

DIABLO™

BFE CUBE RECIPES



BASIC RECIPES

ITEM REROLL

SOCKETS

ITEM QUALITY

SPECIAL RECIPES

RING OF ALL

WONDERS CRAFT

FAVORITE TALISMAN

AURA CHARMS

SUMMON CHARMS

CRY CHARMS

CURSE CHARMS

HITPOWER CRAFT ITEMS

BLOOD CRAFT ITEMS

CASTER CRAFT ITEMS

SAFETY CRAFT ITEMS

THERE ARE MORE CUBE RECIPES, LOOK FOR IT IN THE GAME.

BASIC RECIPES



INPUT 1	INPUT 2	INPUT 3	OUTPUT
3 ANY HEALING POTION	3 ANY MANA POTION	1 STANDARD GEM	FULL REJUVENATE POTION
3 ANY HEALING POTION	3 ANY MANA POTION	1 CHIPPED GEM	REJUVENATE POTION
3 SAME HEALING POTIONS			HEALING POTION OF NEXT GRADE
3 SAME MANA POTIONS			MANA POTION OF NEXT GRADE
3 REJUVENATE POTIONS			FULL REJUVENATE POTION
	3 MAGIC JEWELS		RARE JEWEL
	3 RARE JEWELS		CRAFTED JEWEL
	10 MAGIC RINGS		RARE RING
	10 MAGIC AMULETS		RARE AMULET
	10 RARE RINGS		UNIQUE RING
	10 RARE AMULETS		UNIQUE AMULET
	6 MAGIC CHARMS		RARE CHARM
MAGIC WEAPON	3 RARE RINGS		RARE WEAPON
MAGIC ARMOR	3 RARE AMULETS		RARE ARMOR
RARE WEAPON	3 UNIQUE RINGS		UNIQUE WEAPON
RARE ARMOR	3 UNIQUE AMULETS		UNIQUE ARMOR
	3 CHIPPED GEMS		FLAWED GEM
	3 FLAWED GEMS		STANDARD GEM
	3 STANDARD GEMS		FLAWLESS GEM
	3 FLAWLESS GEMS		PERFECT GEM
1 OF EACH TYPE OF PERFECT GEM EXCLUDING PERFECT SKULL (6 GEMS)			CHIPPED GEM OF ELEMENTS
3 CHIPPED GEM OF ELEMENTS			STANDARD GEM OF ELEMENTS
3 STANDARD GEM OF ELEMENTS			DIVINE GEM OF ELEMENTS
2 OF THE SAME RUNE			NEXT RUNE
3 GAR RUNES			RUNE OF ELEMENTS
GREEN CLASS-ORIENTED AMULET	CRAFTED JEWEL		YELLOW AMULET OF SAME CLASS
YELLOW CLASS-ORIENTED AMULET	2 CRAFTED JEWELS		ORANGE AMULET OF SAME CLASS
ORANGE CLASS-ORIENTED AMULET	3 CRAFTED JEWELS		RED AMULET OF SAME CLASS
RED CLASS-ORIENTED AMULET	4 CRAFTED JEWELS		BLUE AMULET OF SAME CLASS
BLUE CLASS-ORIENTED AMULET	2 UNIQUE RINGS		SPECTRAL AMULET OF SAME CLASS

BASIC RECIPES



INPUT 1	INPUT 2	INPUT 3	OUTPUT
WEAK RING OF STATISTIC		3 RARE JEWELS	LESSER RING OF SAME STATISTIC
LESSER RING OF STATISTIC		3 CRAFTED JEWELS	STRONG RING OF SAME STATISTIC
STRONG RING OF STATISTIC		2 UNIQUE RINGS	GREATER RING OF SAME STATISTIC
 HAMMER	PERFECT GEM 		2 FLAWLESS GEMS  
	FLAWLESS GEM 		2 STANDARD GEMS  
	STANDARD GEM 		2 FLAWED GEMS  
	FLAWED GEM 		2 CHIPPED GEMS  
 RECIPE TURNER	CRAFTED ELEMENT		COMPONENTS OF ELEMENT
2 BLOOD OF MONSTER  		MONSTER BLOOD VIAL 	
3 MONSTER BLOOD VIAL   		MONSTER BLOOD FLASK (NOT USED) 	
3 MONSTER BLOOD FLASK   		ANY FLAWLESS GEM 	MONSTER BLOOD GEM (NOT USED) 
3 MONSTER BLOOD FLASK   		SAME MONSTER BLOOD GEM 	MONSTER BLOOD ESSENCE (NOT USED) 
MONSTER BLOOD ESSENCE 	ANY FLAWLESS GEM 	HAMMER 	MONSTER BLOOD POWDER (NOT USED) 

ITEM REROLL






















INPUT 1	INPUT 2	INPUT 3	OUTPUT
	2 ARROWS		BOLTS 
	2 BOLTS		ARROWS 
STRANGLING GAS POTION 	HEALTH POTION 	ANTIDOTE POTION 	
3 MAGIC RINGS			MAGIC AMULET
3 MAGIC AMULETS			MAGIC RING
MAGIC ITEM	3 PERFECT GEMS 		MAGIC ITEM
RARE ITEM	PERFECT SKULL 	STONE OF JORDAN 	HIGH LEVEL RARE ITEM

INPUT 1	INPUT 2	INPUT 3	OUTPUT
GREEN CLASS-ORIENTED AMULET		MAGIC JEWEL	GREEN AMULET OF NEXT CLASS
YELLOW CLASS-ORIENTED AMULET		2 MAGIC JEWELS	YELLOW AMULET OF NEXT CLASS
ORANGE CLASS-ORIENTED AMULET		3 MAGIC JEWELS	ORANGE AMULET OF NEXT CLASS
RED CLASS-ORIENTED AMULET		4 MAGIC JEWELS	RED AMULET OF NEXT CLASS
BLUE CLASS-ORIENTED AMULET		5 MAGIC JEWELS	BLUE AMULET OF NEXT CLASS
SPECTRAL CLASS-ORIENTED AMULET		6 MAGIC JEWELS	SPECTRAL AMULET OF NEXT CLASS
AMAZON -> SORCERESS -> NECROMANCER -> PALADIN -> BARBARIAN -> DRUID -> ASSASSIN -> AMAZON			

SOCKETS



INPUT 1	INPUT 2	INPUT 3	INPUT 4	OUTPUT
MAGIC WEAPON	3 CHIPPED GEMS   			MAGIC SOCKETED WEAPON
SOCKETED WEAPON	3 STANDARD GEMS   			MAGIC SOCKETED WEAPON
MAGIC WEAPON	3 FLAWLESS GEMS   			MAGIC SOCKETED WEAPON
RARE ITEM	3 PERFECT SKULL 	STONE OF JORDAN 		ADD 1 SOCKET TO RARE
NORMAL TORSO ARMOR	NYD RUNE 	GYFU RUNE 	PERFECT TOPAZ 	SOCKETED TORSO ARMOR
NORMAL WEAPON	IS RUNE 	WYN RUNE 	PERFECT AMETHYST 	SOCKETED WEAPON
NORMAL HELM	NYD RUNE 	WYN RUNE 	PERFECT SAPPHIRE 	SOCKETED HELM
NORMAL SHIELD	IS RUNE 	GYFU RUNE 	PERFECT RUBY 	SOCKETED SHIELD
 RECIPE TURNER		ANY SOCKETED ITEM		DESTROYS CONTENTS OF SOCKETS

INPUT 1	INPUT 2	INPUT 3	INPUT 4	OUTPUT
NORMAL ITEM	✗ DIAMOND NEEDLES			SAME ITEM WITH ✗ SOCKETS
MAGIC ITEM	✗ MAGIC DIAMOND NEEDLES			
RARE ITEM	✗ RARE DIAMOND NEEDLES			
SET ITEM	✗ SET DIAMOND NEEDLES			
CRAFTED ITEM	✗ CRAFTED DIAMOND NEEDLES			
UNIQUE ITEM	✗ UNIQUE DIAMOND NEEDLES			
✗ IS NO MORE THAN WIDTH* HEIGHT OF ITEM (MAXIMUM IS 6). REMEMBER THAT YOU CANNOT MAKE SOCKETS IN CHARMS AND THROWING POTIONS.				

