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Diablo 2 LoD Recipes Aragor M

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[New runes](#)
[Cube](#)
[Keys of secrets](#)
[mu](#)

1 - Various

3 rings create a random one

3 amulets create a random one.

1 Perfect Gem of any kind + 1 Amulet = Prism Amulet

1 Ring + 1 Perfect Ruby + 1 Exploding Potions = Garnet Anil

1 Ring + 1 Perfect Sapphire + 1 Thawing Potions = Cobalt

Ring 1 Ring + 1 Perfect Topaz + 1 Rejuvenation = Ring Coral

1 Ring + 1 Ameralda + 1 Antidote Potion = Jade Ring

1 Ax + 1 Dagger = Throwing Ax

1 Pike + 1 Bunch of Arrows = Javelins

1 Small Magic Shield + 1 Pointed Baton + 2 Skulls = Pointed Shield

4 Potions Healing + 1 Ruby + 1 Magic Sword = Sword of Life

1 Diamond + 1 Malay Dagger + 1 Staff + 1 Belt = Savage Polearm 2
Arrows = Bolts

2 bolts = arrows

3 Magic jewels = Magic jewel of the same type (100% at Character leve

3 Rare jewels = Rare jewel of the same type (100% at Character level)

3 Magical / Rare jewels = New jewel of the same type

Hel + parchment portal city + some object crimping = desengarza (the
gems are destroyed)

Ral + magical jewel + superior armor = tempered armor

Ral + magical jewel + magic Ring = Ring tempered

Ral + magical jewel + amulet magic amulet = mild

Amulet Magic + Magic Jewel + Thul Rune + Perfect Sapphire = Powerful
Amulet

Magic Ring + Magic Jewel + Amn Rune + Perfect Sapphire = Powerful R

Magic Amulet + Magic Jewel + Amn Rune + Perfect Ruby = Bloody Amu

Magic Ring + Magic Jewel + Sun Rune + Perfect Ruby = Bloody Ring

Magic Amulet + Magic Jewel + Ral Rune + Perfect Amethyst =
Regenerative Amulet

Magic Ring + Magic Jewel + Amn Rune + Perfect Amethyst = Regenerat
Ring

Magic Amulet + Magic Jewel + Thul Rune + Perfect Emerald = Savior

Amulet

Magic Ring + Magic Jewel + Amn Rune + Perfect Emerald = Savior Ring

2°- Spells

3 Magic Spells = New spell of the same lvl

3 Small Spells = Small Spell (100% at Character Level)

3 Medium Spells = Medium Spell (100% at Character Level)

3 Large Spells = Great Spell (100% at Character Level)

3 Small Spells = Small Spell (100% at Character Level)

3 Medium Spells = Medium Spell (100% at Character Level)

3 Large Spells = Great Spell (100% at Character Level)

3rd- Upgrade of gems:

3 Fragmented Amethyst = Damaged Amethyst

3 Damaged Amethyst = Normal Amethyst

3 Normal Amethyst

= Flawless Amethyst

3 Flawless Amethyst = Perfect Amethyst 3 Fragmented Rubies = Damag

Ruby 3 Damaged Rubies = Normal

Ruby 3 Normal Rubies = Flawless

Ruby 3 Flawless Rubies = perfect Rubi

3 fragmented sapphires = Zafiro

3 sapphires spoiled = normal sapphire

3 regular sapphires = sapphire flawless

3 sapphires flawless = Zafiro perfect

3 topazes fragmented topaz = spoiled

3 topazes spoiled = normal Topacio

3 regular topazes = topacio flawless

3 topazes flawless = perfect topaz

3 Fragmented Emeralds = Damaged Emerald

3 Damaged Emeralds = Normal Emerald

3 Normal Emeralds = Flawless

Emerald 3 Flawless Emeralds = Perfect Emerald

3 Fragmented Diamonds = Damaged

Diamonds 3 Damaged Diamonds = Normal

Diamond 3 Normal Diamonds = Flawless

Diamond 3 Flawless Diamonds = perfect diamond

3 fragmented skulls = broken skull

3 broken skulls = skulls

3 skulls = flawless skull 3 flawless

skulls = perfect skull

4°-Upgrade:

3 runa El = runa Eld

3 runa Eld = runa Tir

3 runa Tir = runa Nef

3 runa Nef = runa Eth

3 runa Eth = runa Ith

3 runa Ith = runa Tal

3 runa Tal = runa Ral

3 runa Ral = runa Ort

3 runa Ort = runa Thul

3 runa Thul = runa Amn

3 runa Amn = runa Sol

3 runa Sol = runa Shael

3 runa Shael = runa Dol

3 runa Dol = runa Hel

3 runa Hel = runa Io

3 runa Io = runa Lum

3 runa Lum = runa Ko

3 runa Ko = runa Fal
 3 runa Fal = runa Lem
 3 runa Lem = runa Pul
 2 runa Pul = runa Um
 2 runa Um = runa Mal
 2 runa Mal = runa Ist
 2 runa Ist = runa Gul
 2 runa Gul = runa Vex
 2 runa Vex = runa Ohm
 2 runa Ohm = runa Lo
 2 runa Lo = runa Sur
 2 runa Sur = runa Ber
 2 runa Ber = runa Yes
 2 runa Yes = runa Cham
 2 runa Cham = runa Zod

5^o- Arrows and Unique

Arrows Arrows + Tir Rune + Normal Amethyst = Unique Normal Arrows
 6 required) Arrows + Tir Rune + Normal Amethyst = Unique Normal
 Arrows
 (lvl 6 required)
 Arrows + Thul Rune + Perfect Topaz = Exceptional Unique Arrows (lvl 3
 required) Arrows +
 Thul Rune + Perfect Topaz = Unique Exceptional
 Arrows (lvl 35 required) Arrows + Fal Rune + Perfect Sapphire = Unique
 Elite Arrows (lvl 65 required) Arrows + Fal Rune + Perfect Sapphire =
 Unique Elite Arrows
 (lvl 65 required)
 Any Arrow or Bolt + Any Healing Potion = Reset the amount to 244

6^o- Armor, Shields and Weapons Set (For Runewords).

