

# Eastern Sun 3.00 Cube Recipes

ES 3.00 R6D and later

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modified, rescued and converted by SpiKe.

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Most, but not all, recipes that reroll the input don't work if the input has a Forging. If you find a recipe doesn't work, please check if the input has a Forging or not.

You can buy Stockers (Gem Can and other special storage items) at Gheed.

Most Stokcers can store up to 6 items of a kind at once. (R2G change)

Rerolling Orb skips quiver outputs if no quiver is stored. (R6 change)

Torso means Body Armor. Armor means all kinds of armor.

## Special

Input	Output
Staff of Kings Viper amulet	Horadric Staff
Khalim's Brain Khalim's Eye Khalim's Heart Khalim's Flail	Khalim's Will
Wirt's leg or Any Club Class Weapon Tome of Town Portal	Portal to the Secret Cow Level
Adventurer's Pack	Damage Augmenter Noob's Odd Charm Rogin Oil
Wirt's leg Tome of Identify	Adventurer's Pack
Damage Augmenter	The Same Item Updates Damage Augmenter of R5 Adds/Removes <a href="#">Class Specific Oskill(s)</a>
Noob's/Veteran's Odd Charm	The Same Item Switches the Skill Bonus Noob's: All Level 1 Skills of the Class are available Veteran's: All Skills of the Class are available

(To reset Veteran's Charm's Class,  
reset the sockets)

Old Jewel  
(Bugged Jewel spawned in old versions)

3 Magic Jewels  
(ilvl = 99)

2 Old Jewels

2 Rare Jewels  
(ilvl = 99)

5 Old Jewels

Unique Jewel  
(ilvl = 99)

Old Morphing Charm

Perfect Gem

Any Item  
Magic Eraser  
Marker  
(See [here](#) for details)

The Same Item  
Removes **Unwanted Mod** (ex. RIP,  
Freeze)  
(Full/Partial Set Bonus can't be  
removed)  
Marker

Rare/Crafted Weapon with  
**+1-2 To Amazon Skill Levels**  
Magic Eraser P. 6  
1-2 Perfect Gems  
(See [here](#) for details)

The Same Item  
Converts the Amazon skill bonus for  
other classes.

Rare/Crafted Weapon with  
**+1-3 To Bow & Crossbow Skills**  
Magic Eraser P. 7/8/9  
1-3 Blemished Gems  
(See [here](#) for details)

The Same Item  
Converts the Bow tab bonus for other  
tabs.

Any Small Charm  
Ancient Decipherer  
1-4 Stamina Potions

Special Small Charm  
**-(25-100)% Better Chance of Getting  
Magic Item**  
(0% MF is the best for finding white  
items. Negative  
MF also increases the chance of low-  
quality items)

Any Small Charm  
Ancient Decipherer  
1-4 Any Mana Potions

Special Small Charm  
**Increases Man Mana by -(2/4/8/16)%**

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft]  
[Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]

## Misc/Repair

Input

Output

3 Any Healing Potions 3 Any Mana potions Chipped Gem	Rejuvenation Potion
3 Any Healing Potions 3 Any Mana potions Normal Gem	Full Rejuvenation Potion
3 Rejuvenation Potions	Full Rejuvenation Potion
Heart Soul	Rejuvenation Potion
2 Hearts 2 Souls	2 Rejuvenation Potions
3 Hearts 3 Souls	Full Rejuvenation Potion
3 Minor Healing Potions	Light Healing Potion (And so for other Healing/Mana Potions)
9 Minor Healing Potions (A Light Potion counts as 3 Minor Potions)	Healing Potion (And so for other Healing/Mana Potions)
Any Non-ethereal Weapon/Armor Rejuvenation Potion	Fully Repaired Quantity Reset To 255
Any Non-ethereal Weapon/Armor Full Rejuvenation Potion	Fully Repaired Fully Recharged Quantity Reset To 255
Any Ring/Amulet Full Rejuvenation Potion	Fully Recharged
Any Arrow/Bolt/Javelin/Throwing Weapon	Quantity Reset To 500 (Quivers) Quantity Reset To 255 (Others)
[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]	

## Gems

Input	Output
3 Gems of the Same Color and Grade	Gem of One Higher Grade (up to Perfect)
2 Flawless Gems of the Same Color Wild Card	Blemished Gem
2 Blemished Gems of the Same Color 3 Wild Cards	Perfect Gem

Perfect Gem  
Flag  
Chipped Gem

Perfect Gem of Chipped Gem's Color

Gem Can  
Any Crafted Item

Gem Can  
Adds 54 Gem points of selected color  
(= 2 Flawless Gems)

Gem Can  
Key

Gem Can  
Extracts Perfect Gem (6 Pack) of  
selected color

## Runes

Input

Output

2 Runes/Decals of the Same Grade

Rune/Decal of One Higher Grade (up to  
Wo or Zod)

Any Rune/Decal  
Scroll of Town Portal

Rune/Decal of One Lower Grade (down  
to I or El)  
Scroll of Town Portal

Ka Rune (4)

Removes/Adds Knockback  
(red Ka works only for weapon  
runewords.  
you can't remove the Knockback of Nef)

Fu Rune (32)

Removes/Adds Freezes Target +2  
(red Fu works only for weapon  
runewords.  
you can't remove the Freeze of Cham)

Blackmoor  
Crushed Gem

Mi Rune (10)

Ancient Decal  
ES Rune

LoD Rune

LoD Rune

Ancient Decal  
ES Rune

Wo Rune  
Full Rejuvenation Potion

Null Rune

Rune/Decal Stocker  
Scroll of Identify

Rune/Decal Stocker  
Scroll of Identify  
Converts selected Rune/Decal's points  
into a Rune/Decal point of the next  
grade.

## Kanji Runes

Input	Output
Null Rune 2 Frozen Souls	Moon Rune
Null Rune 2 Bleeding Stones	Fire Rune
Null Rune 2 Dark Azurites	Water Rune
Null Rune 2 Tomb Jades	Wood Rune
Null Rune 2 Solid Mercuries	Metal Rune
Null Rune 2 Bitter Peridots	Earth Rune
Null Rune 2 Enigmatic Cinnabars	Sun Rune
Null Rune 2 Burning Surphurs	Thunder Rune
Null Rune 2 Tainted Tourmarines	Wind Rune
Null Rune 2 Storm Ambers	Dragon Rune
Null Rune 2 Pulsing Opals	Life Rune
Null Rune 2 Shadow Quartz	Death Rune
Null Rune Bleeding Stone Dark Azurite Bitter Peridot Tainted Tourmarine	Heaven Rune
Null Rune Frozen Soul Enigmatic Cinnabar Pulsing Opal Shadow Quartz	God Rune
Crystal Can Kanji Rune	Crystal Can Null Rune (Crystals are stored back in Crystal Can)

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft]  
 [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]

## Ancient Relics

Input	Output
Unidentified Ancient Scroll Ancient Decipherer	Identified Ancient Scroll
2 Ancient Scrolls (1-25) Randomize Stone	Ancient Scroll (1-30)
2 Ancient Scrolls (26-50) Randomize Stone	Ancient Scroll (21-50)
Cookbook Randomize Stone	Ancient Scroll (1-30)
Unique Stone (nor) Ancient Scroll One of Rune 1 (I) - 10 (Mi)	Ancient Scroll (1-10) (Rune No. determines Scroll No.)
Unique Stone (exc) Ancient Scroll One of Rune 11 (Ya) - 20 (Ra)	Ancient Scroll (11-20) (Rune No. determines Scroll No.)
Unique Stone (eli) Ancient Scroll One of Rune 21 (O) - 30 (Ni)	Ancient Scroll (21-30) (Rune No. determines Scroll No.)
3 Same Ancient Coupons	LoD Unique Item*
2 Same Ancient Coupons (Normal) Wild Card	LoD Unique Item*
2 Same Ancient Coupons (Exceptional) 2 Wild Cards	LoD Unique Item*
2 Same Ancient Coupons (Elite) 4 Wild Cards	LoD Unique Item*

\*Weapons, Helms, Torso and Shields are spawned with 2 sockets.  
 (Multi-socket uniques are spawned with one more socket, if the base item can have)

Gloves, Belts and Boots are spawned with 1 socket.

Rings and Amulets are spawned with +1 To All Skills.

Level requirements are generally reduced, especially for less useful items.

Damage +X mods are replaced with Adds +X Damage (Adds Min/Max Damage) mods.

+X Life After Each Demon Kill mods are replaced with +X Life After Each Kill.  
 (Life After Each Kill heals double life in ES.)

Some skill bonuses can be changed because of the skill changes in ES.

8 Ancient Coupons (Normal)	Wild Card
4 Ancient Coupons (Exceptional)	Wild Card
2 Ancient Coupons (Elite)	Wild Card
5 Ancient Coupons (Normal) Randomize Stone	Ancient Coupon (Exceptional)
2 Ancient Coupons (Exceptional) Ancient Coupon (Normal) Randomize Stone	Ancient Coupon (Exceptional)
5 Ancient Coupons (Exceptional) Randomize Stone	Ancient Coupon (Elite)
2 Ancient Coupons (Elite) Ancient Coupon (Exceptional) Randomize Stone	Ancient Coupon (Elite)
Multi Stocker (with any coupon selected) Scroll of Identify	Multi Stocker Scroll of Identify Converts selected coupon's points into a Wildcard Point.