ITEM QUALITY



































INPUT 1	INPUT 2	INPUT 3	OUTPUT
LOW QUALITY WEAPON	CHIPPED GEM	UR RUNE	NORMAL WEAPON
LOW QUALITY ARMOR	CHIPPED GEM	FEOH RUNE	NORMAL ARMOR
NORMAL WEAPON	STANDARD GEM	NYD RUNE	HIGH QUALITY WEAPON
NORMAL ARMOR	STANDARD GEM	HAGAL RUNE	HIGH QUALITY ARMOR
BASIC UNIQUE WEAPON	5 PERFECT GEMS		EXCEPTIONAL UNIQUE WEAPON WITH NEW PROPERTIES
BASIC UNIQUE ARMOR	5 PERFECT GEMS		EXCEPTIONAL UNIQUE ARMOR WITH NEW PROPERTIES
EXCEPTIONAL UNIQUE WEAPON	5 PERFECT SKULLS		ELITE UNIQUE WEAPON WITH NEW PROPERTIES
EXCEPTIONAL UNIQUE ARMOR	5 PERFECT SKULLS		ELITE UNIQUE ARMOR WITH NEW PROPERTIES
BASIC UNIQUE WEAPON	3 PERFECT GEMS		EXCEPTIONAL UNIQUE WEAPON WITH SAME PROPERTIES
BASIC UNIQUE ARMOR	3 PERFECT GEMS		EXCEPTIONAL UNIQUE ARMOR WITH SAME PROPERTIES
EXCEPTIONAL UNIQUE WEAPON	3 PERFECT SKULLS		ELITE UNIQUE WEAPON WITH SAME PROPERTIES
EXCEPTIONAL UNIQUE ARMOR	3 PERFECT SKULLS		ELITE UNIQUE ARMOR WITH SAME PROPERTIES
WEAPON	HAGAL RUNE		REPAIR
ARMOR	WYN RUNE		REPAIR
WEAPON	CHIPPED GEM	HAGAL RUNE	REPAIR + RECHARGE
ARMOR	FLAWED GEM	WYN RUNE	REPAIR + RECHARGE

INPUT 1	INPUT 2	INPUT 3	OUTPUT
NORMAL WEAPON	GEM POWDER		NORMAL WEAPON OF NEW QUALITY
NORMAL TORSO ARMOR	GEM POWDER		NORMAL ARMOR OF NEW QUALITY

PLEASE NOTE THAT THIS RECIPE MAY BE APPLIED ONLY ONCE FOR EACH ITEM.

SPECIAL RECIPES



INPUT 1	INPUT 2	INPUT 3	INPUT 4	OUTPUT
AMULET	1 PERFECT GEM OF EACH TYPE			PRISMATIC AMULET
RING	PERFECT RUBY 	EXPLODING POTION 		GARNET RING
RING	PERFECT SAPPHIRE 	THAWING POTION 		COBALT RING
RING	PERFECT TOPAZ 	REJUVENATION POTION 		CORAL RING
RING	PERFECT EMERALD 	ANTIDOTE POTION 		JADE RING
MAGIC SMALL SHIELD	SPIKED CLUB	2 SKULLS  		SHIELD OF SPIKES
MAGIC SWORD	RUBY 	4 HEALTH POTION    		SWORD OF THE LEECH
BELT	KRIS	STAFF	DIAMOND 	SAVAGE POLEARM
ANY MAGIC MELEE WEAPON	 MAGICAL EXTRACTOR		MELEE WEAPON'S SOUL WITH ITEM'S MODIFIERS	
ANY MAGIC MISSILE WEAPON			MISSILE WEAPON'S SOUL WITH ITEM'S MODIFIERS	
ANY MAGIC THROWING WEAPON			THROWING WEAPON'S SOUL WITH ITEM'S MODIFIERS	
ANY MAGIC TORSO ARMOR			ARMOR'S SOUL WITH ITEM'S MODIFIERS	
ANY MAGIC HELM			HELM'S SOUL WITH ITEM'S MODIFIERS	
ANY MAGIC GLOVES			GLOVES'S SOUL WITH ITEM'S MODIFIERS	
ANY MAGIC BOOTS			BOOTS'S SOUL WITH ITEM'S MODIFIERS	
ANY MAGIC BELT			BELT'S SOUL WITH ITEM'S MODIFIERS	
ANY MAGIC SHIELD			SHIELD'S SOUL WITH ITEM'S MODIFIERS	
ANY MAGIC AMULET			AMULET'S SOUL WITH ITEM'S MODIFIERS	
ANY MAGIC RING	RING'S SOUL WITH ITEM'S MODIFIERS			
THE SAME PRINCIPLE IS APPLIED TO RARE AND UNIQUE ITEMS.				
ANY RARE ITEM		APPROPRIATE SOUL WITH ITEM'S MODIFIERS		
ANY SET ITEM		APPROPRIATE SOUL WITH ITEM'S MODIFIERS		
ANY CRAFTED ITEM		APPROPRIATE SOUL WITH ITEM'S MODIFIERS		
ANY UNIQUE ITEM		APPROPRIATE SOUL WITH ITEM'S MODIFIERS		
YOU CAN INSERT IT IN ONLY ITS OF ITEM. REMEMBER THAT YOU CANNOT EXTRACT SOUL FROM SOCKETED ITEM.				




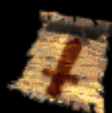



























SPECIAL RECIPES



INPUT 1	INPUT 2	INPUT 3	OUTPUT
ALCHEMY RECIPE 		3 SPECIAL POTIONS	MYSTERY POTION 
SEE THE RECIPES ON THE ALCHEMY RECIPES. REMEMBER THAT ALCHEMY RECIPE MUST BE A COMPONENT OF THE WHOLE RECIPE.			
ALCHEMY RECIPE 	3 SPECIAL POTIONS	GEM POWDER (AS CATALYST) 	MYSTERY POTION 
THIS RECIPE IS SIMILAR THE PREVIOUS, BUT YOU CAN USE DIFFERENT GEM POWDERS TO ADJUST POWER OF THE RECIPE			
ALKOR'S POTION OF LIFE 		MAGIC JEWEL	TWO RANDOM MYSTERY POTIONS 
BLANK STONE 	PERFECT AMETHYST 		BOW RUNE 
	PERFECT RUBY 		AXE RUNE 
	PERFECT SKULL 		BONE RUNE 
	PERFECT DIAMOND 		SWORD RUNE 
	PERFECT TOPAZ 		MAGIC RUNE 
	PERFECT SAPPHIRE 		CLOAK RUNE 
	PERFECT EMERALD 		TREE RUNE 
OUTPUT RUNES ARE CLASS-ORIENTED			
BLANK STONE 	GEM OF ELEMENTS 		RUNE OF KNOWLEDGE 
3 BLANK STONES 	MAGIC JEWEL 		«GREAT VOID» RUNESCRIPT 
10 «GREAT VOID» RUNESCRIPTS 			«ABSOLUTE VOID» RUNESCRIPT 
AMULET OF AFFLICTED MORPHING	RECIPE TURNER 	TOPAZ POWDER 	SAME AMULET WITHOUT MORPHING STATE
AMULET OF APPARITION MORPHING		SAPPHIRE POWDER 	
AMULET OF STYGIAN FURY MORPHING		EMERALD POWDER 	
AMULET OF UNDEAD STYGIAN DOLL MORPHING		AMETHYST POWDER 	
AMULET OF VENOM LORD MORPHING		RUBY POWDER 	