Magical Armor + Sun Rune = Socketed Normal Armor 2
 Magical Armor + Shael Rune = Socketed Normal Armor 3
 Magical Armor + Dol Rune = Socketed Normal Armor 4
 Magical Weapon + Amn Rune = Socketed Normal
 Weapon 2 Magical + Sun Rune = Socketed Normal Weapon 3
 Magic Weapon + Rune Shael = Socketed Normal Weapon 4
 Magic Weapon + Dol Rune = Socketed Normal Weapon 5
 Magic Weapon + Hel Rune = Socketed Normal Weapon 6

7^o- Add Holes to Weapons, Armor and Shields

Weapon / Armor Types / Set & Unique Shields + Lem Rune = Add 1 Hole
 To Item **
 Weapon / Armor Types / Rare Shields & Crafted + Hel Rune = Add 2 Ho
 To Item **
 Weapon / Armor Types / Shields Magic + Thul Rune = Add 3 Holes To It
 **

** Works on gloves, belts, boots but the item will NOT be crimped if it is not enabled to crimp.

8th - Fragmented Weapons & Gems

Any Weapon + Fragmented Topaz = Add 1 - 4 Lightning Damage (+1
 Level)
 Any Weapon + Fragmented Ruby = Add 2 - 3 Fire Damage (+1 Level)
 Any Weapon + Fragmented Sapphire = Add 1 - 2 Cold Damage (+1 Lev
 Any Weapon + Fragmented Emerald = Add 6 Poison Damage (6s) (+1
 Level)
 Any Weapon + Fragmented Skull = Add +1 To Maximum Damage (+1
 Level)
 Any Weapon + Fragmented Amethyst = Add +20 Score Attack (+1 Leve
 Any Weapon + Fragmented Diamond = Adds +1 Durability +1 Level)

Eld + 1 Fragmented Gem + Low Quality Weapon = Normal Weapon

Ort + Weapon + Fragmented Gem = Repairs and reloads

The + 1 Fragmented Gem + Low Armor quality = normal armor

9th- Damaged Weapons & Gems

Any Weapon + Damaged Topaz = Add 1 - 15 Lightning Damage (+3 Levels)

Any Weapon + Damaged Ruby = Add 6 - 9 Fire Damage (+3 Levels)

Any Weapon + Damaged Sapphire = Add 3 - 6 Cold Damage (+3 Levels)

Any Weapon + Damaged Emerald = Add 12 Poison Damage (6s) (+3 Levels)

Any Weapon + Damaged Skull = Add + 1-4 Normal Damage (+3 Levels)

Any Weapon + Damaged Amethyst = Adds 30 Attack Rating (+3 Levels)

Any Weapon + Damaged Diamond = Adds +2 Durability (+1 Level)

Ral + armor + damaged gem = repair + recharge

10th- Normal Weapons & Gems

Any Weapon + Normal Topaz = Add 1 - 30 Lightning Damage (+ 5-6 Levels)

Any Weapon + Normal Ruby = Add 12 - 20 Fire Damage (+ 5-6 Levels)

Any Weapon + Normal Sapphire = Add 6 - 12 Cold Damage (+ 5-6 Levels)

Any Weapon + Normal Emerald = Add 18 Poison Damage (6s) (+ 5-6 Levels)

Any Weapon + Normal Skull = Add + 2-7 Normal Damage (+ 5-6 Levels)

Any Weapon + Normal Amethyst = Add +50 Attack Rating (+ 5-6 Levels)

Any Weapon + Normal Diamond = Add +3 Durability (+1 Level)

11th- Flawless Weapons & Gems

Any Weapon + Topaz Flawless = Add 1 - 50 Lightning Damage (+8 Levels)

Any Weapon + Ruby Flawless = Add 18 - 35 Fire Damage (+8 Levels)

Any Weapon + Sapphire Flawless = Add 12 - 20 Damage Cold (+8 Levels)

Any Weapon + Emerald Flawless = Add 35 Poison Damage (6s) (+8 Levels)

Any Weapon + Skull Flawless = Add 3-11 Normal Damage (+8 Levels)

Any Weapon + Amethyst No Defects = Add 75 Attack Rating (+8 Levels)

Any Weapon + Diamond Flawless = Add 4 Durability (+1 Level)

12th- Perfect Weapons & Gems

Any Weapon + Perfect Topaz = Add 1 - 75 Lightning Damage (+11 Levels)

Any Weapon + Perfect Ruby = Add 30 - 50 Fire Damage (+11 Levels)

Any Weapon + Perfect Sapphire = Add 20 - 30 Cold Damage (+11 Levels)

Any Weapon + Perfect Emerald = Add 100 Poison Damage (7s) (+11 Levels)

Any Weapon + Perfect Skull = Add + 5-15 Normal Damage (+12 Levels)

Any Weapon + 3 Perfect Skulls = Add 1 % Life / Mana Stolen On Impact (+7 Levels)

Any Weapon + Perfect Amethyst = Add + 5% Attack Score (+9 Levels)

Any Weapon + Perfect Diamond = Add 5 To Total Durability (+1 Level)

Magic Ax + Magic Jewel + Ort Rune + Perfect Ruby = Bloody Weapon

Magical Bara (Paladin) + Magical Jewel + Tir Rune + Perfect Amethyst = Regenerative Weapon

Magical Pike + Magical Jewel + Sol Rune + Perfect Emerald =

Saving Weapon Ral + Amn + 1 Perfect Amethyst + Normal Weapon = Socketed

Ral + Sol + Emerald Weapon + basic unique weapon = exceptional unique weapon

Fal + Um + Perfect sapphire + rare rare weapon = elite rare weapon

Ort + Amn + Perfect sapphire + basic rare weapon = rare exceptional weapon

Lum + Pul + perfect emerald + unique unique weapon = elite unique weapon

13°- All Types of Perfect Armor & Gems

Any Armor + Perfect Diamond = Add 5 Durability (+1 Level)

Any Armor + 3 Perfect Diamonds = Adds 5% Defense (+3 Levels)

14°- Torso Armor & Perfect Gems

Any Torso Armor + Perfect Topaz = Add 20% Chance to find a Magic Item (+10 Levels)

Any Torso Armor + Perfect Ruby = Add 35 Health (+18 Levels)

Any Torso Armor + Perfect Sapphire = Add 20 of Mana (+15 Levels)

Any Torso Armor + Perfect Emerald = Add 5 Dexterity (+10 Levels)

Any Torso Armor + Perfect Skull = Add +1 Refuel Life & + 5% Mana regeneration (+5 Levels)

Any Armor of Torso + Perfect Amethyst = Add 5 Strength (+10 Levels)

Magic Plate Armor + Magic Jewel + Thul Rune + Perfect Ruby = Bloody Ral Armor + Armor = Repair

Ko + Pul + Perfect Amethyst + Exceptional Rare Armor = Elite Rare Armor

Tal + Shael + Perfect Diamond + Basic Unique Armor = Exceptional Unique Armor

Ko + Lem + Perfect Diamond + Exceptional Unique Armor = Elite

Unique Armor Ral + Thul + Perfect Amethyst + Basic Rare Armor = Exceptional Rare

Armor Magic Light Breastplate + Magic Jewel + Rune Tal + Perfect Amethyst = Regenerating Armor

Tal + Thul + 1 Perfect Topaz + Normal Armor = Socketed Armor

15°- Gloves / Belts / Boots / Helmets & Perfect Gems

Any Glove / Belt / Boot / Helmet + Perfect Topaz = Add 3% Chance to find a Magic Item (+3 Levels)