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft]  
[Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]

## Cubing Materials

Organs include Hearts, Souls, Brains, Eyes, Scalps, Horns, Fangs, Jawbones, Spleens, Quills and Tails.

Steaks, Cookbooks, Flags and Player's Ears are not Organs.

Input	Output
8 Ancient Decipherers	Dragon Stone
Ancient Scroll Key	Dragon Stone Key
Wild Card Key	3 Ancient Decipherers
6 Hearts	Ancient Decipherer
6 Souls	Ancient Decipherer
2 Same Organs (except Hearts and Souls)	Ancient Decipherer
2 Flags	Ancient Decipherer
2 Steaks	3 Ancient Decipherers
Organ/Flag (except Hearts and Souls)	2 Organs/Flags

## 3 Hearts

Organ/Flag (except Hearts and Souls)

3 Souls

Eye

Brain

Scalp

Jawbone

Fang

Wirt's Leg

Scroll of Identify

1 Dragon Stones

Wirt's Leg

Scroll of Town Portal

7 Dragon Stones

Unique Charm

Any Rejuvenation Potion

Key

4 Dragon Stones

Perfect Gem

Chipped Skull

Key

Multistocker

Set/Unique Weapons/Armor (Elite)

Multistocker

Set/Unique Weapons/Armor  
(Exceptional)

Multistocker

Set/Unique Weapons/Armor (Normal)

Multistocker

Unique Quiver

Multi Stocker

Unique Charm

Any Rejuvenation Potion

Key

Multi Stocker

Ancient Scroll

2 Organs/Flags

Player's Ear

Steak

Cookbook

Maple Leaf

Key

Anvil Stone

Randomize Stone

Key

Multistocker

Adds 2 Ancient Decipherer points.  
(4 points for an Ethereal one)

Multistocker

Adds 1 Ancient Decipherer point.  
(2 points for an Ethereal one)

Multistocker

Adds 0.5 Ancient Decipherer point.  
(1 point for an Ethereal one)  
(0.5 point isn't shown but is recorded)

Multistocker

Adds 0.5 Ancient Decipherer point.  
(0.5 point isn't shown but is recorded)

Multi Stocker

Adds 1 Maple Leaf point  
Key

Multi Stocker

Adds 8 Decipherer Points



## Key

Multi Stocker  
Perfect Gem  
Key

Multi Stocker  
(with wildcard or any organ selected)  
Scroll of Identify

Multi Stocker  
(with any organ or flag selected)  
Any Healing Potion

Multi Stocker  
(with any organ or flag selected)  
Any Mana Potion

Rerolling Orb  
Unique Ring/Amulet

Rerolling Orb  
(Devil's Food selected)  
Key

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft]  
[Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]

## Normal Items

## Input

Low Quality/Cracked/Crude/Damaged  
Weapon  
U Rune (2)  
Chipped Gem

Low Quality/Cracked/Crude/Damaged  
Armor  
I Rune (1)  
Chipped Gem

3 Ancient Decipherers  
Chipped Amethyst

## Key

Multi Stocker  
Converts 32 Decipherer points  
into an Anvil Stone point  
Key

Multi Stocker  
Scroll of Identify  
Converts selected item's point(s)  
into Decipherer point(s)

Multi Stocker  
Minor Healing Potion  
Converts 3 Heart points  
into selected material's point

Multi Stocker  
Minor Mana Potion  
Converts 3 Soul points  
into selected material's point

Rerolling Orb  
Adds 1-7 Devil's Food points

Rerolling Orb  
Reduces 5 Devil's Food point  
Devil's Food  
(Sell to vendors to cause World Event)  
(World Event doesn't occur in Mac  
version)

## Output

Normal Weapon of the Same Type  
(ilvl=previous ilvl)

Normal Armor of the Same Type  
(ilvl=previous ilvl)

Normal Great Helm  
Gem Socket (3)

3 Ancient Decipherers  
Chipped Skull

Normal Mask  
**Gem Socket (3)**

3 Ancient Decipherers  
Chipped Diamond

Normal Crown  
**Gem Socket (3)**

3 Ancient Decipherers  
Chipped Topaz

Normal Circlet  
**Gem Socket (3)**

2 Any Arrows

Normal Bolt

2 Any Bolts

Normal Arrow

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft]  
[Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]

## Magic/Rare Items

### Standard Reroll

#### Input

Magic Weapon/Armor  
(Javelins and Throwing Weapons  
excluded)  
Flawed Gem

Magic Weapon/Armor  
Flawless Gem

Rare Weapon/Armor (Normal)  
(Javelins and Throwing Weapons  
excluded)  
Normal Gem

Rare Weapon/Armor (Normal or  
Exceptional)  
Flawless Gem

Rare Weapon/Armor  
2 Flawless Gems

#### Output

Magic Item of the Same Type  
(ilvl = 30)  
**Gem Socket (2)**  
(This recipe is an ES version of LoD  
3 C-Gem reroll. A poor man's special)

Magic Item of the Same Type  
(ilvl = previous ilvl)  
(This recipe grants higher ilvl and allows  
3 sockets by Socket Donut recipe)

Rare Item of the Same Type  
(ilvl = 50)  
**Gem Socket (1)**

Rare Item of the Same Type  
(ilvl = 70)  
**Gem Socket (1)**

Rare Item of the Same Type  
(ilvl = previous ilvl)  
(This recipe grants higher ilvl and allows  
2 sockets by Socket Donut recipe)

### Starter's Weapon

#### Input

Magic Bow  
Emerald  
Chipped Ruby

#### Output

Magic Item of the Same Type  
(ilvl = 35)  
**+100% Enhanced Damage**

Magic Jewel Ancient Decipherer	15-20% Increased Attack Speed +1-2 To Bow & Crossbow (Amazon Only) Gem Socket (1-2)
Magic Spear/Javelin Emerald Chipped Topaz Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +100% Enhanced Damage 15-20% Increased Attack Speed +1-2 To Spear & Javelin (Amazon Only) Gem Socket (1-2)
Magic Claws/Katana Ruby Chipped Ruby Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +100% Enhanced Damage 15-20% Increased Attack Speed +1-2 To Martial Arts (Assassin Only) Gem Socket (1-2)
Magic Throwing Knife Ruby Chipped Topaz Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +1 To Assassin Skills +1-2 To Traps (Assassin Only) +20-40 To Mana +4-6 Mana After Each Kill Gem Socket (1-2)
Magic Axe/Throwing Axe Amethyst Chipped Sapphire Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +100% Enhanced Damage 15-20% Increased Attack Speed +1-2 To Combat Skills (Barbarian Only) Gem Socket (1-2)
Magic Polearm Topaz Chipped Diamond Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +100% Enhanced Damage 15-20% Increased Attack Speed +1-2 To Shapeshifting (Druid Only) Gem Socket (1-2)
Magic Oak Branch Topaz Chipped Ruby Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +1 To Druid Skills +1-2 To Elemental Skills (Druid Only) +20-40 To Mana +4-6 Mana After Each Kill Gem Socket (1-2)

Magic Oak Branch  
Topaz  
Chipped Topaz  
Magic Jewel  
Ancient Decipherer

Magic Item of the Same Type  
(ilvl = 35)  
+1 To Druid Skills  
+1-2 To Summoning Skills (Druid Only)  
+20-40 To Mana  
+4-6 Mana After Each Kill  
Gem Socket (1-2)

Magic Wand  
Skull  
Chipped Skull  
Magic Jewel  
Ancient Decipherer

Magic Item of the Same Type  
(ilvl = 35)  
+1 To Necromancer Skills  
+1-2 To Summoning Skills  
(Necromancer Only)  
+20-40 To Mana  
+4-6 Mana After Each Kill  
Gem Socket (1-2)

Magic Wand  
Skull  
Chipped Emerald  
Magic Jewel  
Ancient Decipherer

Magic Item of the Same Type  
(ilvl = 35)  
+1 To Necromancer Skills  
+1-2 To Poison and Bone Skills  
(Necromancer Only)  
+20-40 To Mana  
+4-6 Mana After Each Kill  
Gem Socket (1-2)

Magic Scepter  
Diamond  
Chipped Obsidian  
Magic Jewel  
Ancient Decipherer

Magic Item of the Same Type  
(ilvl = 35)  
+100% Enhanced Damage  
15-20% Increased Attack Speed  
+1-2 To Combat Skills (Paladin Only)  
Gem Socket (1-2)

Magic Scepter  
Diamond  
Chipped Amethyst  
Magic Jewel  
Ancient Decipherer

Magic Item of the Same Type  
(ilvl = 35)  
+1 To Paladin Skills  
+1-2 To Offensive Auras (Paladin Only)  
+20-40 To Mana  
+4-6 Mana After Each Kill

Magic Orb  
Sapphire  
Chipped Ruby  
Magic Jewel  
Ancient Decipherer

Magic Item of the Same Type  
(ilvl = 35)  
+1 To Sorceress Skills  
+1-2 To Fire Skills (Sorceress Only)  
+20-40 To Mana  
+4-6 Mana After Each Kill  
Gem Socket (1-2)

