Minions deal 1 to 3 additional Chaos DamageMinions have 8% chance to Poison Enemies on Hittwo_hand_weapon 0weapon_can_roll_minion_modifiers 1250minion_unique_weapon 1250WeaponTreeMinionAddedChaos2hLowMinionPoisonChance2Crucible Passive Skill Tree28Minions deal 3 to 6 additional Chaos DamageMinions have 16% chance to Poison Enemies on Hitone_hand_weapon 0weapon_can_roll_minion_modifiers 1250minion_unique_weapon 1250WeaponTreeMinionAddedChaosLowMinionPoisonChance2Crucible Passive Skill Tree28Minions deal 2 to 4 additional Chaos DamageMinions have 8% chance to Poison Enemies on Hittwo_hand_weapon 0weapon_can_roll_minion_modifiers 1250minion_unique_weapon 1250WeaponTreeMinionAddedChaos2hLowMinionPoisonChance3Crucible Passive Skill Tree44Minions deal 7 to 10 additional Chaos DamageMinions have 16% chance to Poison Enemies on Hitone_hand_weapon 0weapon_can_roll_minion_modifiers 1250minion_unique_weapon 1250WeaponTreeMinionAddedChaosLowMinionPoisonChance3Crucible Passive Skill Tree44Minions deal 4 to 6 additional Chaos DamageMinions have 8% chance to Poison Enemies on Hittwo_hand_weapon 0weapon_can_roll_minion_modifiers 1250minion_unique_weapon 1250WeaponTreeMinionAddedChaos2hLowMinionPoisonChance4Crucible Passive Skill Tree70Minions deal 11 to 17 additional Chaos DamageMinions have 16% chance to Poison Enemies on Hitone_hand_weapon 0weapon_can_roll_minion_modifiers 630minion_unique_weapon 630WeaponTreeMinionAddedChaosLowMinionPoisonChance4Crucible Passive Skill Tree70Minions deal 6 to 10 additional Chaos DamageMinions have 8% chance to Poison Enemies on Hittwo_hand_weapon 0weapon_can_roll_minion_modifiers 630minion_unique_weapon 630WeaponTreeMinionAddedChaos2hLowMinionPoisonChance5Crucible Passive Skill Tree85Minions deal 22 to 33 additional Chaos DamageMinions have 16% chance to Poison Enemies on Hitone_hand_weapon 0weapon_can_roll_minion_modifiers 320minion_unique_weapon 320WeaponTreeMinionAddedChaosLowMinionPoisonChance5Crucible Passive Skill Tree85Minions deal 13 to 20 additional Chaos DamageMinions have 8% chance to Poison Enemies on Hittwo_hand_weapon 0weapon_can_roll_minion_modifiers 320minion_unique_weapon 320WeaponTreeSpellAddedChaos2hLowPoisonChance1Crucible Passive Skill Tree8Adds 1 to 3 Chaos Damage to Spells20% chance to Poison on Hit with Spell Dameageone_hand_weapon 0caster_unique_weapon 125attack_staff 0staff 125WeaponTreeSpellAddedChaosLowPoisonChance1Crucible Passive Skill Tree8Adds 1 to 3 Chaos Damage to Spells10% chance to Poison on Hit with Spell Damagetwo_hand_weapon 0caster_unique_weapon 125attack_dagger 0wand 125sceptre 125dagger 125WeaponTreeSpellAddedChaos2hLowPoisonChance2Crucible Passive Skill Tree28Adds 3 to 6 Chaos Damage to Spells20% chance to Poison on Hit with Spell Dameageone_hand_weapon 0caster_unique_weapon 125attack_staff 0staff 125WeaponTreeSpellAddedChaosLowPoisonChance2Crucible Passive Skill Tree28Adds 2 to 4 Chaos Damage to Spells10% chance to Poison on Hit with Spell Damagetwo_hand_weapon 0caster_unique_weapon 125attack_dagger 0wand 125sceptre 125dagger 125WeaponTreeSpellAddedChaos2hLowPoisonChance3Crucible Passive Skill Tree44Adds 7 to 10 Chaos Damage to Spells20% chance to Poison on Hit with Spell Dameageone_hand_weapon 0caster_unique_weapon 125attack_staff 0staff 125WeaponTreeSpellAddedChaosLowPoisonChance3Crucible Passive Skill Tree44Adds 4 to 6 Chaos Damage to Spells10% chance to Poison on Hit with Spell Damagetwo_hand_weapon 0caster_unique_weapon 125attack_dagger 0wand 125sceptre 125dagger 