Any Glove / Belt / Boot / Helmet + Perfect Ruby = Add 5 Health (+5 Levels)

Any Glove / Belt / Perfect Boot / Helmet + Sapphire = Add 4 Mana (+5 Levels)

Any Glove / Belt / Boot / Helmet + Perfect Emerald = Add 5 Dexterity (+10 Levels)

Any Glove / Belt / Boot / Helmet + Perfect Skull = Add + 1 Refuel Life & + 5% Regenerate Mana (+9 Levels)

Any Glove / Belt / Boot / Helmet + Perfect Amethyst = Add 5 Strength (+10 Levels)

Complete Magic Helm + Magic Jewel + Ith Rune + Perfect Sapphire = Powerful Helmet

Boots Mail + Magic Jewel + Ral Rune + Perfect Sapphire = Powerful Boots

Mail Gloves + Magic Jewel + Ort Rune + Perfect Sapphire = Powerful Gloves

Magic Heavy Belt + Magic Jewel + Tal Rune + Perfect Sapphire = Powerful Belt Magic

Helmet + Magic Jewel + Ral Rune + Perfect Ruby = Bloody Helmet

Light Plate Boots + Jewel Magic + Ethic Rune + Perfect Ruby = Bloody Boots

Magic Heavy Gloves + Magic Jewel + Nef Rune + Perfect Ruby = Bloody Gloves Magic

Belt + Magic Jewel + Tal Rune + Bloody Belt

Magic Mask + Magic Jewel + Nef Rune + Perfect Amethyst = Regenerative Helmet

Magic Boots + Magic Jewel + Thul Rune + Perfect Amethyst = Regenerative Boots

Magic Leather Gloves + Magic Jewel + Ort Rune + Perfect Amethyst = Regenerative Gloves

Magical Light Belt + Magical Jewel + Ith Rune + Perfect Amethyst = Regenerating Belt Magical

Crown + Magical Jewel + Ith Rune + Perfect Emerald = Savior Helmet
 Magical Plate Boots + Magical Jewel + Ort Rune + Perfect Emerald =
 Savior Boots
 Magical Gauntlets + Magical Jewel + Ral rune + perfect emerald = savin
 gloves
 Magic sash + magic jewel + Tal rune + perfect emerald = Ral + Thul
 saving belt
 + 1 Perfect sapphire + regular helmet = crimped helmet

16- Perfect Shields & Gems

Any Shield + Perfect Topaz = Add 12% Lightning Resistance (+7 Levels)
 Any Shield + Perfect Ruby = Add 12% Fire Resistance (+7 Levels)
 Any Shield + Perfect Sapphire = Add 12% Cold Resistance (+7 Levels))
 Any Shield + Perfect Emerald = Adds 12% Poison Resistance (+7 Levels)
 Any Shield + Perfect Skull = Attacker Takes 20 Damage (+9 Levels)
 Any Shield + Perfect Amethyst = 5% Increases Block Chance (+ 12
 Levels)
 Any Shield + 2 Perfect Diamonds = Add 10% Resistance to All (+15
 Levels)
 Magic Gothic Shield + Magic Jewel + Eth Rune + Perfect Sapphire =
 Powerful
 Shield Magic Pointed Shield + Magic Jewel + Ith Rune + Perfect Ruby =
 bloody shield
 Magical Small Shield + Magical Jewel + Eth Rune + Perfect Amethyst =
 Regenerative Shield
 + Amn + 1 Perfect Ruby + Normal Shield = Socketed Shield

17- Perfect Amulets & Gems

Any Amulet + 6 Perfect Topazes = +1 Assassin Levels (+30 Levels)
 Any Amulet + 6 Perfect Rubies = +1 Barbarian Levels (+30 Levels)
 Any Amulet + 6 Perfect Sapphires = +1 Sorceress Levels (+30 Levels)
 Any Amulet + 6 Perfect Emeralds = +1 Druid Levels (+30 Levels)
 Any Amulet + 6 Perfect Skulls = +1 Necromancer Levels (+30 Levels)
 Any Amulet + 6 Perfect Amethysts = +1 Amazon Levels (+30 Levels)
 Any Amulet + 6 Diamonds Perfect = +1 Paladin Levels (+30 Levels)

18°- Rings & Perfect Gems

Any Ring + Perfect Topaz = + 3% Chance of Finding a Magical Item (+7
 Levels)
 Any Ring + Perfect Ruby = +5 Health (+5 Levels)
 Any Ring + Perfect Sapphire = +5 Mana (+5 Levels)
 Any Ring + Perfect Emerald = +5 Dexterity (+8 Levels)
 Any Ring + Perfect Skull = Attacker Takes Damage of 4 (+2 Levels)
 Any Ring + Perfect Amethyst = +5 Strength (+8 Levels)
 Any Ring + Perfect Diamond = + 3% All Resistances (+9 Levels)

19°- Reduce the Level Requirement to Equip Items Acquired From Other Cube Formulas or Improved Runewords

Any Item + 3 Magic Jewels + Zod Rune = -2 at the Required Level to
 Equip the Item. **
 ** It will not reduce the Required Level of the Item Below its Base Level
 (Ex: Glacial Burn is Minimum Level 29). This Formula Really Is Only Goo
 For Removing Levels Added By Other Cube Formulas Or Runewords With
 Required Level Higher Than
 That Of The Runes.

20°- Repair Durability of an Ethereal Item Any Ethereal

Item + 2 Unique Jewels + Pul Rune = Complete Durability Repair.

21°- Make an Ethereal Item

Any Weapon / Armor Type / Shield + 2 Unique Jewels + Ohm Rune =
 Makes a NORMAL Ethereal Item (May Be Higher)

22°- Any Type of Weapon & Runes

Any Weapon + 3 Magic Jewels + El Rune = +1 Radius of Light (1 Levels)

Any Weapon + 3 Magic Jewels + Eld Rune = 100% Damage to the Living Dead (+12 Levels)

Any Weapon + 3 Magic Jewels + Tir Rune = +1 Mana After Each Death (+8 Levels)

Any Weapon + 3 Magic Jewels + Nef Rune = +1 Knockback (+15 Levels)

Any Weapon + 3 Magic Jewels + Eth Rune = -5% Target Defense (+9 Levels)

Any Weapon + 3 Magic Jewels + Ith Rune = +3 Maximum Damage (+1 Levels)

Any Weapon + Ral + Ort + Tal + Thul = 10 - 50 Elemental Damage (+2 Levels)

Any Weapon + 3 Magic Jewels + Amn Rune = + 2% Steal Life (+10 Levels)

Any Weapon + 3 Magic Jewels + Sun Rune = +1 Minimum Damage (+1 Levels)

Any Weapon + 2 Ith Runes + 2 Sun Runes = 1 - 3 Normal Damage (+1 Levels)

