

Prefix	Rarity	Currency	Scarabs	Pack Size
Monsters' skills Chain 3 additional times	A			
Monsters have 100% increased Area of Effect; Monsters fire 2 additional Projectiles	A			
(30—40)% increased Monster Damage	A			
Monsters gain (70—80)% of Maximum Life as Extra Maximum ES		Useless	shit	
Unique Bosses are Possessed	A			
Monsters have +100% chance to Suppress Spell Damage		Useless	shit	
Monsters have +50% Chance to Block Attack Damage		A		
Rare Monsters have Physical Thorns reflecting 1500 Physical Dmg Rare Monsters have Elemental Thorns reflecting 2500 Elemental Dmg		A		
(90—100)% more Monster Life		A		
(35—45)% increased number of Rare Monsters Rare Monsters each have 1 additional Modifiers				
Monsters inflict 2 Grasping Vines on Hit		Useless	shit	
Rare Monsters have Volatile Cores			A	
Monsters gain (180—200)% of their Physical Damage as Extra Damage of a random Element	A+			
Monsters gain (80—100)% of their Physical Damage as Extra Chaos	A			
(25—30)% increased Monster Movement Speed (35—45)% increased Monster Attack Speed (35—45)% increased Monster Cast Speed	A			
Players are assaulted by Bloodstained Sawblades		A		
Area contains Drowning Orbs				A
+50% Monster Physical Damage Reduction +35% Monster Chaos Resistance +55% Monster Elemental Resistances		Useless	shit	
Rare monsters in area are Shaper-Touched				A
Area contains Runes of the Searing Exarch				A
Area contains Labyrinth Hazards	A			
Players have 40% less effect of Flasks applied to them		A		
All Monster Damage can Ignite, Freeze and Shock Monsters Ignite, Freeze and Shock on Hit			A	

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Monsters have +1 to Maximum Power Charges / Frenzy / Endurance Monsters gain a Power Charge on Hit		useless	shit	
Players have -20% to all maximum Resistances				A
+(70—75)% to Monster Critical Strike Multiplier Monsters have (650—700)% increased Critical Strike Chance	A			
Monsters Poison on Hit All Damage from Monsters' Hits can Poison Monsters have 100% increased Poison Duration	A			
Players have (50—60)% reduced Maximum total Life, Mana and Energy Shield Recovery per second from Leech	A			
Players are Cursed with Vulnerability, Temporal Chains, Elemental Weakness			A	
Players have (25—30)% less Area of Effect	A			
Monsters take (35—45)% reduced Extra Damage from Critical Strikes	A			
Monsters cannot be Stunned Monsters' Action Speed cannot be modified to below Base Value Monsters' Movement Speed cannot be modified to below Base Value		A		
Players are targeted by a Meteor when they use a Flask		A		
Players have (25—30)% less Defences			A	
Bufs on Players expire 100% faster			A	
Area contains Unstable Tentacle Fiends				A
Debuffs on Monsters expire 100% faster		A		
25% chance for Rare Monsters to Fracture on death		Useless	shit	
The Maven interferes with Players				A
Rare monsters in area Temporarily Revive on death				A
Area contains patches of moving Marked Ground, inflicting random Marks			A	
Monster Damage Penetrates 15% Elemental Resistances	A+			