SPECIAL RECIPES



INPUT 1	INPUT 2		INPUT 3		OUTPUT	
MALAH'S RESIS- TANCES SCROLL 	LAPISWRATH		4 STANDARD GEMS		MALAH'S CHARM OF ELEMENTAL DAMAGE I	
	GINTHER'S RIFT		4 FLAWLESS GEMS		MALAH'S CHARM OF ELEMENTAL DAMAGE II	
	LIGHTSABRE		4 PERFECT GEMS		MALAH'S CHARM OF ELEMENTAL DAMAGE III	
	CLANIA		4 STANDARD GEMS		MALAH'S CHARM OF ELEMENTAL PIERCING I	
	PINIA		4 FLAWLESS GEMS		MALAH'S CHARM OF ELEMENTAL PIERCING II	
	STONERAVEN		4 PERFECT GEMS		MALAH'S CHARM OF ELEMENTAL PIERCING III	
	PLAPITIAN		4 STANDARD GEMS		MALAH'S CHARM OF ELEMENTAL SKILLS I	
	THE OCULUS		4 FLAWLESS GEMS		MALAH'S CHARM OF ELEMENTAL SKILLS II	
	FATHOM		4 PERFECT GEMS		MALAH'S CHARM OF ELEMENTAL SKILLS III	
	CLEIUS		4 STANDARD GEMS		MALAH'S CHARM OF ELEMENTAL RESISTANCES I	
	SETTIUS		4 FLAWLESS GEMS		MALAH'S CHARM OF ELEMENTAL RESISTANCES II	
	POTENGUNIUS		4 PERFECT GEMS		MALAH'S CHARM OF ELEMENTAL RESISTANCES III	
	SWORDBACK HOLD		4 STANDARD GEMS		MALAH'S CHARM OF ELEMENTAL DEFLECTION I	
	LANCE GUARD		4 FLAWLESS GEMS		MALAH'S CHARM OF ELEMENTAL DEFLECTION II	
	PIKE THORN		4 PERFECT GEMS		MALAH'S CHARM OF ELEMENTAL DEFLECTION III	
	CTORS SILK		4 STANDARD GEMS		MALAH'S CHARM OF ELEMENTAL ABSORBTION I	
	CORPSEMOURN		4 FLAWLESS GEMS		MALAH'S CHARM OF ELEMENTAL ABSORBTION II	
	TYRAEL'S MIGH		4 PERFECT GEMS		MALAH'S CHARM OF ELEMENTAL ABSORBTION III	

USE ONE OF EACH OF THE FOLLOWING GEMS IN THESE RECIPES: SAPPHIRE, EMERALD, RUBY AND TOPAZ. NOTE THAT RECIPES WITH STANDARD GEMS WORK ON ALL THREE DIFFICULTIES. RECIPES WITH FLAWLESS GEMS WORK ONLY ON NIGHTMARE AND HELL. AND RECIPES WITH PERFECT GEMS WORK ONLY ON HELL DIFFICULTY. NOTE THAT YOU CAN HAVE NO MORE THAN ONE OF EACH OF MALAH'S CHARMS.

SPECIAL RECIPES



INPUT 1	INPUT 2	OUTPUT
ARMOR	AMETHYST POWDER 	SAME ARMOR WITH "DEFENSE +[80, 120]%" AND "RUN/WALK SPEED -[25, 35]"
	DIAMOND POWDER 	SAME ARMOR WITH "ALL RESISTANCES +[15, 25]" AND "DEFENSE -[25, 35]%"
	EMERALD POWDER 	SAME ARMOR WITH "POISON RESISTANCE +[40, 60]" AND "LIFE -[15, 25]"
	RUBY POWDER 	SAME ARMOR WITH " FIRE RESISTANCE +[40, 60]" AND "REPLENISH LIFE -[20, 35]"
	SAPPHIRE POWDER 	SAME ARMOR WITH "COLD RESISTANCE +[40, 60]" AND "DAMAGE REDUCED BY -[5, 15]%"
	TOPAZ POWDER 	SAME ARMOR WITH " LIGHTNING RESISTANCE +[40, 60]" AND "MANA -[15, 25]%"
WEAPON	AMETHYST POWDER 	SAME WEAPON WITH "ATTACK +[80, 120]%" AND "ATTACK SPEED -[40, 60]%"
	DIAMOND POWDER 	SAME WEAPON WITH "DAMAGE +[80, 120]%" AND "DURABILITY -[40, 60]%"
	EMERALD POWDER 	SAME WEAPON WITH "POISON DAMAGE +[68, 88] OVER 2 SEC" AND "STAMINA RECOVERY -[25, 35]"
	RUBY POWDER 	SAME WEAPON WITH "FIRE DAMAGE +[50, 70]" AND "FASTER BLOCK RATE -[15, 25]%"
	SAPPHIRE POWDER 	SAME WEAPON WITH "COLD DAMAGE +[40, 60], 2 SEC" AND "LIFE AFTER EACH KILL -[5, 10]"
	TOPAZ POWDER 	SAME WEAPON WITH "LIGHTNING DAMAGE +[100, 140]" AND "BLOCKING -[15, 25]%"

RECIPES SET CHARM

INPUT 1	INPUT 2	OUTPUT
ALL ITEMS OF SAME SET	SPECIAL SET CHARM	

SPECIAL RECIPES



INPUT 1	INPUT 2	OUTPUT
ANY WEAPON	3 BEAKER OF BLOOD OF SAME MONSTER 	SAME WEAPON WITH "+150% ENHANCED DAMAGE VS. APPROPRIATE TYPE OF MONSTER".
REMEMBER THAT YOU CAN TO APPLY THIS RECIPE 3 TIMES PER SAME ITEM ONLY.		
ANY GLOVES	3 BEAKER OF BLOOD OF SAME MONSTER 	SAME GLOVES WITH "+50% TO ATTACK RATING VS. APPROPRIATE TYPE OF MONSTER".
REMEMBER THAT YOU CAN TO APPLY THIS RECIPE 3 TIMES PER SAME ITEM ONLY.		
ANY TORSO ARMOR	BLOOD OF BALROG, BLOOD OF FETISH, BLOOD OF FALLEN, BLOOD OF SAND RAIDER 	SAME TORSO ARMOR WITH "+75% TO FIRE RESISTANCE".
	BLOOD OF SCARAB, BLOOD OF BIGHEAD, BLOOD OF BABOON, BLOOD OF BAT DEMON 	SAME TORSO ARMOR WITH "+75% TO LIGHTNING RESISTANCE".
	BLOOD OF SNOW YETI, BLOOD OF FROZEN HORROR, BLOOD OF MINION, BLOOD OF VILE 	SAME TORSO ARMOR WITH "+75% TO COLD RESISTANCE".
	BLOOD OF ZOMBIE, BLOOD OF SAND MAGGOT, BLOOD OF PUTRID DEFILER, BLOOD OF REGURGITATOR 	SAME TORSO ARMOR WITH "+75% TO POISON RESISTANCE".
REMEMBER THAT YOU CAN TO APPLY ANY OF THESE RECIPES ONLY ONCE PER SAME ITEM.		
ANY WEAPON	BLOOD OF ANDARIEL 	SAME WEAPON WITH "+10% ENHANCED DAMAGE VS. ANDARIEL" AND "+10% TO ATTACK RATING VS. ANDARIEL".
	BLOOD OF DURIEL 	SAME WEAPON WITH "+10% ENHANCED DAMAGE VS. DURIEL" AND "+10% TO ATTACK RATING VS. DURIEL".
	BLOOD OF MEPHISTO 	SAME WEAPON WITH "+10% ENHANCED DAMAGE VS. MEPHISTO" AND "+10% TO ATTACK RATING VS. MEPHISTO".
	BLOOD OF DIABLO 	SAME WEAPON WITH "+10% ENHANCED DAMAGE VS. DIABLO" AND "+10% TO ATTACK RATING VS. DIABLO".
	BLOOD OF BAAL 	SAME WEAPON WITH "+10% ENHANCED DAMAGE VS. BAAL" AND "+10% TO ATTACK RATING VS. BAAL".