Any Weapon + Magic Jewel + 2 Shael Runes = + 10% Increase Attack Speed (+15 Levels)

Any Weapon + 3 Magic Jewels + Rune Dol = % 11 The Impact Makes the Monster Flee (+7 Levels)

Any Weapon + 3 Magic Jewels + Rune Hel = -3% Requirements (+1 Levels)

Any Weapon + Io + Ko + Lum + Fal = +5 All Attributes (+8 Levels)

Any Weapon + 3 Magic Jewels + Lem Rune = % 10 Extra Gold (+4 Levels)

Any Weapon + Magic Jewel + 3 Lem Runes = -4% Sellers Price (+16 Levels)

Any Weapon + 3 Magic Jewels + Pul Rune = 100% Damage to Demons (+12 Levels)

Any Weapon + 3 Magic Jewels + Rune Um = + % 15 Open Wounds (+5 Levels)

Any Weapon + 3 Magic Jewels + Evil Rune = Prevents Healing of the Monster (+25 Levels)

Any Weapon + 3 Magic Jewels + Ist Rune = + 30% Chance of Finding a Magic Object (+18 Levels)

Any Weapon + 3 Magic Jewels + Gul Rune = + 20% Attack Score (+12 Levels)

Any Weapon + 3 Magic Jewels + Vex Rune = + 2% Steal Mana (+10 Levels)

Any Weapon + 2 Amn + 2 Vex = + 2% Dual Leech (+12 Levels)

Any Weapon + 3 Magic Jewels + Ohm Rune = + 2.5% Damage / Level (+35 Levels)

Any Weapon + 3 Magic Jewels + Lo Rune = + 1% Death Strike / Level (+25 Levels)

Any Weapon + 3 Magic Jewels + South Rune = Impact Blinds Target +2 (+19 Levels)

Any Weapon + 3 Magic Jewels + Ber Rune = + .75% Crushing Strike / Level (+35 Levels)

Any Weapon + 3 Magic Jewels + Rune Jah = Ignore Target Defense (+2 Levels)

Any Weapon + 3 Magic Jewels + Rune Cham = Freeze Target (2s) (+18 Levels)

Ort + weapon = repair

23°- Any Type of Armor & Runes

Any Type of Armor + 3 Magic Jewels + El Rune = +1 Radius of Light (+1 Level)

Any Type of Armor + 3 Magic Jewels + Hel Rune = -3% Requirements (

Level)

Any Type of Armor + 3 Magic Jewels + Lem Rune = -4% Sellers Price (+1 Levels)

Any Type of Armor + 3 Magic Jewels + Pul Rune = + 20% Enhanced Defense (+7 Levels)

Any Type of Armor + 3 Magic Jewels + Rune Um = + 1% To Experience gained (+8 Levels)

Any Armor Type + 3 Magic Jewels + Gul Rune = 5% Maximum Poison Resistance (+8 Levels)

Any Armor Type + 3 Magic Jewels + Vex Rune = 5 % Maximum Fire Resistance (+8 Levels)

Any Type of Armor + 3 Magic Jewels + Ohm Rune = 5% Maximum Resistance to Cold (+8 Levels)

Any Type of Armor + 3 Magic Jewels + Lo Rune = 5% Maximum Ray Resistance (+8 Levels)

Any Type of Armor + Gul + Vex + Ohm + Lo Runes = + 5% Maximum Resistance to Everything (+24 Levels)

Any Armor Type + 3 Magic Jewels + Ber Rune = 5% Reduced Damage (+20 Levels)

Any Armor Type + 3 Magic Jewels + Rune Cham = Cannot Freeze (+20 Levels)

24°- Any Torso & Rune Armor

Any Torso Armor + 3 Magic Jewels + Eld Rune = 15% Slower Stamina Drain (+9 Levels)

Any Torso Armor + 3 Magic Jewels + Tir Rune = +1 Mana After Each De (+7 Levels)

Any Armor of Torso + 3 Magic Jewels + Nef Rune = +25 Defense (+5 Levels)

Any Torso Armor + 3 Magic Jewels + Eth Rune = + 5% Regenerate Man (+3 Levels)

Any Torso Armor + 3 Magic Jewels + Ith Rune = + 5% Mana Damage (- Levels)

Any Torso Armor + Ral + Ort + Tal + Thul = + 15% All Resistances (+1 Levels)

Any Torso Armor + 3 Magic Jewels + Amn Rune = Attacker Takes Dama of 14 (+6 Levels)

Any Torso Armor + 3 Magic Jewels + Sun Rune = Damage Reduced by 2 (+2 Levels)

Any Torso Armor + 3 Magic Jewels + Shael Rune = + 10% Faster Impact Recovery (+10 Levels)

Any Torso Armor + 3 Magic Jewels + Rune Dol = Refuel Life +3 (+5 Levels)

Any Torso Armor + Io + Ko + Lum + Fal = +5 To All Attributes (+8 Levels)

Any Torso Armor + 3 Magic Jewels + Lem Rune = % 10 Extra Gold (+4 Levels)

Any Torso Armor + 3 Magic Jewels + Evil Rune = Magic Damage Reduce by 2 (+2 Levels)

Any Torso Armor + 3 Magic Jewels + Ist Rune = + 30% Chance of Findi a Magic Item (+15 Levels)

Any Torso Armor + 3 Magic Jewels + South Rune = + 5% Maximum Ma (+10 Levels)

Any Torso Armor + 3 Magic Jewels + Jah Rune = + 5% Maximum Life (+10 Levels)

25°- Any Belt / Boots / Gloves / Helmets & Runes

Any Belt / Boots / Gloves / Helmets + 3 Magic Jewels + Eld Rune = + 8° Slower Stamina Drain (+9 Levels)

Any Belt / Boots / Gloves / Helmets + 3 Magic Jewels + Tir Rune = +1

Mana After Each Death (+8 Levels)

Any Belt / Boots / Gloves / Helmets + 3 Magic Jewels + Nef Rune = +8

Defense (+3 Levels)

Any Belt / Boots / Gloves / Helmets + 3 Magic Jewels + Eth Rune = + 5

Regenerate Mana (+4 Levels)

Any Belt / Boots / Gloves / Helmets + 3 Magic Jewels + Ith Rune = + 3%

Mana Damage (+2 Levels)

Any Belt / Boots / Gloves / Helmets + Ral + Ort + Such + Thul = + 10%

All Resistances (+20 Levels)

Any Belt / Boots / Gloves / Helmets + 3 Magic Jewels + Amn Rune =

Attacker Take Damage of 10 (+7 Levels)

Any Belt / Boots / Gloves / Helmets + 3 Magic Jewels + Sun Rune =

Damage Reduced by 1 (+2 Levels)

Any Belt / Boots / Gloves / Helmets + 3 Magic Jewels + Rune Shael = +

5% Quicker Impact Recovery (+10 levels)