Magic Orb

Magic Item of the Same Type

Sapphire  
Chipped Sapphire  
Magic Jewel  
Ancient Decipherer

(ilvl = 35)  
+1 To Sorceress Skills  
+1-2 To Cold Skills (Sorceress Only)  
+20-40 To Mana  
+4-6 Mana After Each Kill  
Gem Socket (1-2)

Magic Item of the Same Type  
(ilvl = 35)

Magic Orb  
Sapphire  
Chipped Topaz  
Magic Jewel  
Ancient Decipherer

+1 To Sorceress Skills  
+1-2 To Lightning Skills (Sorceress Only)  
+20-40 To Mana  
+4-6 Mana After Each Kill  
Gem Socket (1-2)

## CtC Skill Armor

### Input

### Output

Magic Torso  
2 Emeralds  
Ancient Decipherer

Magic Item of the Same Type  
(ilvl = previous ilvl)  
25% CtC Level 12 Inner Sight When Struck  
Gem Socket (2)

Magic Torso  
2 Rubies  
Ancient Decipherer

Magic Item of the Same Type  
(ilvl = previous ilvl)  
20% CtC Level 6 Fade When Struck  
Gem Socket (2)

Magic Torso  
2 Amethysts  
Ancient Decipherer

Magic Item of the Same Type  
(ilvl = previous ilvl)  
30% CtC Level 6 Battle Orders  
Gem Socket (2)

Magic Torso  
2 Topazes  
Ancient Decipherer

Magic Item of the Same Type  
(ilvl = previous ilvl)  
13% CtC Level 1 Shock Wave When Struck  
Gem Socket (2)

Magic Torso  
2 Skulls  
Ancient Decipherer

Magic Item of the Same Type  
(ilvl = previous ilvl)  
25% CtC Level 6 Dim Vision When Struck  
Gem Socket (2)

Magic Torso  
2 Diamonds

Magic Item of the Same Type  
(ilvl = previous ilvl)

Ancient Decipherer

33% CtC Level 6 Blessed Hammer  
When Struck  
Gem Socket (2)

Magic Torso  
2 Sapphires  
Ancient Decipherer

Magic Item of the Same Type  
(ilvl = previous ilvl)  
20% CtC Level 6 Static Field When  
Struck  
Gem Socket (2)

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft]  
[Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]

## Unique Items

Input

Output

3 Set Weapons/Armor of the Same  
Base Item  
(ex. 2 Autolycus Belts and 1 Arctic Belt)

Unique Item of the Same Base Item

## Unique Reroll

Base upgraded uniques can't be rerolled. Please reroll before upgrade.  
Unique Rings, Amulets and Charms can't be rerolled if they have a socket.  
(As an exception, LoD Unique Rings and Amulets can be rerolled)  
You can remove the socket from Unique Rings/Amulets (see below).  
You can't remove the socket from Unique Charms in this version.

Input

Output

Normal Unique Item  
Perfect Gem

Unique Item of the Same Name

Exceptional Unique Item  
2 Perfect Gems

Unique Item of the Same Name

Elite Unique Item  
3 Perfect Gems

Unique Item of the Same Name

Unique Ring/Amulet/Charm/Jewel  
(Required Level 1-39)  
Perfect Gem

Unique Item of the Same Name

Unique Ring/Amulet/Charm/Jewel  
(Required Level 40-59)  
2 Perfect Gems

Unique Item of the Same Name

Unique Ring/Amulet/Charm/Jewel  
(Required Level 60+)  
3 Perfect Gems

Unique Item of the Same Name

Unique Ring/Amulet with a Socket

The Same Item with no Socket

Socket Donut  
Thawing Potion

Socket Donut

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft]  
[Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]

## Set Items

Input

Output

3 Unique Weapons/Armor of the Same  
Base Item

Set Item of the Same Base Item  
(If the base item has 2 set pieces,  
You can convert unwanted one to the  
other.  
ex. Arctic Belt -> Autolycus Belt. See  
below.)

## Mercenary Set Upgrade

Kashya's Survival Kit and Kashya's Survival Kit N are different sets, for example.  
If you partially upgrade some of a full set, you lose the full set bonus.

Input

Output

Normal Mercenary Set Weapon  
Mi Rune (10)  
Ya Rune (11)  
Perfect Gem

Nightmare Mercenary Set Weapon

Normal Mercenary Set Armor  
Ri Rune (9)  
A Rune (12)  
Perfect Gem

Nightmare Mercenary Set Armor

Nightmare Mercenary Set Weapon  
Ra Rune (20)  
Ho Rune (22)  
3 Perfect Gems

Hell Mercenary Set Weapon

Nightmare Mercenary Set Armor  
Ko Rune (19)  
Me Rune (23)  
3 Perfect Gems

Hell Mercenary Set Armor

## Set Conversion

Input

Output

Infernal Cranium (Set Cap)  
Thawing Potion

Berserker's Headgear (Set Cap)

Berserker's Headgear (Set Cap)  
Thawing Potion

Infernal Cranium (Set Cap)

Autolycus' Thieving Tools (Set Light Belt)  
Thawing Potion

Arctic Binding (Set Light Belt)

Arctic Binding (Set Light Belt)  
Thawing Potion

Autolycus' Thieving Tools (Set Light Belt)

Boots of Sneaking (Set Boots)  
Thawing Potion

Hsarus' Iron Heel (Set Boots)

Hsarus' Iron Heel (Set Boots)  
Thawing Potion

Boots of Sneaking (Set Boots)

### Set Base Conversion

Forging, D-Stoning and other enhancements are inherited.

You need to convert the base item back to the original before rerolling.

All throwing weapons are given Replenishes Quantity.

All normal throwing weapons are given Piercing Attack 10%. (R6 change)

All exceptional throwing weapons are given Piercing Attack 15%. (R6 change)

Crook of the Valley (Set Petrified Staff)  
Thawing Potion

Converts the base item  
(Petrified Staff <-> Ancient Maul)

Arctic Horn (Set Hunter Bow)  
Thawing Potion

Converts the base item  
(Hunter Bow <-> Spear)

Gabrielle's Pointed Staff (Set Maiden  
Spear)  
Thawing Potion

Converts the base item  
(Maiden Spear <-> Stag Bow)

Lixo's Harp (Set Gothic Bow)  
Thawing Potion

Converts the base item  
(Gothic Bow <-> Simbilan)

Aanna's Torch (Set Lance)  
Thawing Potion

Converts the base item  
(Lance -> Rock Buster -> Barista)

Death's Touch (Set Throwing Knife)  
Thawing Potion

Converts the base item  
(Throwing Knife <-> Katar)

Motoko's Power (Set Ninja To)  
Thawing Potion

Converts the base item  
(Ninja To -> Battering Arm -> Repeating  
Crosbow)

Alora's Silent Assault (Set Hand Scythe)  
Thawing Potion

Converts the base item  
(Hand Scythe <-> Tekko)

Borik's Nightblade (Set Katana)  
Thawing Potion

Converts the base item  
(Katana -> Wrecking Arm -> Assassin  
Crosbow)

Messerschmidt's Reaver (Set Battle  
Axe)  
Thawing Potion

Converts the base item  
(Battle Axe <-> Scythe)

Blood Baron (Set Great Sword)

Converts the base item



Thawing Potion	(Great Sword <-> Balanced Axe)
Krakerag's Point (Set Tulwar) Thawing Potion	Converts the base item (Tulwar <-> Twin Axe)
Krakerag's Slay (Set Tusk Sword) Thawing Potion	Converts the base item (Tusk Sword <-> Cleaver)
Darkshade's Skewer (Set Jagged Star) Thawing Potion	Converts the base item (Jagged Star <-> Francisca)
Darkshade's Evisceration (Set Knout) Thawing Potion	Converts the base item (Knout <-> Hurlbat)
Sarevok's Master (Set Death Blade) Thawing Potion	Converts the base item (Slayer Axe -> Titan's Maul -> Death Blade)
Blackwing's Force (Set Giant Sword) Thawing Potion	Converts the base item (Giant Sword <-> Long Battle Bow)
Branch of the Ents (Set Mystic Staff) Thawing Potion	Converts the base item (Mystic Staff -> Urgrosh -> Marksman Bow)
Rathol's Touch (Set Wretched Scythe) Thawing Potion	Converts the base item (Wretched Scythe <-> Light Crossbow)
Wrathamon's Scythe of Doom (Set Soul Hunter) Thawing Potion	Converts the base item (Soul Hunter <-> Long War Bow)
Anduin's Vanquisher (Set War Hammer) Thawing Potion	Converts the base item (War Hammer <-> Heavy Crossbow)
Anduin's Protector (Set Aerin Shield) (No socket is allowed) Thawing Potion	Converts the base item (Aerin Shield -> Ring, can't be converted back)
Griffith's Parry (Set Rapier) Thawing Potion	Converts the base item (Rapier -> Raging Knuckle -> Sharp Bow)
Divada's Focus (Set Mana Blade) Thawing Potion	Converts the base item (Mana Blade <-> Brass Knuckle)
The Staff of the Magius (Set Rune Staff) Thawing Potion	Converts the base item (Rune Staff -> Grim Scythe -> Rune Bow)

## Set Reroll

Input

Output

Normar Set Item

Set Item of the Same Name

## Normal Gem

Exceptional Set Item  
2 Normal Gems

Set Item of the Same Name

Elite Set Item  
3 Normal Gems

Set Item of the Same Name

Set Ring/Amulet  
Normal Gem

Set Item of the Same Name

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft]  
[Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]

## Legacy Craft (LoD Craft)

Fixed bonus is doubled or more. Added 1-2 bonus sockets.