RING OF ALL WONDERS CREATION



VERY IMPORTANT INFORMATION

YOU CAN MAKE ONLY ONE RECIPE (A, B, C, OR D) PER STAGE (13 RECIPES TOTAL). AS YOU CAN SEE, IN GENERAL, "A" RECIPES JUST PASS RING OF ALL WONDERS TO OTHER STAGES UNCHANGED. "B", "C", AND "D" RECIPES ARE ABLE TO ADD A MODIFIER TO THE RING. PLEASE, NOTE THAT YOU CAN ADD NO MORE THAN 7 MODIFIERS ON YOUR RING OF ALL WONDERS. CHOOSE MODIFIERS WISELY. :)

#	INPUT 1	INPUT 2	INPUT 3	INPUT 4	OUTPUT
STAGE 1					
NOTE: THIS FIRST RECIPE APPLIES TWO PENALTY MODIFIERS TO RING OF ALL WONDERS. THESE PENALTIES WILL STAY ON RING DOWN TO LAST RECIPE (13) EXECUTION.					
A	FIRST RING OF WONDER	MAGIC JEWEL	-	RING OF ALL WONDERS (STAGE 1)	
B			SYNAPSE	RING OF ALL WONDERS (STAGE 1) WITH "-X% TO ENEMY COLD RESISTANCE" MODIFIER	
C			EMOTION	RING OF ALL WONDERS (STAGE 1) WITH "KNOCKBACK" MODIFIER	
D			CELL	RING OF ALL WONDERS (STAGE 1) WITH "+X TO ENERGY (BASED ON LEVEL)" MODIFIER	
STAGE 2					
A	RING OF ALL WONDERS (STAGE 1)	SECOND RING OF WONDER	-	RING OF ALL WONDERS (STAGE 2)	
B			SYNAPSE	RING OF ALL WONDERS (STAGE 2) WITH "+X% TO ALL FIRE DAMAGE (BASED ON LEVEL)" MODIFIER	
C			EMOTION	RING OF ALL WONDERS (STAGE 2) WITH "IGNORE TARGET'S DEFENSE" MODIFIER	
D			CELL	RING OF ALL WONDERS (STAGE 2) WITH "+X TO MANA (BASED ON LEVEL)" MODIFIER	
STAGE 3					
A	RING OF ALL WONDERS (STAGE 2)	THIRD RING OF WONDER	-	RING OF ALL WONDERS (STAGE 3)	
B			SYNAPSE	RING OF ALL WONDERS (STAGE 3) WITH "PREVENT MONSTER HEAL" MODIFIER	
C			EMOTION	RING OF ALL WONDERS (STAGE 3) WITH "REPLENISH LIFE +X" MODIFIER	
D			CELL	RING OF ALL WONDERS (STAGE 3) WITH "ALL RESISTANCES +X%" MODIFIER	
STAGE 4					
A	RING OF ALL WONDERS (STAGE 3)	4TH RING OF WONDER	-	RING OF ALL WONDERS (STAGE 4)	
B			SYNAPSE	RING OF ALL WONDERS (STAGE 4) WITH "PIERCING ATTACK (MISSILES)" MODIFIER	
C			EMOTION	RING OF ALL WONDERS (STAGE 4) WITH "REGENERATE MANA X%" MODIFIER	
D			CELL	RING OF ALL WONDERS (STAGE 4) WITH "CANNOT BE FROZEN" MODIFIER	




RING OF ALL WONDERS CREATION



#	INPUT 1	INPUT 2	INPUT 3	INPUT 4	OUTPUT
STAGE 5					
A	RING OF ALL WONDERS (STAGE 4)	5TH RING OF WONDER	MAGIC JEWEL 	-	RING OF ALL WONDERS (STAGE 5)
B				SYNAPSE 	RING OF ALL WONDERS (STAGE 5) WITH "+X% TO FASTER CAST RATE" MODIFIER
C				EMOTION 	RING OF ALL WONDERS (STAGE 5) WITH "X% DEADLY STRIKE (BASED ON LEVEL)" MODIFIER
D				CELL 	RING OF ALL WONDERS (STAGE 5) WITH "SLAIN MONSTERS REST IN PEACE" MODIFIER
STAGE 6					
A	RING OF ALL WONDERS (STAGE 5)	6TH RING OF WONDER	MAGIC JEWEL 	-	RING OF ALL WONDERS (STAGE 6)
B				SYNAPSE 	RING OF ALL WONDERS (STAGE 6) WITH "-X% TO ENEMY FIRE RESISTANCE" MODIFIER
C				EMOTION 	RING OF ALL WONDERS (STAGE 6) WITH "HIT BLINDS TARGET" MODIFIER
D				CELL 	RING OF ALL WONDERS (STAGE 6) WITH "X% DAMAGE TAKEN GOES TO MANA" MODIFIER
STAGE 7					
A	RING OF ALL WONDERS (STAGE 6)	7TH RING OF WONDER	MAGIC JEWEL 	-	RING OF ALL WONDERS (STAGE 7)
B				SYNAPSE 	RING OF ALL WONDERS (STAGE 7) WITH "+X% TO FASTER RUN/WALK" MODIFIER
C				EMOTION 	RING OF ALL WONDERS (STAGE 7) WITH "+X% TO ALL POISON DAMAGE (BASED ON LEVEL)" MODIFIER
D				CELL 	RING OF ALL WONDERS (STAGE 7) WITH "SLOW TARGET BY X%" MODIFIER
STAGE 8					
A	RING OF ALL WONDERS (STAGE 7)	8TH RING OF WONDER	MAGIC JEWEL 	-	RING OF ALL WONDERS (STAGE 8)
B				SYNAPSE 	RING OF ALL WONDERS (STAGE 8) WITH "+X% TO INCREASED ATTACK SPEED" MODIFIER
C				EMOTION 	RING OF ALL WONDERS (STAGE 8) WITH "-X% TO ENEMY LIGHTNING RESISTANCE" MODIFIER
D				CELL 	RING OF ALL WONDERS (STAGE 8) WITH "HIT CAUSES MONSTER TO FLEE X%" MODIFIER
STAGE 9					
A	RING OF ALL WONDERS (STAGE 8)	9TH RING OF WONDER	MAGIC JEWEL 	-	RING OF ALL WONDERS (STAGE 9)
B				SYNAPSE 	RING OF ALL WONDERS (STAGE 9) WITH "+X% TO FASTER BLOCK RATE" MODIFIER
C				EMOTION 	RING OF ALL WONDERS (STAGE 9) WITH "X% CHANCE OF CRUSHING BLOW (BASED ON LEVEL)" MODIFIER
D				CELL 	RING OF ALL WONDERS (STAGE 9) WITH "+X TO STRENGTH (BASED ON LEVEL)" MODIFIER

RING ⊕F ALL WONDERS CREATION



#	INPUT 1	INPUT 2	INPUT 3	INPUT 4	⊕UTPUT
STAGE 10					
A	RING ⊕F ALL WONDERS (STAGE 9)	10TH RING ⊕F WONDER	MAGIC JEWEL 	-	RING ⊕F ALL WONDERS (STAGE 10)
B				SYNAPSE 	RING ⊕F ALL WONDERS (STAGE 10) WITH “+X% T⊕ ALL LIGHTNING DAMAGE (BASED ⊕N LEVEL)” M⊕DIFIER
C				EMOTION 	RING ⊕F ALL WONDERS (STAGE 10) WITH “-X% T⊕ ENEMY POISON RESISTANCE” M⊕DIFIER
D				CELL 	RING ⊕F ALL WONDERS (STAGE 10) WITH “+X T⊕ DEXTERITY (BASED ⊕N LEVEL)” M⊕DIFIER
STAGE 11					
A	RING ⊕F ALL WONDERS (STAGE 10)	11TH RING ⊕F WONDER	MAGIC JEWEL 	-	RING ⊕F ALL WONDERS (STAGE 11)
B				SYNAPSE 	RING ⊕F ALL WONDERS (STAGE 11) WITH “X% INCREASED CHANCE ⊕F BLOCKING” M⊕DIFIER
C				EMOTION 	RING ⊕F ALL WONDERS (STAGE 11) WITH “+X% T⊕ ALL COLD DAMAGE (BASED ⊕N LEVEL)” M⊕DIFIER
D				CELL 	RING ⊕F ALL WONDERS (STAGE 11) WITH “FREEZES TARGET +X” M⊕DIFIER
STAGE 12					
A	RING ⊕F ALL WONDERS (STAGE 11)	12TH RING ⊕F WONDER	MAGIC JEWEL 	-	RING ⊕F ALL WONDERS (STAGE 12)
B				SYNAPSE 	RING ⊕F ALL WONDERS (STAGE 12) WITH “X% CHANCE ⊕F ⊕PEN WOUNDS (BASED ⊕N LEVEL)” M⊕DIFIER
C				EMOTION 	RING ⊕F ALL WONDERS (STAGE 12) WITH “+X T⊕ VITALITY (BASED ⊕N LEVEL)” M⊕DIFIER
D				CELL 	RING ⊕F ALL WONDERS (STAGE 12) WITH “+X% T⊕ MAGIC RESIST” M⊕DIFIER
STAGE 13					
NOTE: THIS LAST RECIPE REMOVES TWO PENALTY MODIFIERS FROM RING ⊕F ALL WONDERS, SO YOU CAN ENJOY RING’S BONUSES WITHOUT ANY PENALTIES. :)					
A	RING ⊕F ALL WONDERS (STAGE 12)	13TH RING ⊕F WONDER	MAGIC JEWEL 	-	RING ⊕F ALL WONDERS (COMPLETED)
B				SYNAPSE 	RING ⊕F ALL WONDERS (COMPLETED) WITH “X% FASTER HIT RECOVERY” M⊕DIFIER
C				EMOTION 	RING ⊕F ALL WONDERS (COMPLETED) WITH “+X T⊕ LIFE (BASED ⊕N LEVEL)” M⊕DIFIER
D				CELL 	RING ⊕F ALL WONDERS (COMPLETED) WITH “DAMAGE REDUCED BY X%” M⊕DIFIER