Any Belt / Boots / Gloves / Helmets + 3 Magic Jewels + Rune Dol = +1

Refuel Life (+7 Levels)

Any Belt / Boots / Gloves / Helmets + Io + Ko + Lum + Fal = +5 All

Attributes (+12 Levels)

Any Belt / Boots / Gloves / Helmets + 3 Magic Jewels + Lem Rune = % &

Extra Gold (+6 Levels)

Any Belt / Boots / Gloves / Helmets + 3 Magic Jewels + Evil Rune =

Reduced Magic Damage in 1 (+2 Levels)

Any Belt / Boots / Gloves / Helmets + 3 Magic Jewels + Ist Rune = +15

Chances of Finding a Magic Item (+15 Levels)

Any Belt / Boots / Gloves / Helmets + 3 Magic Jewels + South Rune = +

4% Mana Maximum (+12 Levels)

Any Belt / Boots / Gloves / Helmets + 3 Magic Jewels + Jah Rune = + 4

Maximum Life (+12 Levels)

26°- Shields & Runes

Any Shield + 3 Magic Jewels + El Rune Rune = +1 Radius of Light (+1 Level)

Any Shield + 3 Magic Jewels + Eld Rune Rune = + 5% Increases the Chance of Blocking (+7 Levels)

Any Shield + 3 Jewels Magic + Rune Tir Rune = +1 Mana After Each Death (+5 Levels) Any Shield + 3 Magic Jewels + Rune Shael Rune = + 10%

Block Speed (+10 Levels) Any Shield + 3 Magic Jewels + Dol Rune Rune

Refuel Life +7 (+10 Levels) Any Shield + 3 Magic Jewels + Rune Hel Rune

= -3% Requirements (+1 Level) Any Shield + Io + Ko + Lum + Fal = +

All Attributes (+10 Levels) Any Shield + 3 Magic Jewels + Evil Rune Rune

= Magic Damage Reduced by 10 (+6 Levels)

Any Shield + 3 Magic Jewels + Nef Rune Rune = +20 Defense (+6 Levels)

Any Shield + 3 Magic Jewels + Eth Rune Rune = 10% Regenerate Mana

(+6 Levels)

Any Shield + Tal + Ral + Ort + Thul = + 30% All Resistances (+20 Levels)

Any Shield + 3 Magic Jewels + Amn Rune Rune = Attacker Takes Damage of 20 (+5 Levels)

Any Shield + 3 Magic Jewels + Sun Rune Rune = Damage Reduced by 1 (+6 Levels)

Any Shield + 3 Magic Jewels + Lem Rune = + 10% Extra Gold (+ 5 Levels)

Any Shield + Magic Jewel + 3 Lem Runes = -4% Sellers Price (+16 Levels)

Any Shield + 3 Magic Jewels + Rune Pul Runes = 20% Enhanced Defense (+7 Levels)

Any Shield + 3 Jewels Magic + Rune Um Rune = + % 1 To Experience

Gained (+8 Levels)

Any Shield + 3 Magic Jewels + Ist Runes Rune = +25 Chances of finding Magic Item (+20 Levels)

Any Shield + 3 Magic Jewels + Gul Runes Rune = 5% Maximum Poison Resistance (+8 Levels)

Any Shield + 3 Magical Jewels + Rune Vex Runes = 5% Maximum Fire Resistance (+8 Levels)

Any Shield + 3 Magic Jewels + Ohm Runes Rune = 5% Maximum Cold Resistance (+8 Levels)

Any Shield + 3 Magic Jewels + Rune Lo Runes = 5% Maximum Lightning Resistance (+8 Levels)

Any Shield + Gul + Vex + Ohm + Lo = 5% Maximum Resistance to All (+25 Levels)

Any Shield + 3 Magic Jewels + South Rune Runes = 50 Mana (+13 Levels)

Any Shield + 3 Magic Jewels + Ber Runes Rune = 8% Reduced Damage (+18 Levels)

Any Shield + 3 Magic Jewels + Jah Runes Rune = 50 Health (+11 Levels)

Any Shield + 3 Magic Jewels + Cham Runes Rune = No Can Freeze (+20 Levels)

27th - Craft Spells (At 100% Character Level) - Everyone Gains 3-5 Random Bonus Effects

Great Magic Spell + Unique Jewel + The + 3 Runes Io = 20 - 40 Life

Great Magic Spell + Unique Jewel + The + 3 Lum Runes = 20 - 40 Mana

Great Magic Spell + Unique Jewel + The + 3 Ko Runes = 10 - 15

Great Magic Spell Dexterity

+ Unique Jewel + The + 3 Fal Runes = 10 - 15 Great Magic Spell Strength

+ 2 Unique Jewels + The + 2 Pul Runes = 50 Defense & 3 - 10 Normal Damage

Great Magic Spell + 2 Unique Jewels + The + 2 Um Runes = 15% - 20% All Resistances

Great Magic Spell + 2 Unique Jewels + The + 2 Ist Runes = 20% - 35% Chance of Finding a Magic Item

Great Magic Spell + 2 Unique Jewels + The + 2 Ohm Runes = 5% - 12% To Experience Gained

Great Magic Spell + 3 Unique Jewels + El + Zod Rune = +1 All Skills

28th - Craft Charms (At 100% Character Level) - Everyone Gains 3-5 Random Bonus Effects

Magic Amulet + 2 Magic Jewels + El Rune = 20 - 30 Life, 4-6 Life After Each Death, 10% - 15% All Resistance

Magic Amulet + 2 Magic Jewels + Amn Rune = 12 Charges Level 9 Static Field, 7% Chance to Cast Level 4 Static Field when Receiving a rare Amulet Scourge + 2 Rare Jewels + Rune Lume = + 12% - 20% To Experience Gained.

Unique Amulet + 4 Unique Jewels + Evil Rune = +1 Barbarian Levels, + Domains (Bar)

Unique Amulet + 4 Unique Jewels + Evil Rune = +1 Sorceress Levels, + Rays (Sor)

Unique Amulet + 4 Unique Jewels + Rune Evil = +1 Amazon Levels, +2 Passive and Magic (Mistress)

Unique Amulet + 4 Unique Jewels + Rune Evil = +1 Necromancer Levels +2 Summons (Nec)

Unique Amulet + 4 Unique Jewels + Evil Rune = +1 Paladin Levels, +2 Combat Skills (Pal)

Unique Amulet + 4 Unique Jewels + Evil Rune = +1 Druid Levels, +2 Shape Change (Dru)

Unique Amulet + 4 Unique Jewels + Evil Rune = +1 Assassin Levels, +2 Shadow Disciplines (Ass)

Unique Amulet + 3 Unique Jewels + Ohm Rune + Jah Rune = +2 All Ski

35% - 50% Chance of Finding a Magical Item , & 1-3% To the Experience Gained.