No limitation for the base item. Blood Glove recipe accepts all gloves, for example.

'Attacker Takes Damage' of Hit Power Craft is changed to 'Replenish Life'.

Enhanced Defense of Safety Weapon is changed to Enhanced Damage.

### R4A Changes

Stat Forging, Rune Forging and Tab Forging are allowed for Crafted items.

A junk Crafted item can be turned into 2 Flawless Gems by cubing with a Gem Can.

(ilvl = char lvl x 60% + previous ilvl x 60%)

## Hit Power Craft

### Input

Magic Helm Class Armor  
Ku Rune (6)  
Blemished Sapphire  
Any Jewel

Magic Boots Class Armor  
Ki Rune (8)  
Blemished Sapphire  
Any Jewel

Magic Gloves  
Ri Rune (9)  
Blemished Sapphire  
Any Jewel

Magic Belt Class Armor

### Output

Hit Power Helm  
+50-100 Defense vs. Missiles  
10% CtC Level 8 Ice Nova When Struck  
Replenish Life +6-14  
Gem Socket (2)  
1-4 Random Affixes

Hit Power Boots  
+50-120 Defense vs. Melee  
10% CtC Level 8 Ice Nova When Struck  
Replenish Life +6-14  
Gem Socket (1)  
1-4 Random Affixes

Hit Power Gloves  
Knockback  
10% CtC Level 8 Ice Nova When Struck  
Replenish Life +6-14  
Gem Socket (1)  
1-4 Random Affixes

Hit Power Belt

Yo Rune (7)  
Blemished Sapphire  
Any Jewel

10-20% Damage Taken Goes to Mana  
10% CtC Level 8 Ice Nova When Struck  
Replenish Life +6-14  
Gem Socket (1)  
1-4 Random Affixes

Magic Shield  
N Rune (5)  
Blemished Sapphire  
Any Jewel

Hit Power Shield  
10-20% Increased Chance of Blocking  
10% CtC Level 8 Ice Nova When Struck  
Replenish Life +6-20  
Gem Socket (2)  
1-4 Random Affixes

Magic Torso  
Ka Rune (4)  
Blemished Sapphire  
Any Jewel

Hit Power Body  
20-40% Faster Hit Recovery  
10% CtC Level 8 Ice Nova When Struck  
Replenish Life +6-20  
Gem Socket (2)  
1-4 Random Affixes

Magic Amulet  
Mi Rune (10)  
Blemished Sapphire  
Any Jewel

Hit Power Amulet  
Hit Causes Monster To Flee 10-30%  
10% CtC Level 8 Ice Nova When Struck  
Replenish Life +6-20  
Gem Socket (1)  
1-4 Random Affixes

Magic Ring  
Ya Rune (11)  
Blemished Sapphire  
Any Jewel

Hit Power Ring  
+2-10 To Dexterity  
10% CtC Level 8 Ice Nova When Struck  
Replenish Life +6-12  
Gem Socket (1)  
1-4 Random Affixes

Magic Weapon  
Shi Rune (3)  
Blemished Sapphire  
Any Jewel

Hit Power Weapon  
+70-120% Enhanced Damage  
10% CtC Level 8 Ice Nova When Struck  
Replenish Life +6-14  
Gem Socket (2)  
1-4 Random Affixes

## Blood Craft

### Input

Magic Helm Class Armor  
Ki Rune (8)  
Blemished Ruby  
Any Jewel

### Output

Blood Helm  
10-20% Deadly Strike  
2-6% Life Stolen Per Hit  
+20-40 To Life

Magic Boots Class Armor  
N Rune (5)  
Blemished Ruby  
Any Jewel

Magic Gloves  
Ka Rune (4)  
Blemished Ruby  
Any Jewel

Magic Belt Class Armor  
Yo Rune (7)  
Blemished Ruby  
Any Jewel

Magic Shield  
Ku Rune (6)  
Blemished Ruby  
Any Jewel

Magic Torso  
Mi Rune (10)  
Blemished Ruby  
Any Jewel

Magic Amulet  
Ya Rune (11)  
Blemished Ruby  
Any Jewel

Magic Ring  
A Rune (12)  
Blemished Ruby  
Any Jewel

Gem Socket (2)  
1-4 Random Affixes

Blood Boots  
Replenish Life +10-20  
2-6% Life Stolen Per Hit  
+20-40 To Life  
Gem Socket (1)  
1-4 Random Affixes

Blood Gloves  
10-20% Chance Of Crushing Blow  
2-6% Life Stolen Per Hit  
+20-40 To Life  
Gem Socket (1)  
1-4 Random Affixes

Blood Belt  
10-20% Chance Of Open Wounds  
2-6% Life Stolen Per Hit  
+20-40 To Life  
Gem Socket (1)  
1-4 Random Affixes

Blood Shield  
Attacker Takes Damage of 8-14  
2-6% Life Stolen Per Hit  
+20-40 To Life  
Gem Socket (2)  
1-4 Random Affixes

Blood Body  
+2-6 Life After Each Demon Kill  
2-6% Life Stolen Per Hit  
+20-40 To Life  
Gem Socket (2)  
1-4 Random Affixes

Blood Amulet  
10-20% Faster Run/Walk  
2-8% Life Stolen Per Hit  
+20-40 To Life  
Gem Socket (1)  
1-4 Random Affixes

Blood Ring  
+2-10 To Strength  
2-6% Life Stolen Per Hit  
+20-40 To Life

Magic Weapon  
 Ri Rune (9)  
 Blemished Ruby  
 Any Jewel

Gem Socket (1)  
 1-4 Random Affixes

Blood Weapon  
 +70-120% Enhanced Damage  
 2-8% Life Stolen Per Hit  
 +20-40 To Life  
 Gem Socket (2)  
 1-4 Random Affixes

## Caster Craft

### Input

Magic Helm Class Armor  
 Ka Rune (4)  
 Blemished Amethyst  
 Any Jewel

Magic Boots Class Armor  
 Mi Rune (10)  
 Blemished Amethyst  
 Any Jewel

Magic Gloves  
 Ri Rune (9)  
 Blemished Amethyst  
 Any Jewel

Magic Belt Class Armor  
 Ku Rune (6)  
 Blemished Amethyst  
 Any Jewel

Magic Shield  
 N Rune (5)  
 Blemished Amethyst  
 Any Jewel

Magic Torso

### Output

Caster Helm  
 2-8% Mana Stolen Per Hit  
 Regenerate Mana 15-30%  
 +20-40 To Mana  
 Gem Socket (2)  
 1-4 Random Affixes

Caster Boots  
 Increase Maximum Mana 4-10%  
 Regenerate Mana 15-30%  
 +20-40 To Mana  
 Gem Socket (1)  
 1-4 Random Affixes

Caster Gloves  
 +2-6 Mana After Each Kill  
 Regenerate Mana 15-30%  
 +20-40 To Mana  
 Gem Socket (1)  
 1-4 Random Affixes

Caster Belt  
 10-20% Faster Cast Rate  
 Regenerate Mana 15-30%  
 +20-40 To Mana  
 Gem Socket (1)  
 1-4 Random Affixes

Caster Shield  
 +10-20% Increased Chance Of Blocking  
 Regenerate Mana 15-30%  
 +20-40 To Mana  
 Gem Socket (2)  
 1-4 Random Affixes

Caster Body

Yo Rune (7)  
Blemished Amethyst  
Any Jewel

+2-6 Mana After Each Kill  
Regenerate Mana 4-10%  
+20-40 To Mana  
Gem Socket (2)  
1-4 Random Affixes

Magic Amulet  
Ki Rune (8)  
Blemished Amethyst  
Any Jewel

Caster Amulet  
10-20% Faster Cast Rate  
Regenerate Mana 15-30%  
+20-40 To Mana  
Gem Socket (1)  
1-4 Random Affixes

Magic Ring  
Ya Rune (11)  
Blemished Amethyst  
Any Jewel

Caster Ring  
+2-10 To Energy  
Regenerate Mana 15-30%  
+20-40 To Mana  
Gem Socket (1)  
1-4 Random Affixes

Magic Weapon  
Shi Rune (3)  
Blemished Amethyst  
Any Jewel

Caster Weapon  
Increase Maximum Mana 10-20%  
Regenerate Mana 15-30%  
+20-40 To Mana  
Gem Socket (2)  
1-4 Random Affixes

## Safety Craft

### Input

Magic Helm Class Armor  
Ku Rune (6)  
Blemished Emerald  
Any Jewel

Magic Boots Class Armor  
Ri Rune (9)  
Blemished Emerald  
Any Jewel

Magic Gloves  
Ki Rune (8)