FAVORITE TALISMAN UPGRADE



INPUT1	INPUT2	OUTPUT
YOUR FAVORITE TALISMAN 	10 FRAGMENTS OF FIRE 	YOUR FAVORITE TALISMAN WITH "ADDS 10 FIRE DAMAGE" MODIFIER
	10 FRAGMENTS OF WATER 	YOUR FAVORITE TALISMAN WITH "ADDS 10 COLD DAMAGE" MODIFIER
	10 FRAGMENTS OF AIR 	YOUR FAVORITE TALISMAN WITH "ADDS 10 LIGHTNING DAMAGE" MODIFIER
	10 FRAGMENTS OF EARTH 	YOUR FAVORITE TALISMAN WITH "ADDS 10 POISON DAMAGE OVER 1 SECOND" MODIFIER

ONLY FOLLOWING CHARACTER CLASSES CAN USE THESE RECIPES IN DESCRIBED FORM:
 AMAZON, ASSASSIN, BARBARIAN, AND PALADIN.
 DRUID, NECROMANCER, AND SORCERESS CAN USE THESE RECIPES TOO, BUT THEY NEED
 TO ADD RARE JEWEL IN EACH RECIPE.

YOUR FAVORITE TALISMAN 	10 FRAGMENTS OF FIRE 	YOUR FAVORITE TALISMAN WITH "ADDS 3% TO ALL FIRE DAMAGE"
	10 FRAGMENTS OF WATER 	YOUR FAVORITE TALISMAN WITH "ADDS 3% TO ALL COLD DAMAGE"
	10 FRAGMENTS OF AIR 	YOUR FAVORITE TALISMAN WITH "ADDS 3% TO ALL LIGHTNING DAMAGE" MODIFIER
	10 FRAGMENTS OF EARTH 	YOUR FAVORITE TALISMAN WITH "ADDS 3% TO ALL POISON DAMAGE" MODIFIER

ONLY FOLLOWING CHARACTER CLASSES CAN USE THESE RECIPES: DRUID,
 NECROMANCER, AND SORCERESS.
 AMAZON, ASSASSIN, BARBARIAN, AND PALADIN CAN USE THESE RECIPES TOO, BUT THEY
 NEED TO ADD RARE JEWEL IN EACH RECIPE.

YOUR FAVORITE TALISMAN 	10 PERFECT SKULLS 	YOUR FAVORITE TALISMAN WITH "+ 3% TO BONE SKILLS EFFICIENCY" MODIFIER
	10 SYNAPSES 	YOUR FAVORITE TALISMAN WITH "+ 20 TO MANA" MODIFIER
	10 EMOTIONS 	YOUR FAVORITE TALISMAN WITH "+ 5 TO DEXTERITY" MODIFIER
	10 CELLS 	YOUR FAVORITE TALISMAN WITH "+ 5 TO STRENGTH" MODIFIER
	5 CHIPPED GEMS OF ELEMENTS 	YOUR FAVORITE TALISMAN WITH "+ 1 TO ENDURANCE" MODIFIER
	CHIPPED AMETHYST 	YOUR FAVORITE TALISMAN WITHOUT "X TIMES YOU DIED" DISPLAY.
	 RECIPE TURNER	YOUR FAVORITE TALISMAN WITH "X TIMES YOU DIED" DISPLAY.

ANY CHARACTER CLASS CAN USE THESE RECIPES.

AURA CHARMS



RECIPES CREATION CHARM

REQUIREMENTS	INPUT 1	INPUT 2: 1 BLOOD VIAL OF:	INPUT 3: 1 BLOOD VIAL OF:	OUTPUT
NONE		BRUTE	SAND RAIDER	CHARM OF MIGHT
		ZOMBIE	BRUTE	CHARM OF RESIST FIRE
		ZOMBIE	BAT DEMON	CHARM OF RESIST COLD
		OVERSEER	MINION	CHARM OF OAK SAGE
CHARACTER LEVEL 8	6 RARE CHARMS	BLUNDERBORE	THORN HULK	CHARM OF DEFIANCE
		FROG DEMON	BALROG	CHARM OF HOLY FIRE
		QUILL RA	THORN HULK	CHARM OF THORNS
CHARACTER LEVEL 16	* RARE JEWEL	ZOMBIE	FALLEN	CHARM OF RESIST LIGHTNING
		HUMA	Foul CROW	CHARM OF CLEANSING
		BABOON	CORRUPT ROGUE	CHARM OF BLESSED AIM
CHARACTER LEVEL 24	* FLAME	SAND LEAPER	GOATMAN	CHARM OF VIGOR
		SIEGE BEAST	VULTURE	CHARM OF WOLVERINE
		DOOM KNIGHT	VILE	CHARM OF CONCENTRATION
		FROZEN HORROR	SNOW YETI	CHARM OF HOLY FREEZE
CHARACTER LEVEL 32		PUTRID DEFILER	IMP	CHARM OF MEDITATION
		ZAKARUM CLERIC	IMP	CHARM OF HOLY SHOCK
		ZAKARUM CLERIC	HUMAN	CHARM OF SANCTUARY
CHARACTER LEVEL 40		VAMPIRE	SUCCUBUS	CHARM OF REDEMPTION
		SCARAB	DEATH MAULER	CHARM OF SALVATION
		QUILL RAT	DEATH MAULER	CHARM OF BARBS
		BLOOD LORD	COUNCIL MEMBER	CHARM OF FANATICISM
		REGURGITATOR	CLAW VIPER	CHARM OF CONVICTION

PLEASE, NOTE THAT ALL THESE CHARMS HAVE AURA LEVEL 1. YOU CAN UPGRADE AURA LEVEL ON THESE CHARMS WITH THE RECIPES BELOW.

RECIPES UPGRADE CHARM

INPUT 1	INPUT 2	INPUT 3: 1 BLOOD OF:	OUTPUT
CHARM OF MIGHT	ANY PERFECT GEM	BRUTE OR SAND RAIDER	*1 TO AURA LEVEL ON CHARM (MAXIMUM AURA LEVEL ON THESE CHARMS IS 24).
CHARM OF RESIST FIRE		ZOMBIE OR BRUTE	
CHARM OF RESIST COLD		ZOMBIE OR BAT DEMON	
CHARM OF OAK SAGE		OVERSEER OR MINION	
CHARM OF DEFIANCE		BLUNDERBORE OR THORN HULK	
CHARM OF HOLY FIRE		FROG DEMON OR BALROG	
CHARM OF THORNS		QUILL RAT OR THORN HULK	
CHARM OF RESIST LIGHTNING	3 ANY PERFECT GEM	ZOMBIE OR FALLEN	*1 TO AURA LEVEL ON CHARM (MAXIMUM AURA LEVEL ON THESE CHARMS IS 16).
CHARM OF CLEANSING		HUMAN OR Foul CROW	
CHARM OF BLESSED AIM		BABOON OR CORRUPT ROGUE	
CHARM OF VIGOR		SAND LEAPER OR GOATMAN	
CHARM OF WOLVERINE		SIEGE BEAST OR VULTURE	
CHARM OF CONCENTRATION		DOOM KNIGHT OR VILE	
CHARM OF HOLY FREEZE		FROZEN HORROR OR SNOW YETI	
CHARM OF MEDITATION	CHIPPED GEM OF ELEMENTS	PUTRID DEFILER OR IMP	*1 TO AURA LEVEL ON CHARM (MAXIMUM AURA LEVEL ON THESE CHARMS IS 8).
CHARM OF HOLY SHOCK		ZAKARUM CLERIC OR IMP	
CHARM OF SANCTUARY		ZAKARUM CLERIC OR HUMAN	
CHARM OF REDEMPTION		VAMPIRE OR SUCCUBUS	
CHARM OF SALVATION		SCARAB OR DEATH MAULER	
CHARM OF BARBS		QUILL RAT OR DEATH MAULER	
CHARM OF FANATICISM		BLOOD LORD OR COUNCIL MEMBER	
CHARM OF CONVICTION		REGURGITATOR OR CLAW VIPER	

PLEASE, NOTE THAT CHARMS GET ONE ADDITIONAL REQUIRED CHARACTER LEVEL PER EACH UPGRADE.