125WeaponTreeSpellAddedChaos2hLowPoisonChance4Crucible Passive Skill Tree70Adds 11 to 17 Chaos Damage to Spells20% chance to Poison on Hit with Spell Dameageone_hand_weapon 0caster_unique_weapon 63attack_staff 0staff 63WeaponTreeSpellAddedChaosLowPoisonChance4Crucible Passive Skill Tree70Adds 6 to 10 Chaos Damage to Spells10% chance to Poison on Hit with Spell Damagetwo_hand_weapon 0caster_unique_weapon 63attack_dagger 0wand 63sceptre 63dagger 63WeaponTreeSpellAddedChaos2hLowPoisonChance5Crucible Passive Skill Tree85Adds 22 to 33 Chaos Damage to Spells20% chance to Poison on Hit with Spell Dameageone_hand_weapon 0caster_unique_weapon 32attack_staff 0staff 32WeaponTreeSpellAddedChaosLowPoisonChance5Crucible Passive Skill Tree85Adds 13 to 20 Chaos Damage to Spells10% chance to Poison on Hit with Spell Damagetwo_hand_weapon 0caster_unique_weapon 32attack_dagger 0wand 32sceptre 32dagger 32WeaponTreeAvoidBleedChanceToBePoisoned1Crucible Passive Skill Tree1260% chance to Avoid Bleeding+20% chance to be Poisonedshield 750WeaponTreeAvoidBleedChanceToBePoisoned2Crucible Passive Skill Tree65100% chance to Avoid Bleeding+20% chance to be Poisonedshield 750WeaponTreeAvoidPoisonBleedDurationOnSelf1Crucible Passive Skill Tree1260% chance to Avoid being Poisoned50% increased Bleed Duration on youshield 750WeaponTreeAvoidPoisonBleedDurationOnSelf2Crucible Passive Skill Tree65100% chance to Avoid being Poisoned50% increased Bleed Duration on youshield 750WeaponTreeMinionPoisonChancePoisonDurationOnSelf1Crucible Passive Skill Tree25Minions have 8% chance to Poison Enemies on Hit20% increased Poison Duration on youtwo_hand_weapon 0weapon_can_roll_minion_modifiers 800minion_unique_weapon 800WeaponTreeMinionPoisonChancePoisonDurationOnSelf2h1Crucible Passive Skill Tree25Minions have 16% chance to Poison Enemies on Hit40% increased Poison Duration on youone_hand_weapon 0weapon_can_roll_minion_modifiers 800minion_unique_weapon 800WeaponTreeMinionPoisonChancePoisonDurationOnSelf2Crucible Passive Skill Tree78Minions have 12% chance to Poison Enemies on Hit20% increased Poison Duration on youtwo_hand_weapon 0weapon_can_roll_minion_modifiers 800minion_unique_weapon 800WeaponTreeMinionPoisonChancePoisonDurationOnSelf2h2Crucible Passive Skill Tree78Minions have 24% chance to Poison Enemies on Hit40% increased Poison Duration on youone_hand_weapon 0weapon_can_roll_minion_modifiers 800minion_unique_weapon 800WeaponTreePoisonDuration1Crucible Passive Skill Tree110% increased Poison Duration15% increased Poison Duration on youone_hand_weapon 300shield 300WeaponTreePoisonDuration2h1Crucible Passive Skill Tree118% increased Poison Duration30% increased Poison Duration on youtwo_hand_weapon 300WeaponTreePoisonDuration2Crucible Passive Skill Tree4515% increased Poison Duration20% increased Poison Duration on youone_hand_weapon 300shield 300WeaponTreePoisonDuration2h2Crucible Passive Skill Tree4524% increased Poison Duration40% increased Poison Duration on youtwo_hand_weapon 300WeaponTreeSkillBlastRainArtilleryBallistaCrucible Passive Skill Tree1All Damage from Blast Rain and Artillery Ballista Hits can Poison25% chance for Poisons inflicted with Blast Rain or Artillery Ballista to deal 100% more Damagebow 1000WeaponTreeSkillFreezingPulseEyeOfWinterCrucible Passive Skill Tree1All Damage from Hits with Freezing Pulse and Eye of Winter can Poison15% chance for Poisons inflicted with Freezing Pulse and Eye of Winter to deal 100% more Damagetwo_hand_weapon 0caster_unique_weapon 