### Output

Safety Helm  
+20-60% Enhanced Defense  
Lightning Resist +10-20%  
Magic Damage Reduced By 2-8  
Damage Reduced By 2-8  
Gem Socket (2)  
1-4 Random Affixes

Safety Boots  
+20-60% Enhanced Defense  
Fire Resist +10-20%  
Magic Damage Reduced By 2-8  
Damage Reduced By 2-8  
Gem Socket (1)  
1-4 Random Affixes

Safety Gloves  
+20-60% Enhanced Defense  
Cold Resist +10-20%

Blemished Emerald  
Any Jewel

Magic Damage Reduced By 2-8  
Damage Reduced By 2-8  
Gem Socket (1)  
1-4 Random Affixes

Magic Belt Class Armor  
Yo Rune (7)  
Blemished Emerald  
Any Jewel

Safety Belt  
+20-60% Enhanced Defense  
Poison Resist +10-20%  
Magic Damage Reduced By 2-8  
Damage Reduced By 2-8  
Gem Socket (1)  
1-4 Random Affixes

Magic Shield  
Ka Rune (4)  
Blemished Emerald  
Any Jewel

Safety Shield  
+20-60% Enhanced Defense  
Magic Resistance +10-20%  
Magic Damage Reduced By 2-8  
Damage Reduced By 2-8  
Gem Socket (2)  
1-4 Random Affixes

Magic Torso  
N Rune (5)  
Blemished Emerald  
Any Jewel

Safety Body  
+20-60% Enhanced Defense  
Half Freeze Duration  
Magic Damage Reduced By 2-8  
Damage Reduced By 2-8  
Gem Socket (2)  
1-4 Random Affixes

Magic Amulet  
Mi Rune (10)  
Blemished Emerald  
Any Jewel

Safety Amulet  
+2-20% Increased Chance Of Blocking  
Magic Damage Reduced By 2-8  
Damage Reduced By 2-8  
Gem Socket (1)  
1-4 Random Affixes

Magic Ring  
Ya Rune (11)  
Blemished Emerald  
Any Jewel

Safety Ring  
+2-10 To Vitality  
Magic Damage Reduced By 2-8  
Damage Reduced By 2-8  
Gem Socket (1)  
1-4 Random Affixes

Magic Weapon  
A Rune (12)  
Blemished Emerald  
Any Jewel

Safety Weapon  
+70-120% Enhanced Damage  
Magic Damage Reduced By 2-8  
Damage Reduced By 2-8  
Gem Socket (2)  
1-4 Random Affixes



[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft]  
 [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]

## Class Craft

Crass Crafted items can be used by any classes, unless the base item is class specific.

For example, if you play a Barbarian, but you need much IAS and Crushing Blow, you may like Necro Crafted weapons better than Barbarian Crafted Weapons.

### R4A Changes

Stat Forging, Rune Forging and Tab Forging are allowed for Crafted items.  
 A junk Crafted item can be turned into 2 Flawless Gems by cubing with a Gem Can.  
 (ilvl = char lvl x 60% + previous ilvl x 60%)

## Amazon Craft

Input	Output
Magic Helm Class Armor Spider's silk Perfect Emerald Any Jewel	<b>Crafted Helm</b> +1 To Amazon Skill Levels +20-60% Enhanced Defense +10-15 To Energy All Resistances +10-15 1-4 Random Affixes
Magic Boots Class Armor Spider's silk Perfect Emerald Any Jewel	<b>Crafted Boots</b> +1 To Amazon Skill Levels +10-20% Faster Run/Walk +20-60% Enhanced Defense +10-15 To Vitality 1-4 Random Affixes
Magic Gloves Spider's silk Perfect Emerald Any Jewel	<b>Crafted Gloves</b> +1 To Amazon Skill Levels +10-15% Increased Attack Speed +20-60% Enhanced Defense +10-15 To Dexterity 1-4 Random Affixes
Magic Belt Class Armor Spider's silk Perfect Emerald Any Jewel	<b>Crafted Belt</b> +1 To Amazon Skill Levels +10-20% Faster Hit Recovery +20-60% Enhanced Defense +10-15 To Strength 1-4 Random Affixes
Magic Shield Spider's silk	<b>Crafted Shield</b> +1 To Amazon Skill Levels +10-20% Faster Block Rate



Perfect Emerald  
Any Jewel

+10-20% Increased Block Chance  
+20-60% Enhanced Defense  
1-4 Random Affixes

Magic Torso  
Spider's silk  
Perfect Emerald  
Any Jewel

Crafted Torso  
+1 To Amazon Skill Levels  
+20-60% Enhanced Defense  
+5 To All Attributes  
Damage Reduced By 7-12%  
1-4 Random Affixes

Magic Amulet  
Spider's silk  
Perfect Emerald  
Any Jewel

Crafted Amulet  
+1-2 To Amazon Skill Levels  
+10-20 To Dexterity  
+10-30 To Mana  
All Resistances +10-20  
1-4 Random Affixes

Magic Ring  
Spider's silk  
Perfect Emerald  
Any Jewel

Crafted Ring  
+1-2 To Amazon Skill Levels  
+10-15 To Dexterity  
+10-30 To Mana  
+2-8 To Min Damage  
1-4 Random Affixes

Magic Amazon Weapon  
Spider's silk  
Perfect Emerald  
Any Jewel

Crafted Weapon  
+1 To Amazon Skill Levels  
25-35% Increased Attack Speed  
+125-175% Enhanced Damage  
1-4 Random Affixes

Magic Weapon other than Amazon  
Weapon  
Spider's silk  
Perfect Emerald  
Any Jewel

Crafted Weapon  
15-30% Increased Attack Speed  
+100-150% Enhanced Damage  
Adds 100-200 Poison Damage Over 2  
Sec  
1-4 Random Affixes

## Assassin Craft

Input

Output

Magic Helm Class Armor  
Dragon Stone  
Perfect Ruby  
Any Jewel

Crafted Helm  
+1 To Assassin Skill Levels  
+20-60% Enhanced Defense  
+10-15 To Energy  
All Resistances +10-15  
1-4 Random Affixes

Magic Boots Class Armor

Crafted Boots

Dragon Stone Perfect Ruby Any Jewel	+1 To Assassin Skill Levels +10-20% Faster Run/Walk +20-60% Enhanced Defense +10-15 To Vitality 1-4 Random Affixes
Magic Gloves Dragon Stone Perfect Ruby Any Jewel	Crafted Gloves +1 To Assassin Skill Levels +10-15% Increased Attack Speed +20-60% Enhanced Defense +10-15 To Dexterity 1-4 Random Affixes
Magic Belt Class Armor Dragon Stone Perfect Ruby Any Jewel	Crafted Belt +1 To Assassin Skill Levels +10-20% Faster Hit Recovery +20-60% Enhanced Defense +10-15 To Strength 1-4 Random Affixes
Magic Shield Dragon Stone Perfect Ruby Any Jewel	Crafted Shield +1 To Assassin Skill Levels +10-20% Faster Block Rate +10-20% Increased Block Chance +20-60% Enhanced Defense 1-4 Random Affixes
Magic Torso Dragon Stone Perfect Ruby Any Jewel	Crafted Torso +1 To Assassin Skill Levels +20-60% Enhanced Defense +5 To All Attributes Damage Reduced By 7-12% 1-4 Random Affixes
Magic Amulet Dragon Stone Perfect Ruby Any Jewel	Crafted Amulet +1-2 To Assassin Skill Levels +10-20 To Dexterity +10-30 To Life All Resistances +10-20 1-4 Random Affixes
Magic Ring Dragon Stone Perfect Ruby Any Jewel	Crafted Ring +1-2 To Assassin Skill Levels +10-15 To Dexterity +10-30 To Life +2-8 Mana After Each Kill 1-4 Random Affixes
Magic Assassin Weapon	Crafted Weapon

Dragon Stone  
Perfect Ruby  
Any Jewel

+1 To Assassin Skill Levels  
25-35% Increased Attack Speed  
+125-175% Enhanced Damage  
1-4 Random Affixes

Magic Weapon other than Assassin  
Weapon  
Dragon Stone  
Perfect Ruby  
Any Jewel

Crafted Weapon  
15-30% Increased Attack Speed  
+100-150% Enhanced Damage  
Adds 50-100 Fire Damage  
1-4 Random Affixes

## Barbarian Craft

### Input

Magic Helm  
Forging Hammer  
Perfect Amethyst  
Any Jewel

Magic Boots Class Armor  
Forging Hammer  
Perfect Amethyst  
Any Jewel

Magic Gloves  
Forging Hammer  
Perfect Amethyst  
Any Jewel

Magic Belt Class Armor  
Forging Hammer  
Perfect Amethyst  
Any Jewel

Magic Shield  
Forging Hammer  
Perfect Amethyst  
Any Jewel

### Output

Crafted Helm  
+1 To Barbarian Skill Levels  
+20-60% Enhanced Defense  
+10-15 To Energy  
All Resistances +10-15  
1-4 Random Affixes