SUMMON CHARMS



NOTE: PLEASE NOTE THAT IF YOU TRY TO UPGRADE
SUMMON CHARM WITH YOUR CLASS SKILL,
THEN MAXIMUM SKILL LEVEL ON CHARM WILL BE 3 IN ANY CASE.

RECIPES CREATION CHARM

REQUIREMENTS	INPUT 1	INPUT 2: 1 BLOOD VIAL OF:	INPUT 3: 1 BLOOD VIAL OF:	OUTPUT
NONE	6 RARE CHARMS	FOUL CROW	BAT DEMON	CHARM OF RAVEN
		CLAW VIPER	GOATMAN	CHARM OF POISON CREEPER
		ZAKARUM CLERIC	ZOMBIE	CHARM OF SKELETON
CHARACTER LEVEL 8	* RARE JEWEL	MINION	SCARAB	CHARM OF CLAY GOLEM
CHARACTER LEVEL 16		SAND LEAPER	PANTHER WOMAN	CHARM OF SPIRIT WOLF
CHARACTER LEVEL 24	* STONE	ZAKARUM CLERIC	OVERSEER	CHARM OF SKELETAL MAGE
		CLAW VIPER	IMP	CHARM OF CARRION VINE
CHARACTER LEVEL 32	* STONE	VAMPIRE	FROG DEMON	CHARM OF BLOOD GOLEM
		FROG DEMON	SUCCUBUS	CHARM OF DIRE WOLF
CHARACTER LEVEL 40	* STONE	MINION	THORN HULK	CHARM OF IRON GOLEM
		BLUNDERBORE	ARACHNID	CHARM OF SOLAR CREEPER
		MINION	BALROG	CHARM OF FIRE GOLEM
		HUMAN	CORRUPT ROGUE	CHARM OF VALKYRIE
		PUTRID DEFILER	BRUTE	CHARM OF GRIZZLY

PLEASE NOTE THAT ALL THESE CHARMS HAVE LEVEL 1 OF THE SUMMONING SKILL.
YOU CAN UPGRADE THE LEVEL OF THE SUMMONING SKILL ON THESE CHARMS
WITH THE RECIPES BELOW.

RECIPES UPGRADE CHARM







INPUT 1	INPUT 2	INPUT 3: 1 BLOOD OF:	OUTPUT
CHARM OF RAVEN	ANY PERFECT GEM	FOUL CROW OR BAT DEMON	*1 TO LEVEL OF SUMMONING SKILL ON CHARM (MAXIMUM SKILL LEVEL ON THESE CHARMS IS 24).
CHARM OF POISON CREEPER		CLAW VIPER OR GOATMAN	
CHARM OF SKELETON		ZAKARUM CLERIC OR ZOMBIE	
CHARM OF CLAY GOLEM		MINION OR SCARAB	
CHARM OF SPIRIT WOLF		SAND LEAPER OR PANTHER WOMAN	
CHARM OF SKELETAL MAGE	3 ANY PERFECT GEM	ZAKARUM CLERIC OR OVERSEER	*1 TO LEVEL OF SUMMONING SKILL ON CHARM (MAXIMUM SKILL LEVEL ON THESE CHARMS IS 16).
CHARM OF CARRION VINE		CLAW VIPER OR IMP	
CHARM OF BLOOD GOLEM		VAMPIRE OR FROG DEMON	
CHARM OF DIRE WOLF		FROG DEMON OR SUCCUBUS	
CHARM OF IRON GOLEM		MINION OR THORN HULK	*1 TO LEVEL OF SUMMONING SKILL ON CHARM (MAXIMUM SKILL LEVEL ON THESE CHARMS IS 8).
CHARM OF SOLAR CREEPER		BLUNDERBORE OR ARACHNID	
CHARM OF FIRE GOLEM		MINION OR BALROG	
CHARM OF VALKYRIE		HUMAN OR CORRUPT ROGUE	
CHARM OF GRIZZLY		PUTRID DEFILER OR BRUTE	

PLEASE, NOTE THAT CHARMS GET ONE ADDITIONAL REQUIRED
CHARACTER LEVEL PER EACH UPGRADE.

CRY CHARMS



RECIPES CREATION CHARM

REQUIREMENTS	INPUT 1	INPUT 2: 1 BLOOD VIAL OF:	INPUT 3: 1 BLOOD VIAL OF:	OUTPUT
NONE	6 RARE CHARMS	QUILL RAT	GOATMAN	CHARM OF HOWL
CHARACTER LEVEL 8	 * RARE JEWEL	COUNCIL MEMBER	FOUL CROW	CHARM OF SHOUT
CHARACTER LEVEL 24	 * RARE JEWEL	ARACHNID	BABOON	CHARM OF TAUNT
CHARACTER LEVEL 32	 * RARE JEWEL	SAND RAIDER	SCARAB	CHARM OF BATTLE CRY
CHARACTER LEVEL 40	 * RARE JEWEL	BLOOD LORD	VILE	CHARM OF BATTLE ORDERS
CHARACTER LEVEL 40	 * RARE JEWEL	FETISH	CLAW VIPER	CHARM OF WAR CRY
CHARACTER LEVEL 40	 * RARE JEWEL	PANTHER WOMAN	SAND LEAPER	CHARM OF BATTLE COMMAND

PLEASE NOTE THAT ALL THESE CHARMS HAVE DIFFERENT LEVELS OF THE VARIOUS WARCRY SKILLS. YOU CANNOT UPGRADE THESE CHARMS IN ANY WAY.

RECIPES CREATION CHARM

REQUIREMENTS	INPUT 1	INPUT 2: 1 BLOOD VIAL OF:	INPUT 3: 1 BLOOD VIAL OF:	OUTPUT
NONE	6 RARE CHARMS	FALLEN	DOOM KNIGHT	CHARM OF AMPLIFY DAMAGE
CHARACTER LEVEL 8	 * RARE JEWEL	FETISH	FOUL CROW	CHARM OF DIM VISION
CHARACTER LEVEL 16	 * RARE JEWEL	SAND MAGGOT	IMP	CHARM OF WEAKEN
CHARACTER LEVEL 24	 * RARE JEWEL	VULTURE	FALLEN	CHARM OF IRON MAIDEN
CHARACTER LEVEL 32	 * RARE JEWEL	DOOM KNIGHT	FALLEN	CHARM OF TERROR
CHARACTER LEVEL 40	 * RARE JEWEL	GOATMAN	ARACHNID	CHARM OF CONFUSE
CHARACTER LEVEL 40	 * RARE JEWEL	SUCCUBUS	PUTRID DEFILER	CHARM OF LIFE TAP
CHARACTER LEVEL 40	 * RARE JEWEL	COUNCIL MEMBER	OVERSEER	CHARM OF ATTRACT
CHARACTER LEVEL 40	 * RARE JEWEL	FROZEN HORROR	BIGHEAD	CHARM OF DECREPIFY
CHARACTER LEVEL 40	 * RARE JEWEL	REGURGITATOR	BIGHEAD	CHARM OF LOWER RESIST

PLEASE NOTE THAT ALL THESE CHARMS HAVE DIFFERENT LEVELS OF THE VARIOUS CURSE SKILLS. YOU CANNOT UPGRADE THESE CHARMS IN ANY WAY.