1000attack_staff 0attack_dagger 0weapon_can_roll_minion_modifiers 0wand 1000staff 1000dagger 1000sceptre 1000shield 500WeaponTreeSkillFreezingPulseEyeOfWinter2HCrucible Passive Skill Tree1All Damage from Hits with Freezing Pulse and Eye of Winter can Poison25% chance for Poisons inflicted with Freezing Pulse and Eye of Winter to deal 100% more Damageone_hand_weapon 0caster_unique_weapon 1000attack_staff 0attack_dagger 0weapon_can_roll_minion_modifiers 0wand 1000staff 1000dagger 1000sceptre 1000WeaponTreeSkillGroundSlamSunderCrucible Passive Skill Tree1Poisons inflicted by Sunder or Ground Slam on non-Poisoned Enemies deal 400% increased Damagetwo_hand_weapon 0shield 500mace 1000sceptre 1000axe 1000staff 1000WeaponTreeSkillGroundSlamSunder2HCrucible Passive Skill Tree1Poisons inflicted by Sunder or Ground Slam on non-Poisoned Enemies deal 600% increased Dameageone_hand_weapon 0mace 1000sceptre 1000axe 1000staff 1000WeaponTreeSupportChanceToPoisonCrucible Passive Skill Tree38Socketed Gems are Supported by Level 10 Chance to Poisonone_hand_weapon 100shield 100WeaponTreeSupportChanceToPoison2HCrucible Passive Skill Tree38Socketed Gems are Supported by Level 10 Chance to Poisontwo_hand_weapon 100WeaponTreeSupportChanceToPoison2HHardModeCrucible Passive Skill Tree38Socketed Gems are Supported by Level 10 Chance to Poisontwo_hand_weapon 25WeaponTreeSupportChanceToPoisonHardModeCrucible Passive Skill Tree38Socketed Gems are Supported by Level 10 Chance to Poisonone_hand_weapon 25shield 25UniqueTreeWeaponTreeSupportCriticalStrikeAfflictionCrucible Passive Skill Tree1Socketed Gems are Supported by Level 30 Critical Strike Afflictioncrucible_unique_staff 1000Elevated mods: Enchantments Jewel mods Veil mod Crafted version: Essence mod MiscNameDomainGeneration TypeStatsSpawn Weightingof the AntitoxinFlaskSuffix16Grants Immunity to Poison for (6-8) seconds if used while Poisonedutility_flask 0default 750of the RemedyFlaskSuffix38Grants Immunity to Poison for (9-11) seconds if used while Poisonedutility_flask 0default 750of the CureFlaskSuffix60Grants Immunity to Poison for (12-14) seconds if used while Poisonedutility_flask 0default 750of the AntidoteFlaskSuffix82Grants Immunity to Poison for (15-17) seconds if used while Poisonedutility_flask 0default 750of the SkunkFlaskSuffix16Immunity to Poison during Effect(49-45)% less Durationutility_flask 1000of the HedgehogFlaskSuffix46Immunity to Poison during Effect(44-40)% less Durationutility_flask 1000of the OpossumFlaskSuffix76Immunity to Poison during Effect(39-35)% less Durationutility_flask 1000of VenomMonsterSuffix34Poison on Hit (Hidden)physical_affinity 2500EntanglingMonsterIntrinsic18Poison on Hit (Hidden)All Damage from Hits can Poison (Hidden)+25% to Chaos Resistance (Hidden)magic 0default 200ToxicMonsterIntrinsic18Poison on Hit (Hidden)All Damage from Hits can Poison (Hidden)30% increased Poison Duration (Hidden)30% increased Damage with Poison (Hidden)+25% Chaos Resistance against Damage Over Time (Hidden)no_common_monster_mods 0rare 0default 1500ToxicMonsterIntrinsic18Poison on Hit (Hidden)All Damage from Hits can Poison (Hidden)30% increased Poison Duration (Hidden)30% increased Damage with Poison (Hidden)+25% Chaos Resistance against Damage Over Time (Hidden)no_common_monster_mods 0magic 0default 1500Vile TouchMonsterNemesis4Attacks poison (Hidden)caster 0rare 800Alchemist's GripMonsterTorment135% of Physical Damage Converted to Chaos Damage (Hidden)Poison on Hit (Hidden)+30% to