Crafted Boots  
+1 To Barbarian Skill Levels  
+10-20% Faster Run/Walk  
+20-60% Enhanced Defense  
+10-15 To Vitality  
1-4 Random Affixes

Crafted Gloves  
+1 To Barbarian Skill Levels  
+10-15% Increased Attack Speed  
+20-60% Enhanced Defense  
+10-15 To Dexterity  
1-4 Random Affixes

Crafted Belt  
+1 To Barbarian Skill Levels  
+10-20% Faster Hit Recovery  
+20-60% Enhanced Defense  
+10-15 To Strength  
1-4 Random Affixes

Crafted Shield  
+1 To Barbarian Skill Levels  
+10-20% Faster Block Rate  
+10-20% Increased Block Chance  
+20-60% Enhanced Defense  
1-4 Random Affixes

Magic Torso  
 Forging Hammer  
 Perfect Amethyst  
 Any Jewel

Crafted Torso  
 +1 To Barbarian Skill Levels  
 +20-60% Enhanced Defense  
 +5 To All Attributes  
 Damage Reduced By 7-12%  
 1-4 Random Affixes

Magic Amulet  
 Forging Hammer  
 Perfect Amethyst  
 Any Jewel

Crafted Amulet  
 +1-2 To Barbarian Skill Levels  
 +10-20 To Strength  
 +10-30 To Mana  
 All Resistances +10-20  
 1-4 Random Affixes

Magic Ring  
 Forging Hammer  
 Perfect Amethyst  
 Any Jewel

Crafted Ring  
 +1-2 To Barbarian Skill Levels  
 +10-15 To Strength  
 +10-30 To Mana  
 +2-8 To Min Damage  
 1-4 Random Affixes

Magic Weapon  
 Forging Hammer  
 Perfect Amethyst  
 Any Jewel

Crafted Weapon  
 +1 To Barbarian Skill Levels  
 25-35% Increased Attack Speed  
 +125-175% Enhanced Damage  
 1-4 Random Affixes

Magic Weapon other than Barbarian  
 Weapon  
 Forging Hammer  
 Perfect Amethyst  
 Any Jewel

Crafted Weapon  
 15-30% Increased Attack Speed  
 +100-150% Enhanced Damage  
 10-30% Deadly Strike  
 1-4 Random Affixes

## Druid Craft

### Input

Magic Helm  
 Tyranium Ore  
 Perfect Topaz  
 Any Jewel

Magic Boots Class Armor  
 Tyranium Ore  
 Perfect Topaz  
 Any Jewel

### Output

Crafted Helm  
 +1 To Druid Skill Levels  
 +20-60% Enhanced Defense  
 +10-15 To Energy  
 All Resistances +10-15  
 1-4 Random Affixes

Crafted Boots  
 +1 To Druid Skill Levels  
 +10-20% Faster Run/Walk  
 +20-60% Enhanced Defense  
 +10-15 To Vitality  
 1-4 Random Affixes

Magic Gloves Tyranium Ore Perfect Topaz Any Jewel	Crafted Gloves +1 To Druid Skill Levels +10-15% Increased Attack Speed +20-60% Enhanced Defense +10-15 To Dexterity 1-4 Random Affixes
Magic Belt Class Armor Tyranium Ore Perfect Topaz Any Jewel	Crafted Belt +1 To Druid Skill Levels +10-20% Faster Hit Recovery +20-60% Enhanced Defense +10-15 To Strength 1-4 Random Affixes
Magic Shield Tyranium Ore Perfect Topaz Any Jewel	Crafted Shield +1 To Druid Skill Levels +10-20% Faster Block Rate +10-20% Increased Block Chance +20-60% Enhanced Defense 1-4 Random Affixes
Magic Torso Tyranium Ore Perfect Topaz Any Jewel	Crafted Torso +1 To Druid Skill Levels +20-60% Enhanced Defense +5 To All Attributes Damage Reduced By 7-12% 1-4 Random Affixes
Magic Amulet Tyranium Ore Perfect Topaz Any Jewel	Crafted Amulet +1-2 To Druid Skill Levels +10-20 To Vitality +10-30 To Mana All Resistances +10-20 1-4 Random Affixes
Magic Ring Tyranium Ore Perfect Topaz Any Jewel	Crafted Ring +1-2 To Druid Skill Levels +10-15 To Vitality +10-30 To Mana Replenish Life +5-15 1-4 Random Affixes
Magic Druid Weapon Tyranium Ore Perfect Topaz Any Jewel	Crafted Weapon +1 To Druid Skill Levels 25-35% Increased Attack Speed +125-175% Enhanced Damage 1-4 Random Affixes
Magic Weapon other than Druid	Crafted Weapon

Weapon  
Tyranium Ore  
Perfect Topaz  
Any Jewel

15-30% Increased Attack Speed  
+100-150% Enhanced Damage  
Adds 1-160 Lightning Damage  
1-4 Random Affixes

## Necromancer Craft

### Input

### Output

Magic Helm Class Armor  
Blackmoor  
Perfect Skull  
Any Jewel

Crafted Helm  
+1 To Necromancer Skill Levels  
+20-60% Enhanced Defense  
+10-15 To Energy  
All Resistances +10-15  
1-4 Random Affixes

Magic Boots Class Armor  
Blackmoor  
Perfect Skull  
Any Jewel

Crafted Boots  
+1 To Necromancer Skill Levels  
+10-20% Faster Run/Walk  
+20-60% Enhanced Defense  
+10-15 To Vitality  
1-4 Random Affixes

Magic Gloves  
Blackmoor  
Perfect Skull  
Any Jewel

Crafted Gloves  
+1 To Necromancer Skill Levels  
+10-15% Faster Cast Rate  
+20-60% Enhanced Defense  
+10-15 To Dexterity  
1-4 Random Affixes

Magic Belt Class Armor  
Blackmoor  
Perfect Skull  
Any Jewel

Crafted Belt  
+1 To Necromancer Skill Levels  
+10-20% Faster Hit Recovery  
+20-60% Enhanced Defense  
+10-15 To Strength  
1-4 Random Affixes

Magic Shield  
Blackmoor  
Perfect Skull  
Any Jewel

Crafted Shield  
+1 To Necromancer Skill Levels  
+10-20% Faster Block Rate  
+10-20% Increased Block Chance  
+20-60% Enhanced Defense  
1-4 Random Affixes

Magic Torso  
Blackmoor  
Perfect Skull  
Any Jewel

Crafted Torso  
+1 To Necromancer Skill Levels  
+20-60% Enhanced Defense  
+5 To All Attributes  
Damage Reduced By 7-12%  
1-4 Random Affixes

Magic Amulet  
Blackmoor  
Perfect Skull  
Any Jewel

Crafted Amulet  
+1-2 To Necromancer Skill Levels  
+10-20 To Energy  
+10-30 To Life  
All Resistances +10-20  
1-4 Random Affixes

Magic Ring  
Blackmoor  
Perfect Skull  
Any Jewel

Crafted Ring  
+1-2 To Necromancer Skill Levels  
+10-15 To Energy  
+10-30 To Life  
10-20% Faster Cast Rate  
1-4 Random Affixes

Magic Necromancer Weapon  
Blackmoor  
Perfect Skull  
Any Jewel

Crafted Weapon  
+1 To Necromancer Skill Levels  
25-35% Increased Attack Speed  
+125-175% Enhanced Damage  
1-4 Random Affixes

Magic Weapon other than Necromancer  
Weapon  
Blackmoor  
Perfect Skull  
Any Jewel

Crafted Weapon  
15-30% Increased Attack Speed  
+100-150% Enhanced Damage  
10-30% Chance of Crushing Blow  
1-4 Random Affixes

## Paladin Craft

### Input

Magic Helm  
Holy Symbol  
Perfect Diamond  
Any Jewel

Magic Boots Class Armor  
Holy Symbol  
Perfect Diamond  
Any Jewel

Magic Gloves  
Holy Symbol  
Perfect Diamond  
Any Jewel

### Output

Crafted Helm  
+1 To Paladin Skill Levels  
+20-60% Enhanced Defense  
+10-15 To Energy  
All Resistances +10-15  
1-4 Random Affixes

Crafted Boots  
+1 To Paladin Skill Levels  
+10-20% Faster Run/Walk  
+20-60% Enhanced Defense  
+10-15 To Vitality  
1-4 Random Affixes

Crafted Gloves  
+1 To Paladin Skill Levels  
+10-15% Increased Attack Speed  
+20-60% Enhanced Defense