29th - Craft Rings (At 100% Character Level) - Everyone Gains 3-5 Random Bonus Effects

Unique Ring + 3 Unique Jewels + Rune Um = 10 - 15% All Resistances

Unique Ring + 3 Unique Jewels + Evil Rune = 3 - 5% To Experience Earned

Unique Ring + 3 Unique Jewels + Ist Rune = 20 - 25% Chance of Finding Magic Item

Unique Ring + 3 Unique Jewels + Gul Rune = 10 - 15% Attack Score

Unique Ring + 3 Unique Jewels + Vex Rune = 6% Dual leech

Unique Ring + 3 Unique Jewels + Ohm Rune = 40% - 60 % Enhanced Damage

Unique Ring + 3 Unique Jewels + Lo Rune = 15% Increase Attack Speed

Unique Ring + 3 Unique Jewels + South Rune = 15 - 20% Increase Maximum Life

Unique Ring + 3 Unique Jewels + Ber Rune = 7 - 10% Reduced Damage

Unique Ring + 3 Unique Jewels + Jah Rune = 15 - 20% Increases Maximum Mana

Unique Ring + 3 Unique Jewels + Cham Rune = 10 - 15% Absorption of Fire, Cold and Lightning

30th - Craft Weapons (At 100% Character Level) - Everyone Gains 3-5 Random Bonus Effects

Rare Weapon + Magic Jewel + Fragmented Diamond = + 40% - 70% Enhanced Damage

Rare Weapon + Magic Jewel + Normal Diamond + Ith Rune = + 60% - 80% Enhanced Damage, +5 - 15

Rare Weapon Damage + 2 Magic Jewels + Flawless Diamond + Shael Rune = + 60% - 80% Enhanced Damage, +5 - 15 Damage, 20% Increase Attack Speed

Rare Weapon + 2 Rare Jewels + Shael Rune + Fal Rune = + 80% - 100 Improved Damage , + 20% Increase Attack Speed, +1 All

Rare Weapon Skills + 2 Rare Jewels + Amn Rune + Vex Rune = + 100% 140% Enhanced Damage, + 6% - 8% Dual Leech, +1 All Rare Weapon

Skills + 2 Unique Jewels + Ber + Cham + Zod Runes = + 200% - 300% Improved Damage, +2 All Skills, + 40% Increased Attack Speed, 75% Chance of Finding a Magic Item

Rare Weapon + 2 Unique Jewels + Ohm Rune + South Rune = + 150% 175% Enhanced Damage, +1 All Skills, + 30% Increased Attack Speed, 30% Chance of Finding a Magic Item

31st - Torso Craft Armor (At 100% Character Level) - Everyone Gains 3-5 Random Bonus Effects

Rare Torso Armor + Magic Jewel + Fragmented Ruby = 30% - 40% Enhanced Defense, + 20-30 Life

Rare Torso Armor + Magic Jewel + Normal Ruby = 40% - 50% Enhance Defense, + 20-30 Life, 10 % - 15% All Resistances

Rare Torso Armor + Rare Jewel + Ral Rune + Thul Rune = 50% - 60% Enhanced Defense, 20% Faster Impact Recovery, + 1% - 2% To Experience Gained

Torso Armor Rare + Rare Jewel + Fal Rune + Dol Rune = 65% - 80% Enhanced Defense, 15% Increase Attack Speed, 15% Run / Walk Faster

Torso Armor Rare + Unique Jewel + Pul Rune + Ist Rune = 80% - 100% Enhanced Defense, 50% - 75% Chance of Finding a Magic Item, 15% Increased Casting Speed

Rare Torso Armor + Unique Jewel + Gul Rune + Lo Rune = 100% - 125% Enhanced Defense, +1 All Abilities, +10 All Attributes

Rare Torso Armor + Unique Jewel + South Rune + Jah Rune = 125% -

150% Enhanced Defense, +2 All Skills, +10 Refuel Life, + 75% - 100% Regenerate Mana

32nd-Craft Gloves (At 100% Character Level) - Everyone Gains 3-5 Random Bonus Effects

Rare Gloves + Magic Jewel + Fragmented Amethyst = 10% Increase Attack Speed, 10% Increased Casting Speed

Rare Gloves + Magic Jewel + Normal Amethyst = 20 - 30 Health, 20 - 3 Mana

Rare Gloves + Rare Jewel + Ith Rune + Hel Rune = 20% Increase Attack Speed, +5 - 10 Strength, +5 - 10 Dexterity

Rare Gloves + Unique Jewel + Lem Rune + Ist Rune = 75% - 100% Ext Gold, 40 - 50% Chance of Finding a Magic Item, 75% - 100% Enhanced Defense

Rare Gloves + 2 Unique Jewels + Ber Rune + Jah Rune = +1 All Skills, 75% - 100% Enhanced Defense, 25% Increased Attack Speed, 20% Casting Speed, Crushing Blow Per Level (25% Chance)

33rd - Craft Cintos (At 100% Character Level) - Everyone Gains 3-5 Random Bonus Effects

Rare Belt + Magic Jewel + Fragmented Emerald = +20 - 30 Life, Reduce Damage 6 - 10

Rare Belt + Magic Jewel + Normal Emerald = 40% - 50% Defense, 3 - 5 Life After Death

Rare Belt + Rare Jewel + Rune Ral + Io Rune = Refuel Life +3 - 6, Regenerate Mana + 40% - 60%

Rare Belt + Unique Jewel + Lum Rune + Ohm Rune = Reduces Poison Duration 50% - 75%, 5% - 10% Reduced Damage

Belt Rare + 2 Unique Jewels + Ist Rune + Cham Rune = +1 All Skills, 2 To Experience Gained, Reduce Sellers Price 3% - 5%

34th - Craft Boots (At 100% Character Level) - Everyone Gains 3-5 Random Bonus Effects

Rare Boots + Magic Jewel + Fragmented Sapphire = +20 - 30 Mana, 10 Run / Walk Faster

Rare Boots + Magic Jewel + Normal Sapphire = 25% - 50% Improved Defense, 10 - 15

Rare Boots Skill + Rare Jewel + Rune Eth + Sun Rune = 20% Faster Impact Recovery, 30% Run / Walk Faster

Rare Boots + Unique Jewel + Ko Rune + Um Rune = +5 - 10 Kick Damage, + 35% - 50% Improved Rare Boots Damage

+ 2 Unique Jewels + Lo Rune + Ver Rune = +1 To All Skills, 75% - 100% Enhanced Defense, 30% Run / Walk Faster

35th - Craft Helmets (At 100% Character Level) - Everyone Gains 3-5 Random Bonus Effects

Rare Helmets / Rings + Magic Jewel + Fragmented Topaz = +1 - 3 Mana After Death, 35% - 50% Mana Regeneration