HITPOWER CRAFT ITEMS



INPUT 1	INPUT 2	INPUT 3	INPUT 4	OUTPUT
LEVEL I				
MAGIC HELM	JEWEL	FEØH RUNE	STANDARD SAPPHIRE	HITPOWER HELM
MAGIC BOOTS	JEWEL	UR RUNE	STANDARD SAPPHIRE	HITPOWER BOOTS
MAGIC GLOVES	JEWEL	THØRN RUNE	STANDARD SAPPHIRE	HITPOWER GLOVES
MAGIC BELT	JEWEL	AS RUNE	STANDARD SAPPHIRE	HITPOWER BELT
MAGIC SHIELD	JEWEL	RAD RUNE	STANDARD SAPPHIRE	HITPOWER SHIELD
MAGIC TØRSØ ARMØR	JEWEL	KEN RUNE	STANDARD SAPPHIRE	HITPOWER TØRSØ ARMØR
MAGIC AMULET	JEWEL	GYFU RUNE	STANDARD SAPPHIRE	HITPOWER AMULET
MAGIC RING	JEWEL	WYN RUNE	STANDARD SAPPHIRE	HITPOWER RING
MAGIC WEAPON	JEWEL	KEN RUNE	STANDARD SAPPHIRE	HITPOWER WEAPON
LEVEL II				
MAGIC HELM	JEWEL	HAGAL RUNE	PERFECT SAPPHIRE	HITPOWER HELM
MAGIC BOOTS	JEWEL	NYD RUNE	PERFECT SAPPHIRE	HITPOWER BOOTS
MAGIC GLOVES	JEWEL	IS RUNE	PERFECT SAPPHIRE	HITPOWER GLOVES
MAGIC BELT	JEWEL	JERA RUNE	PERFECT SAPPHIRE	HITPOWER BELT
MAGIC SHIELD	JEWEL	EIHWAZ RUNE	PERFECT SAPPHIRE	HITPOWER SHIELD
MAGIC TØRSØ ARMØR	JEWEL	PEØRTH RUNE	PERFECT SAPPHIRE	HITPOWER TØRSØ ARMØR
MAGIC AMULET	JEWEL	ELHAZ RUNE	PERFECT SAPPHIRE	HITPOWER AMULET
MAGIC RING	JEWEL	SIGEL RUNE	PERFECT SAPPHIRE	HITPOWER RING
MAGIC WEAPON	JEWEL	PEØRTH RUNE	PERFECT SAPPHIRE	HITPOWER WEAPON
LEVEL III				
MAGIC HELM	JEWEL	TYR RUNE	PERFECT SAPPHIRE	HITPOWER HELM
MAGIC BOOTS	JEWEL	BEØRC RUNE	PERFECT SAPPHIRE	HITPOWER BOOTS
MAGIC GLOVES	JEWEL	EHWAZ RUNE	PERFECT SAPPHIRE	HITPOWER GLOVES
MAGIC BELT	JEWEL	MAN RUNE	PERFECT SAPPHIRE	HITPOWER BELT
MAGIC SHIELD	JEWEL	LAGU RUNE	PERFECT SAPPHIRE	HITPOWER SHIELD
MAGIC TØRSØ ARMØR	JEWEL	ING RUNE	PERFECT SAPPHIRE	HITPOWER TØRSØ ARMØR
MAGIC AMULET	JEWEL	ØDAL RUNE	PERFECT SAPPHIRE	HITPOWER AMULET
MAGIC RING	JEWEL	DAG RUNE	PERFECT SAPPHIRE	HITPOWER RING
MAGIC WEAPON	JEWEL	ING RUNE	PERFECT SAPPHIRE	HITPOWER WEAPON

PLEASE NOTE THAT THESE RECIPES USE WIDE ITEM TYPES. E.G. 'MAGIC HELM' MEANS ANY MAGIC HEAD ARMØR LIKE SALLØT ØR CRØWN. RECIPE OUTPUT HAVE SAME NARROW ITEM TYPE AS RECIPE INPUT. E.G. IF YOU USED MAGIC FULL HELM AS RECIPE INPUT, THEN YOU'LL GET CRAFTED FULL HELM AS OUTPUT. ALSO NOTE THAT CRAFTED ITEMS HAVE CAPABILITY TO ACCEPT RUNEWØRDS.

BLOOD CRAFT ITEMS



INPUT 1	INPUT 2	INPUT 3	INPUT 4	OUTPUT
LEVEL I				
MAGIC HELM	JEWEL	FEØH RUNE	STANDARD RUBY	BLOOD HELM
MAGIC BOOTS	JEWEL	UR RUNE	STANDARD RUBY	BLOOD BOOTS
MAGIC GLOVES	JEWEL	THØRN RUNE	STANDARD RUBY	BLOOD GLOVES
MAGIC BELT	JEWEL	AS RUNE	STANDARD RUBY	BLOOD BELT
MAGIC SHIELD	JEWEL	RAD RUNE	STANDARD RUBY	BLOOD SHIELD
MAGIC TØRSØ ARMØR	JEWEL	KEN RUNE	STANDARD RUBY	BLOOD TØRSØ ARMØR
MAGIC AMULET	JEWEL	GYFU RUNE	STANDARD RUBY	BLOOD AMULET
MAGIC RING	JEWEL	WYN RUNE	STANDARD RUBY	BLOOD RING
MAGIC WEAPON	JEWEL	KEN RUNE	STANDARD RUBY	BLOOD WEAPON
LEVEL II				
MAGIC HELM	JEWEL	HAGAL RUNE	PERFECT RUBY	BLOOD HELM
MAGIC BOOTS	JEWEL	NYD RUNE	PERFECT RUBY	BLOOD BOOTS
MAGIC GLOVES	JEWEL	IS RUNE	PERFECT RUBY	BLOOD GLOVES
MAGIC BELT	JEWEL	JERA RUNE	PERFECT RUBY	BLOOD BELT
MAGIC SHIELD	JEWEL	EIHWAZ RUNE	PERFECT RUBY	BLOOD SHIELD
MAGIC TØRSØ ARMØR	JEWEL	PEØRTH RUNE	PERFECT RUBY	BLOOD TØRSØ ARMØR
MAGIC AMULET	JEWEL	ELHAZ RUNE	PERFECT RUBY	BLOOD AMULET
MAGIC RING	JEWEL	SIGEL RUNE	PERFECT RUBY	BLOOD RING
MAGIC WEAPON	JEWEL	PEØRTH RUNE	PERFECT RUBY	BLOOD WEAPON
LEVEL III				
MAGIC HELM	JEWEL	TYR RUNE	PERFECT RUBY	BLOOD HELM
MAGIC BOOTS	JEWEL	BEØRC RUNE	PERFECT RUBY	BLOOD BOOTS
MAGIC GLOVES	JEWEL	EHWAZ RUNE	PERFECT RUBY	BLOOD GLOVES
MAGIC BELT	JEWEL	MAN RUNE	PERFECT RUBY	BLOOD BELT
MAGIC SHIELD	JEWEL	LAGU RUNE	PERFECT RUBY	BLOOD SHIELD
MAGIC TØRSØ ARMØR	JEWEL	ING RUNE	PERFECT RUBY	BLOOD TØRSØ ARMØR
MAGIC AMULET	JEWEL	ØDAL RUNE	PERFECT RUBY	BLOOD AMULET
MAGIC RING	JEWEL	DAG RUNE	PERFECT RUBY	BLOOD RING
MAGIC WEAPON	JEWEL	ING RUNE	PERFECT RUBY	BLOOD WEAPON

PLEASE NOTE THAT THESE RECIPES USE WIDE ITEM TYPES. E.G. 'MAGIC HELM' MEANS ANY MAGIC HEAD ARMØR LIKE SALLØT ØR CRØWN. RECIPE ØUTPUT HAVE SAME NARROW ITEM TYPE AS RECIPE INPUT. E.G. IF YØU USED MAGIC FULL HELM AS RECIPE INPUT, THEN YØU'LL GET CRAFTED FULL HELM AS ØUTPUT. ALSO NOTE THAT CRAFTED ITEMS HAVE CAPABILITY TØ ACCEPT RUNEWØRDS.