	+10-15 To Dexterity 1-4 Random Affixes
Magic Belt Class Armor	
Holy Symbol	Crafted Belt
Perfect Diamond	+1 To Paladin Skill Levels
Any Jewel	+10-20% Faster Hit Recovery
	+20-60% Enhanced Defense
	+10-15 To Strength
	1-4 Random Affixes
Magic Shield	Crafted Shield
Holy Symbol	+1 To Paladin Skill Levels
Perfect Diamond	+10-20% Faster Block Rate
Any Jewel	+10-20% Increased Block Chance
	+20-60% Enhanced Defense
	1-4 Random Affixes
Magic Torso	Crafted Torso
Holy Symbol	+1 To Paladin Skill Levels
Perfect Diamond	+20-60% Enhanced Defense
Any Jewel	+5 To All Attributes
	Damage Reduced By 7-12%
	1-4 Random Affixes
Magic Amulet	Crafted Amulet
Holy Symbol	+1-2 To Paladin Skill Levels
Perfect Diamond	+10-20 To Strength
Any Jewel	+10-30 To Life
	All Resistances +10-20
	1-4 Random Affixes
Magic Ring	Crafted Ring
Holy Symbol	+1-2 To Paladin Skill Levels
Perfect Diamond	+10-15 To Strength
Any Jewel	+10-30 To Life
	Replenish Life +5-15
	1-4 Random Affixes
Magic Paladin Weapon	Crafted Weapon
Holy Symbol	+1 To Paladin Skill Levels
Perfect Diamond	25-35% Increased Attack Speed
Any Jewel	+125-175% Enhanced Damage
	1-4 Random Affixes
Magic Weapon other than Paladin	Crafted Weapon
Weapon	15-30% Increased Attack Speed
Holy Symbol	+100-150% Enhanced Damage
Perfect Diamond	Adds 70 Magic Damage
Any Jewel	1-4 Random Affixes



## Sorceress Craft

### Input

Magic Helm  
Crushed Gem  
Perfect Sapphire  
Any Jewel

Magic Boots Class Armor  
Crushed Gem  
Perfect Sapphire  
Any Jewel

Magic Gloves  
Crushed Gem  
Perfect Sapphire  
Any Jewel

Magic Belt  
Crushed Gem  
Perfect Sapphire  
Any Jewel

Magic Shield  
Crushed Gem  
Perfect Sapphire  
Any Jewel

Magic Torso  
Crushed Gem  
Perfect Sapphire  
Any Jewel

Magic Amulet  
Crushed Gem  
Perfect Sapphire  
Any Jewel

### Output

Crafted Helm  
+1 To Sorceress Skill Levels  
+20-60% Enhanced Defense  
+10-15 To Energy  
All Resistances +10-15  
1-4 Random Affixes

Crafted Boots  
+1 To Sorceress Skill Levels  
+10-20% Faster Run/Walk  
+20-60% Enhanced Defense  
+10-15 To Vitality  
1-4 Random Affixes

Crafted Gloves  
+1 To Sorceress Skill Levels  
+10-15% Faster Cast Rate  
+20-60% Enhanced Defense  
+10-15 To Dexterity  
1-4 Random Affixes

Crafted Belt  
+1 To Sorceress Skill Levels  
+10-20% Faster Hit Recovery  
+20-60% Enhanced Defense  
+10-15 To Strength  
1-4 Random Affixes

Crafted Shield  
+1 To Sorceress Skill Levels  
+10-20% Faster Block Rate  
+10-20% Increased Block Chance  
+20-60% Enhanced Defense  
1-4 Random Affixes

Crafted Torso  
+1 To Sorceress Skill Levels  
+20-60% Enhanced Defense  
+5 To All Attributes  
Damage Reduced By 7-12%  
1-4 Random Affixes

Crafted Amulet  
+1-2 To Sorceress Skill Levels  
+10-20 To Energy  
+10-30 To Mana

## All Resistances +10-20 1-4 Random Affixes

Magic Ring  
Crushed Gem  
Perfect Sapphire  
Any Jewel

Crafted Ring  
+1-2 To Sorceress Skill Levels  
+10-15 To Energy  
+10-30 To Mana  
10-20% Faster Cast Rate  
1-4 Random Affixes

Magic Sorceress Weapon  
Crushed Gem  
Perfect Sapphire  
Any Jewel

Crafted Weapon  
+1 To Sorceress Skill Levels  
25-35% Increased Attack Speed  
+125-175% Enhanced Damage  
1-4 Random Affixes

Magic Weapon other than Sorceress  
Weapon  
Crushed Gem  
Perfect Sapphire  
Any Jewel

Crafted Weapon  
15-30% Increased Attack Speed  
+100-150% Enhanced Damage  
Adds 40-80 Cold Damage 4 Sec  
Duration  
1-4 Random Affixes

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft]  
[Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]

## Rings/Amulets

When you reroll multiple Amulets or Rings, the last one put in the Cube determines the type.

For example, if you put a Ring, an Amazon Ring and a Sorc Ring in this order, you'll get a new Sorc Ring.

If the output ilvl is lower than the level of the spawned Unique, it turns into a rare.

## Standard Reroll

Input	Output
3 Magic Rings	Magic Ring (ilvl = char level)
3 Magic Amulets	Magic Amulet (ilvl = char level)
7 Magic Rings	Rare Ring (ilvl = char level)
7 Magic Amulets	Rare Amulet (ilvl = char level)
3 Rare Rings	Rare Ring (ilvl = char level)

## 3 Rare Amulets

Rare Amulet  
(ilvl = char level)

## 7 Rare Rings

Unique Ring  
(ilvl = char level x 70%)  
To roll a non-class Unique Ring,  
your clvl must be higher than 15.  
To roll a class specific Unique Ring,  
your clvl must be higher than 65.

## 7 Rare Amulets

Unique Amulet  
(ilvl = char level x 70%)  
To roll a non-class Unique Amulet,  
your clvl must be higher than 15.  
To roll a class specific Unique Ring,  
your clvl must be higher than 65.

3 Set Rings  
(If the last input has a socket,  
you'll get a Magic Ring)

Set Ring  
(ilvl = char level x 80%)

3 Set Amulets  
(If the last input has a socket,  
you'll get a Magic Amulet)

Set Amulet  
(ilvl = char level x 80%)

3 Unique Rings  
(If the last input has a socket,  
you'll get a Rare Ring)

Unique Ring  
(ilvl = char level x 70%)  
To roll a non-class Unique Ring,  
your clvl must be higher than 15.  
To roll a class specific Unique Ring,  
your clvl must be higher than 65.

3 Unique Amulets  
(If the last input has a socket,  
you'll get a Rare Amulet)

Unique Amulet  
(ilvl = char level x 70%)  
To roll a non-class Unique Amulet,  
your clvl must be higher than 15.  
To roll a class specific Unique Amulet,  
your clvl must be higher than 65.

3 Brains  
Key

Rare Amulet  
(ilvl=char level)  
Key

3 Eyes  
Key

Rare Ring  
(ilvl=char level)  
Key

## Custom Reroll

Input

Output

3 Magic Amulets  
(or Rerolling Orb with 3 Magic Amulet pts)  
Ruby  
Sapphire  
Topaz  
Emerald

3 Magic Rings  
(or Rerolling Orb with 3 Magic Ring pts)  
2 Rubies

3 Magic Rings  
(or Rerolling Orb with 3 Magic Ring pts)  
2 Sapphires

3 Magic Rings  
(or Rerolling Orb with 3 Magic Ring pts)  
2 Topazes

3 Magic Rings  
(or Rerolling Orb with 3 Magic Ring pts)  
2 Emeralds

3 Magic Rings  
(or Rerolling Orb with 3 Magic Ring pts)  
2 Diamonds

3 Magic Rings  
(or Rerolling Orb with 3 Magic Ring pts)  
2 Obsidians

3 Magic Rings  
(or Rerolling Orb with 3 Magic Ring pts)  
2 Skulls

3 Magic Rings  
(or Rerolling Orb with 3 Magic Ring pts)  
2 Amethysts

3 Rare Amulets  
(or Rerolling Orb with 7 Magic Amulet pts)  
Flawless Ruby  
Flawless Sapphire  
Flawless Topaz  
Flawless Emerald