Rare Helmets / Rings + Magic Jewel + Normal Topaz = 50% - 60% Enhanced Defense, +1 All

Rare Helmets / Rings Skills + Rare Jewel + Tal Rune + Amn Rune = 15% Increased Casting Speed, 20% Faster Impact Recovery

Rare Helmets / Rings + Unique Jewel + Lum Rune + Evil Rune = +1 All Skills, 70% - 80% Enhanced Defense, +10 - 20 Energy

Rare Helmets / Rings + 2 Unique Jewels + Ohm Rune + Cham Rune = +1 To All Skills, 10% Mana Damage, 15% Block Speed, +5 - 8 Life After Death

36th - Craft Shields (At 100% Character Level) - Everyone Gains 3-5 Random Bonus Effects

Rare Shield + Magic Jewel + Fragmented Skull = Attacker Takes Damage

- 10, + 8% - 15% Increases Blocking Chance
 Rare Shield + Magic Jewel + Normal Skull = 20% Faster Hit Recovery, 20% Speed
 Rare Shield Block + Rare Jewel + Thul Rune + Dol Rune = 50% - 75% Enhanced Defense, 5% Life Stolen on Impact, 10% - 15% Increases the Chance of Blocking
 Rare Shield + Unique Jewel + Hel Rune + Pul Rune = 65% - 90% Enhanced Defense, 30% Block Speed, 20% - 30% All Rare Shield Resistances
 + 2 Unique Jewels + Vex Rune + South Rune = +2 To All Skills, 2 - 3 Holes, 30% Increase Chance of Blocking, 25% - 50% Damage Improved
37°- Arrows / Arrows Craft (At 100% Character Level) - Does not win an extra mod unless activated.

Arrows / Arrows + Rare Jewel + Thul Rune = 100% Chance To Launch Level 6 Static Field When Striking, Avoid Healing The Monster
 Arrows / Arrows + Rare Jewel + Sun Rune = 100% Chance To Launch Level 13 Frost Nova On Whipping, Avoid Healing Monster
 Arrows / Arrows + Rare Jewel + Rune Dol = 100% Chance To Cast Level Damage Increase On Lashing, Avoid Healing Monster
 Arrows / Bolts + Rare Jewel + Rune Io = 100% Chance To Launch Level Corpse Explosion On Lashing, Avoid Healing Monster
 Arrows / Arrows + Rare Jewel + Ko Rune = 100% Chance To Cast Level Decrepitation On Lashing, Avoid Healing Monster
 Arrows / Bolts + Rare Jewel + Lem Rune = 100% Chance From Throwing Level 9 Resistance Reduction When Scourging, Prevents Healing from Monster

38°- Supersets Upg.

38.1- Amazon:

Mavina Armor + Holy Aragor Armor + Archer's Breastplate + Zod Rune Exit
 Mavina Gloves + Archer's Gloves + Zod Rune =
 Handwraps Mavina Belt + Archer Belt + Zod Rune = Mavina Bow Waist
 + Great Archer Bow + Zod rune = Shuttle

38.2- Assassin:

Natalya's Totem + Totem's Face + Rune Zod =
 Guise Eyes + Mark of Natalya + Rune Zod = Puncturer
 Shadow of Natalya + Ghost Breastplate + Rune Zod =
 Ghost Breastplate Sweatshirt + Natalya's Soul + Rune Zod = Footprints

38.3- Necromancer:

Trang-Oul Shield + Cowhide Shield + Zod Rune = Cloak
 Trang-Oul Gloves + Cowhide Gloves + Zod Rune = Zombie
 Trang-Oul Helmet + Trang-Oul Claws + Rune Zod = Trang's Belt Footprints
 -Oul + Cow Chaos + Rune Zod = Great Belt

38.4- Barbaro:

Belt of the Immortal King + Belt of Tarlic + Rune Zod = Stubborn
 Mace of the Immortal King + Armor of Tarlic + Rune Zod = Praetorian
 Gloves of the Immortal King + Belt of Tarlic + Rune Zod = Slave
 Boots of the Immortal King + Gloves of Tarlic + Runza Zod = Laughing Skin

38.5- Paladin:

Shield of Milagreba + Shield of Hephasto + Rune Zod = Coronation
 Helmet of Milabrega + Hammer of Hephasto + Rune Zod = White Breastplate
 Redemption of Griswold (Caduceus) + Valor of Hephasto + Rune Zod = Executor
 of Griswold's Armor + Heart of Hephasto + Runa Zod = For ostias

38.6- Sorceress:

Oculo of Tal-Rasha + Oculo of Vampira + Rune Zod = Bows
 Amulet of Tal-Rasha + Amulet of vampire
 + Rune Zod = Little
 Gift Oculo of Tal-Rasha + Vestments of Vampira + Rune Zod = Umonerc
 Mask of Tal- Rasha + Vampire

Raiment + Zod Rune = Great Silver 38.7- Druid: Aldur's

Helmet + Druid's Treads + Zod Rune = Silence
 Aldur's Armor + Druid Gaze + Zod Rune = Natural
 Bare Chest + Zod Rune = Chapel
 Aldur's Boots + Druid's Stick + Rune Zod =
 Sachet New combinations for Aragor Mod 3.6-1

39- Armor, Shields and Socketed Weapons 3.6-1 (For Runewords)

Magic Armor + 1 Acu Rune = Magic Armor with 2 Holes
 Magic armor + 3 runes Acu = Magic armor with 3 holes
 Magic armor + 4 runes Acu = Magic armor with 4 holes
 Magic weapon + 1 Ari rune = Magic weapon with 2 holes
 Magic weapon + 3 runes Ari = Magic weapon with 3 holes
 Magic weapon + 4 runes Ari = Magic weapon with 4 holes
 Magic weapon + 5 runes Ari = Magic weapon with 5 holes
 Magic weapon + 6 runes Ari = Magic weapon with 6 holes

40- Weapons and new runes.

Any weapon + 3 Runes Beta = Add 1-75 damage or lightning (+11 lvls)
 Any weapon + 3 runes Can = Add 1-75 damage or fire (+11 lvls)
 Any weapon + 3 Runes Cap = Add 1-75 Cold Damage (+11 lvls)
 Any Weapon + 3 Mo Runes = Add 1-75 Minimal Poison Damage (+11 lv)
 Any weapon + 3 Sco runes = Add 1-75 damage (+11 lvls)

41- Armor and new runes.