Chaos Resistance (Hidden)default 1000Alchemist's TouchMonsterTorment1Poison on Hit (Hidden)+15% to Chaos Resistance (Hidden)default 1000ImperviousAreaPrefix110% increased Quantity of Items found in this Area6% increased Rarity of Items found in this Area4% increased Pack sizeMonsters have a 35% chance to avoid Poison, Impale, and Bleedinguber_tier_map 0mid_tier_map 800expedition_logbook 0primordial_map 0ImperviousAreaPrefix110% increased Quantity of Items found in this Area6% increased Rarity of Items found in this Area4% increased Pack sizeMonsters have a 50% chance to avoid Poison, Impale, and Bleedinguber_tier_map 0top_tier_map 800maven_map 0expedition_logbook 0primordial_map 0ImperviousAreaPrefix110% increased Quantity of Items found in this Area6% increased Rarity of Items found in this Area4% increased Pack sizeMonsters have a 20% chance to avoid Poison, Impale, and Bleedinguber_tier_map 0low_tier_map 800expedition_logbook 0primordial_map 0ImperviousAreaPrefix110% increased Quantity of Items found in this Area6% increased Rarity of Items found in this AreaMonsters have a 50% chance to avoid Poison, Impale, and Bleedinguber_tier_map 0top_tier_map 0maven_map 800primordial_map 800ImperviousAreaPrefix110% increased Quantity of Items found in this Area6% increased Rarity of Items found in this Area4% increased Pack sizeMonsters have a 10% chance to avoid Poison, Impale, and Bleedinguber_tier_map 0top_tier_map 0expedition_logbook 800ImperviousAreaPrefix6810% increased Quantity of Items found in this Area6% increased Rarity of Items found in this Area4% increased Pack sizeMonsters have a 20% chance to avoid Poison, Impale, and Bleedinguber_tier_map 0top_tier_map 0expedition_logbook 800ImperviousAreaPrefix7310% increased Quantity of Items found in this Area6% increased Rarity of Items found in this Area4% increased Pack sizeMonsters have a 35% chance to avoid Poison, Impale, and Bleedinguber_tier_map 0top_tier_map 0expedition_logbook 800ImperviousAreaPrefix7810% increased Quantity of Items found in this Area6% increased Rarity of Items found in this Area4% increased Pack sizeMonsters have a 50% chance to avoid Poison, Impale, and Bleedinguber_tier_map 0top_tier_map 0expedition_logbook 800of VenomAreaSuffix110% increased Quantity of Items found in this AreaMonsters Poison on Hituber_tier_map 0secret_area 1000of VenomAreaSuffix116% increased Quantity of Items found in this Area9% increased Rarity of Items found in this Area6% increased Pack sizeMonsters Poison on Hituber_tier_map 0secret_area 0expedition_logbook 1000of VenomAreaSuffix116% increased Quantity of Items found in this Area9% increased Rarity of Items found in this AreaMonsters Poison on Hituber_tier_map 0secret_area 0maven_map 1000primordial_map 1000of VenomAreaSuffix116% increased Quantity of Items found in this Area9% increased Rarity of Items found in this Area6% increased Pack sizeMonsters Poison on Hituber_tier_map 0secret_area 0maven_map 0expedition_logbook 0primordial_map 0default 1000MapMonstersAvoidPoisonBleedBlindDelveDelve AreaDelve Area110% increased Quantity of Items found in this Area6% increased Rarity of Items found in this Area4% increased Pack sizeMonsters have a 30% chance to avoid Poison, Impale, and Bleedingdefault 1000MapMonstersAvoidPoisonBleedBlindDelve2Delve AreaDelve Area5210% increased Quantity of Items found in this Area6% increased Rarity of Items found in this Area4% increased Pack sizeMonsters have a 40% chance to avoid Poison, Impale, and