CASTER CRAFT ITEMS



INPUT 1	INPUT 2	INPUT 3	INPUT 4	OUTPUT
LEVEL I				
MAGIC HELM	JEWEL	FEØH RUNE	STANDARD AMETHYST	CASTER HELM
MAGIC BOOTS	JEWEL	UR RUNE	STANDARD AMETHYST	CASTER BOOTS
MAGIC GLOVES	JEWEL	THØRN RUNE	STANDARD AMETHYST	CASTER GLOVES
MAGIC BELT	JEWEL	AS RUNE	STANDARD AMETHYST	CASTER BELT
MAGIC SHIELD	JEWEL	RAD RUNE	STANDARD AMETHYST	CASTER SHIELD
MAGIC TØRSØ ARMØR	JEWEL	KEN RUNE	STANDARD AMETHYST	CASTER TØRSØ ARMØR
MAGIC AMULET	JEWEL	GYFU RUNE	STANDARD AMETHYST	CASTER AMULET
MAGIC RING	JEWEL	WYN RUNE	STANDARD AMETHYST	CASTER RING
MAGIC WEAPON	JEWEL	KEN RUNE	STANDARD AMETHYST	CASTER WEAPON
LEVEL II				
MAGIC HELM	JEWEL	HAGAL RUNE	PERFECT AMETHYST	CASTER HELM
MAGIC BOOTS	JEWEL	NYD RUNE	PERFECT AMETHYST	CASTER BOOTS
MAGIC GLOVES	JEWEL	IS RUNE	PERFECT AMETHYST	CASTER GLOVES
MAGIC BELT	JEWEL	JERA RUNE	PERFECT AMETHYST	CASTER BELT
MAGIC SHIELD	JEWEL	EIHWAZ RUNE	PERFECT AMETHYST	CASTER SHIELD
MAGIC TØRSØ ARMØR	JEWEL	PEØRTH RUNE	PERFECT AMETHYST	CASTER TØRSØ ARMØR
MAGIC AMULET	JEWEL	ELHAZ RUNE	PERFECT AMETHYST	CASTER AMULET
MAGIC RING	JEWEL	SIGEL RUNE	PERFECT AMETHYST	CASTER RING
MAGIC WEAPON	JEWEL	PEØRTH RUNE	PERFECT AMETHYST	CASTER WEAPON
LEVEL III				
MAGIC HELM	JEWEL	TYR RUNE	PERFECT AMETHYST	CASTER HELM
MAGIC BOOTS	JEWEL	BEØRC RUNE	PERFECT AMETHYST	CASTER BOOTS
MAGIC GLOVES	JEWEL	EHWAZ RUNE	PERFECT AMETHYST	CASTER GLOVES
MAGIC BELT	JEWEL	MAN RUNE	PERFECT AMETHYST	CASTER BELT
MAGIC SHIELD	JEWEL	LAGU RUNE	PERFECT AMETHYST	CASTER SHIELD
MAGIC TØRSØ ARMØR	JEWEL	ING RUNE	PERFECT AMETHYST	CASTER TØRSØ ARMØR
MAGIC AMULET	JEWEL	ØDAL RUNE	PERFECT AMETHYST	CASTER AMULET
MAGIC RING	JEWEL	DAG RUNE	PERFECT AMETHYST	CASTER RING
MAGIC WEAPON	JEWEL	ING RUNE	PERFECT AMETHYST	CASTER WEAPON
PLEASE NOTE THAT THESE RECIPES USE WIDE ITEM TYPES. E.G. 'MAGIC HELM' MEANS ANY MAGIC HEAD ARMØR LIKE SALLET ØR CRØWN. RECIPE OUTPUT HAVE SAME NARROW ITEM TYPE AS RECIPE INPUT. E.G. IF YOU USED MAGIC FULL HELM AS RECIPE INPUT, THEN YOU'LL GET CRAFTED FULL HELM AS OUTPUT. ALSO NOTE THAT CRAFTED ITEMS HAVE CAPABILITY TO ACCEPT RUNEWØRDS.				

SAFETY CRAFT ITEMS



INPUT 1	INPUT 2	INPUT 3	INPUT 4	OUTPUT
LEVEL I				
MAGIC HELM	JEWEL	FEØH RUNE	STANDARD EMERALD	SAFETY HELM
MAGIC BOOTS	JEWEL	UR RUNE	STANDARD EMERALD	SAFETY BOOTS
MAGIC GLOVES	JEWEL	THØRN RUNE	STANDARD EMERALD	SAFETY GLOVES
MAGIC BELT	JEWEL	AS RUNE	STANDARD EMERALD	SAFETY BELT
MAGIC SHIELD	JEWEL	RAD RUNE	STANDARD EMERALD	SAFETY SHIELD
MAGIC TØRSØ ARMØR	JEWEL	KEN RUNE	STANDARD EMERALD	SAFETY TØRSØ ARMØR
MAGIC AMULET	JEWEL	GYFU RUNE	STANDARD EMERALD	SAFETY AMULET
MAGIC RING	JEWEL	WYN RUNE	STANDARD EMERALD	SAFETY RING
MAGIC WEAPON	JEWEL	KEN RUNE	STANDARD EMERALD	SAFETY WEAPON
LEVEL II				
MAGIC HELM	JEWEL	HAGAL RUNE	PERFECT EMERALD	SAFETY HELM
MAGIC BOOTS	JEWEL	NYD RUNE	PERFECT EMERALD	SAFETY BOOTS
MAGIC GLOVES	JEWEL	IS RUNE	PERFECT EMERALD	SAFETY GLOVES
MAGIC BELT	JEWEL	JERA RUNE	PERFECT EMERALD	SAFETY BELT
MAGIC SHIELD	JEWEL	EIHWAZ RUNE	PERFECT EMERALD	SAFETY SHIELD
MAGIC TØRSØ ARMØR	JEWEL	PEØRTH RUNE	PERFECT EMERALD	SAFETY TØRSØ ARMØR
MAGIC AMULET	JEWEL	ELHAZ RUNE	PERFECT EMERALD	SAFETY AMULET
MAGIC RING	JEWEL	SIGEL RUNE	PERFECT EMERALD	SAFETY RING
MAGIC WEAPON	JEWEL	PEØRTH RUNE	PERFECT EMERALD	SAFETY WEAPON
LEVEL III				
MAGIC HELM	JEWEL	TYR RUNE	PERFECT EMERALD	SAFETY HELM
MAGIC BOOTS	JEWEL	BEØRC RUNE	PERFECT EMERALD	SAFETY BOOTS
MAGIC GLOVES	JEWEL	EHWAZ RUNE	PERFECT EMERALD	SAFETY GLOVES
MAGIC BELT	JEWEL	MAN RUNE	PERFECT EMERALD	SAFETY BELT
MAGIC SHIELD	JEWEL	LAGU RUNE	PERFECT EMERALD	SAFETY SHIELD
MAGIC TØRSØ ARMØR	JEWEL	ING RUNE	PERFECT EMERALD	SAFETY TØRSØ ARMØR
MAGIC AMULET	JEWEL	ØDAL RUNE	PERFECT EMERALD	SAFETY AMULET
MAGIC RING	JEWEL	DAG RUNE	PERFECT EMERALD	SAFETY RING
MAGIC WEAPON	JEWEL	ING RUNE	PERFECT EMERALD	SAFETY WEAPON
PLEASE NOTE THAT THESE RECIPES USE WIDE ITEM TYPES. E.G. 'MAGIC HELM' MEANS ANY MAGIC HEAD ARMØR LIKE SALLØT ØR CRØWN. RECIPE OUTPUT HAVE SAME NARROW ITEM TYPE AS RECIPE INPUT. E.G. IF YOU USED MAGIC FULL HELM AS RECIPE INPUT, THEN YOU'LL GET CRAFTED FULL HELM AS OUTPUT. ALSO NOTE THAT CRAFTED ITEMS HAVE CAPABILITY TO ACCEPT RUNEWØRDS.				