Any armor + 3 Beta runes = Add between + 1-75 lightning absorption (+11 lvls)
 Any armor + 3 Can runes = Add between + 1-75 fire absorption (+11 lv)
 Any armor + 3 Runes Cap = Add between + 1-75 Cold Absorption (+11 lvls)
 Any Armor + 3 Mo Runes = Poison Duration reduced by 50% (+11 lvls)
 Any Armor + 3 Sco Runes = A? Ade between + 1-75 reduced damage (+11 lvls)

Any armor + 4 Beta runes = Add + 1-75% to lightning resistance (+11 lvls)
 Any armor + 4 Can runes = Add + 1-75% to fire resistance (+11 lvls)
 Any armor + 4 runes Cap = Add + 1-75% cold resistance (+11 lvls)
 Any armor + 4 runes Mo = Add + 1-75% poison resistance (+11 lvls)
 Any armor + 4 Sco runes = Add + 1-75% to reduced damage (+11 lvls)

42- Shields and new runes.

Any shield + 5 beta runes = Add between 1-75% lightning resistance (+11 lvls)
 Any shield + 5 Can runes = Add between 1-75% fire resistance (+11 lvls)
 Any shield + 5 Runes Cap = Add between 1-75% Cold Resistance (+11 lvls)
 Any Shield + 5 Mo Runes = Poison Duration reduced by 1-75% (+11 lvls)
 Any Armor + 5 Sco Runes = Add between + 1-75% reduced damage (+11 lvls)

Any Shield + 6 Runes Beta = Add + 1-75 to Lightning Absorption (+11 lvls)
 Any Shield + 6 Runes Can = Add + 1-75 Fire Absorption (+11 lvls)
 Any Shield + 6 Runes Cap = Add + 1-75 Cold Absorption (+11 lvls)
 Any Shield + 6 Mo Runes = Poison Duration reduced by 1-75% (+11 lvls)
 Any Armor + 6 Sco Runes = Add + 1-75 to reduced damage (+11 lvls)

43- Craft spells.

-Properties for all small spells:

20-40 health, 20-40 mana, 10-15 skill, 10-15 strength, 1-5 all abilities for the character depending on the spell being cast.

-Properties for all medium spells except necromancer and enchantress:

80-200% damage, 20-40 mana, 10-15 skill, 10-15 strength, 1-5 to all abilities for the character depending on the spell being cast.

For the Medium Necromancer:

80-200 Poison Damage, 20-40 Mana, 20 Elemental Damage, 10-15 Damage, 1-5 all abilities for the character depending on the spell is made.

For Medium Enchantress:

1-3 Lightning Damage, 1-2 Fire Damage, 1-2 Cold Damage, 10-15 Strength, 1-5 all abilities for character depending on spell let it be done.

-Properties for all large spells except necromancer and sorceress spell:

80-200% damage, 20-40 mana, 10-15 skill, 10-15 strength, 1-5 all abilities for the character depending on the spell that is cast.

For the large necromancer:

80-200 poison damage, 20-40 mana, 20 elemental damage, 10-15 damage, 1-5 to all abilities for the character depending on the spell is made.

For Large Enchantress:

1-3 Lightning Damage, 1-2 Fire Damage, 1-2 Cold Damage, 10-15

Strength, 1-5 all abilities for character depending on spell let it be done.

43.1- For the Amazon:

4 small magic spells + 6 runes Es + 1 Or rune + 1 Noa rune + a Cold ru
+ 1 Fu rune + 1 Ge rune

4 medium magic spells + 6 runes Es + 1 Or rune + 1 rune Noa + a Cold
rune + 1 Fu rune + 1 Ge rune

4 large magic spells + 6 Runes Es + 1 Or rune + 1 Noa rune + a Cold ru
+ 1 Fu rune + 1 Ge 43.2 rune

? For Assassin:

4 small magic spells + 6 Or runes + 1 Noa rune + 1 Cold rune + 1 Fu ru
+ 1 Ge rune + 1 Ar rune

4 medium magic spells + 6 Or runes + 1 Noa rune + 1 Cold rune + 1 Fu
rune + 1 Ge rune +1 Ar rune

4 large magic spells + 6 Or runes + 1 Noa rune + a Cold rune + 1 Cold
rune + 1 Ge rune + 1 Ar rune

43.3- For Barbaro:

4 small magic spells + 6 runes Noa + a Frio rune + 1 Fu rune + 1 Ge ru
+1 Ar rune + 1 Leo rune

4 medium magic spells + 6 runes Noa + a Frio rune + 1 Fu rune + 1 Ge
rune +1 Ar rune + 1 Leo rune

4 large magic spells + 6 Noa runes + a Cold rune + 1 Fu rune + 1 Ge ru
+1 Ar rune + 1 Leo rune

43.3- For Druid:

4 small magic spells + 6 Cold + 1 Fu rune + 1 Ge rune +1 Ar rune + 1 l
rune + 1 Libra rune

4 medium magic spells + 6 Cold + 1 Fu rune + 1 Ge rune +1 Ar rune +
Leo rune + 1 Libra rune

4 large magic spells + 6 Cold + 1 Fu rune + 1 Ge rune + 1 Ar rune + 1
rune + 1 Libra rune

43.3- For Necromancer:

4 small magic spells + 6 Fu + 1 rune Ge +1 rune Ar + 1 rune Leo + 1 ru
Libra + 1 rune Ma

4 medium magic spells + 6 Fu + 1 rune Ge +1 rune Ar + 1 rune Leo + 1
rune Libra + 1 rune Ma

4 large magic spells + 6 Fu + 1 Ge rune +1 Ar rune + 1 Leo rune + 1 Li
rune + 1 Ma rune

43.3- For Paladin: 4 small magic

spells + 6 Ge +1 Ar rune + 1 Leo rune + 1 Libra rune + 1 rune Ma + 1 I
rune
4 medium magic spells + 6 Ge +1 Ar rune + 1 Leo rune + 1 Libra rune +
Ma rune + 1 rune My
4 large magic spells + 6 Ge +1 Ar rune + 1 Leo rune + 1 Libra rune + 1
Ma rune + 1 Mis rune

43.3- For Sorceress:

4 small magic spells + 6 Ar + 1 Leo rune + 1 Libra rune + 1 Ma rune +
Mis rune + 1 Oma rune
4 medium magic spells + 6 Ar + 1 Leo rune + 1 Libra rune + 1 Ma rune
1 Mis rune + 1 Oma rune
4 large magic spells + 6 Ar + 1 Leo rune + 1 Libra rune + 1 Ma rune +
Mis rune + 1 Oma rune

44- Decreased requirements:

Any weapon + 4 Ta runes + 1 perfect emerald + 1 magic jewel + 2 unic
jewels
Any armor + 4 Tau runes + 1 perfect emerald + 1 magic jewel + 2 unqi
jewels
Any Shield + 4 Umno Runes + 1 Perfect Emerald + 1 Magic Jewel + 2
Unique Jewels
Any Ring +4 Ven Runes + 1 Perfect Emerald + 1 Magic Jewel + 2 Uniqu
Jewels
Any Amulet +4 Vir Runes + 1 Perfect Emerald + 1 Magic Jewel + 2 unqi
jewels

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