3 Rare Rings  
(or Rerolling Orb with 7 Magic Ring pts)  
2 Flawless Rubies

Magic Amulet  
(ilvl = char level)  
All Resistances +22-28

Magic Ring  
(ilvl = char level)  
Fire Resist 44-56%

Magic Ring  
(ilvl = char level)  
Cold Resist 44-56%

Magic Ring  
(ilvl = char level)  
Lightning Resist 44-56%

Magic Ring  
(ilvl = char level)  
Posion Resist 44-56%

Magic Ring  
(ilvl = char level)  
Magic Resist 22-28%

Magic Ring  
(ilvl = char level)  
Damage Reduced By 6-8%

Magic Ring  
(ilvl = char level)  
8-12% Life Stolen Per Hit

Magic Ring  
(ilvl = char level)  
8-12% Mana Stolen Per Hit

Rare Amulet  
(ilvl = char level)  
All Resistances +11-14

Rare Ring  
(ilvl = char level)  
Fire Resist 22-28%

3 Rare Rings  
(or Rerolling Orb with 7 Magic Ring pts)  
2 Flawless Sapphires

3 Rare Rings  
(or Rerolling Orb with 7 Magic Ring pts)  
2 Flawless Topazes

3 Rare Rings  
(or Rerolling Orb with 7 Magic Ring pts)  
2 Flawless Emeralds

3 Rare Rings  
(or Rerolling Orb with 7 Magic Ring pts)  
2 Flawless Diamonds

3 Rare Rings  
(or Rerolling Orb with 7 Magic Ring pts)  
2 Flawless Obsidians

3 Rare Rings  
(or Rerolling Orb with 7 Magic Ring pts)  
2 Flawless Skulls

3 Rare Rings  
(or Rerolling Orb with 7 Magic Ring pts)  
2 Flawless Amethysts

Rare Ring  
(ilvl = char level)  
**Cold Resist 22-28%**

Rare Ring  
(ilvl = char level)  
**Lightning Resist 22-28%**

Rare Ring  
(ilvl = char level)  
**Poison Resist 22-28%**

Rare Ring  
(ilvl = char level)  
**Magic Resist 11-14%**

Rare Ring  
(ilvl = char level)  
**Damage Reduced By 3-4%**

Rare Ring  
(ilvl = char level)  
**4-6% Life Stolen Per Hit**

Rare Ring  
(ilvl = char level)  
**4-6% Mana Stolen Per Hit**

## Skill Tab Reroll

### Input

Magic Amazon Amulet/Ring  
3 Ancient Decipherers  
Magic Jewel  
Ruby

Magic Amazon Amulet/Ring  
3 Ancient Decipherers  
Magic Jewel  
Emerald

Magic Amazon Amulet/Ring  
3 Ancient Decipherers  
Magic Jewel  
Topaz

Magic Assassin Amulet/Ring  
3 Ancient Decipherers  
Magic Jewel  
Topaz

### Output

Magic Item of the Same Type  
(ilvl = char level)  
**+1-3 To Bow & Crossbow (Amazon Only)**

Magic Item of the Same Type  
(ilvl = char level)  
**+1-3 To Passive & Magic (Amazon Only)**

Magic Item of the Same Type  
(ilvl = char level)  
**+1-3 To Spear & Javelin (Amazon Only)**

Magic Item of the Same Type  
(ilvl = char level)  
**+1-3 To Traps (Assassin Only)**

Magic Assassin Amulet/Ring  
3 Ancient Decipherers  
Magic Jewel  
Obsidian

Magic Item of the Same Type  
(ilvl = char level)  
**+1-3 To Shadow Disciplines (Assassin Only)**

Magic Assassin Amulet/Ring  
3 Ancient Decipherers  
Magic Jewel  
Ruby

Magic Item of the Same Type  
(ilvl = char level)  
**+1-3 To Martial Arts (Assassin Only)**

Magic Barbarian Amulet/Ring  
3 Ancient Decipherers  
Magic Jewel  
Sapphire

Magic Item of the Same Type  
(ilvl = char level)  
**+1-3 To Combat Skills (Barbarian Only)**

Magic Barbarian Amulet/Ring  
3 Ancient Decipherers  
Magic Jewel  
Diamond

Magic Item of the Same Type  
(ilvl = char level)  
**+1-3 To Combat Masteries (Barbarian Only)**

Magic Barbarian Amulet/Ring  
3 Ancient Decipherers  
Magic Jewel  
Amethyst

Magic Item of the Same Type  
(ilvl = char level)  
**+1-3 To Warcries (Barbarian Only)**

Magic Druid Amulet/Ring  
3 Ancient Decipherers  
Magic Jewel  
Topaz

Magic Item of the Same Type  
(ilvl = char level)  
**+1-3 To Summoning (Druid Only)**

Magic Druid Amulet/Ring  
3 Ancient Decipherers  
Magic Jewel  
Diamond

Magic Item of the Same Type  
(ilvl = char level)  
**+1-3 To Shapeshifting (Druid Only)**

Magic Druid Amulet/Ring  
3 Ancient Decipherers  
Magic Jewel  
Ruby

Magic Item of the Same Type  
(ilvl = char level)  
**+1-3 To Elemental Skills (Druid Only)**

Magic Necromancer Amulet/Ring  
3 Ancient Decipherers  
Magic Jewel  
Obsidian

Magic Item of the Same Type  
(ilvl = char level)  
**+1-3 To Curses (Necromancer Only)**

Magic Necromancer Amulet/Ring  
3 Ancient Decipherers  
Magic Jewel  
Emerald

Magic Item of the Same Type  
(ilvl = char level)  
**+1-3 To Poison & Bone (Necromancer Only)**

Magic Necromancer Amulet/Ring

Magic Item of the Same Type

3 Ancient Decipherers  
Magic Jewel  
Skull

(ilvl = char level)

+1-3 To Summoning (Necromancer  
Only)

Magic Paladin Amulet/Ring  
3 Ancient Decipherers  
Magic Jewel  
Obsidian

Magic Item of the Same Type  
(ilvl = char level)

+1-3 To Combat Skills (Paladin Only)

Magic Paladin Amulet/Ring  
3 Ancient Decipherers  
Magic Jewel  
Amethyst

Magic Item of the Same Type  
(ilvl = char level)

+1-3 To Offensive Auras (Paladin Only)

Magic Paladin Amulet/Ring  
3 Ancient Decipherers  
Magic Jewel  
Diamond

Magic Item of the Same Type  
(ilvl = char level)

+1-3 To Defensive Auras (Paladin Only)

Magic Sorceress Amulet/Ring  
3 Ancient Decipherers  
Magic Jewel  
Ruby

Magic Item of the Same Type  
(ilvl = char level)

+1-3 To Fire Spells (Sorceress Only)

Magic Sorceress Amulet/Ring  
3 Ancient Decipherers  
Magic Jewel  
Topaz

Magic Item of the Same Type  
(ilvl = char level)

+1-3 To Lightning Spells (Sorceress  
Only)

Magic Sorceress Amulet/Ring  
3 Ancient Decipherers  
Magic Jewel  
Sapphire

Magic Item of the Same Type  
(ilvl = char level)

+1-3 To Cold Spells (Sorceress Only)

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft]  
[Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]

## Charms

Input

Output

Magic Charm  
2 Blemished Gems  
(You can use a Gem Can instead.  
The selected Gem Points are used)

Magic Charm of the Same Type  
(ilvl = char level, any socket remains)

3 Magic Charms of the Same Type

Magic Charm of the Same Type  
(ilvl = char level)

3 Rare Charms of the Same Type

Rare Charm of the Same Type  
(ilvl = char level)



[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft]  
 [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]

## Jewels

Rerolling Orb no longer accepts Crafted Rings and Amulets as a Magic Jewel Point,

because a Magic Jewel Point is worth 1.5 Flawless Gems,  
 and you can convert any Crafted item into 2 Flawless Gems using Gem Can.

### Input

Magic Jewel

Blemished Gem

(You can use a Gem Can instead.

The selected Gem Points are used)

Rare Jewel

Perfect Gem

(You can use a Gem Can instead.

The selected Gem Points are used)

3 Magic Jewels

Rare Jewel

Scroll of Town Portal

7 Magic Jewels

3 Rare Jewels

Unique Jewel

Scroll of Town Portal

3 Unique Jewels

Unique Jewel

2 Perfect Gems

Key

Unique Jewel

2 Perfect Gems

1-6 Set Rings Rerolling Orb

1-6 Set Amulets Rerolling Orb

### Output

Magic Jewel

(ilvl = char level)

Rare Jewel

(ilvl = char level)

Magic Jewel

(ilvl = char level)

Magic Jewel

(ilvl = char level)

Rare Jewel

(ilvl = char level)

Rare Jewel

(ilvl = char level)

Rare Jewel

(ilvl = char level)

Unique Jewel

(ilvl = char level)

Unique Jewel

(ilvl = char level)

Key

Unique Jewel of the Same Name

(ilvl = char level)

Rerolling Orb

Adds 1-6 Jewel Points

Rerolling Orb

Adds 1-6 Jewel Points

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft]



[[Ring/Amu](#)] [[Charm](#)] [[Jewel](#)] [[Quiver](#)] [[Forging](#)] [[D-Stone](#)] [[Tinker](#)] [[BaseUp](#)] [[Soc](#)] [[Secret](#)]

## Arrow/Bolt Quivers

Input	Output
Magic Arrow/Bolt Flawed Gem (You can use a Gem Can instead. The selected Gem Points are used)	Magic Arrow/Bolt (ilvl = char level, any socket remains)
Rare Arrow/Bolt Normal Gem (You can use a Gem Can instead. The selected Gem Points are used)	Rare Arrow/Bolt (ilvl = char level)
3 Magic Arrows/Bolts	Magic Arrow/Bolt (ilvl = char level)
7 Magic Arrows/Bolts	Rare Arrow/Bolt (ilvl = char level)
3 Rare Arrows/Bolts	Rare Arrow/Bolt (ilvl = char level)
7 Rare Arrows/Bolts	Unique Arrow/Bolt (ilvl = char level x 70%)
3 Unique Arrows/Bolts	Unique Arrow/Bolt (ilvl = char level x 70%)

[[Misc](#)] [[Gem/Rune](#)] [[Relic](#)] [[Material](#)] [[Nor](#)] [[Mag/Rare](#)] [[Uni](#)] [[Set](#)] [[OldCraft](#)] [[NewCraft](#)]  
 [[Ring/Amu](#)] [[Charm](#)] [[Jewel](#)] [[Quiver](#)] [[Forging](#)] [[D-Stone](#)] [[Tinker](#)] [[BaseUp](#)] [[Soc](#)] [[Secret](#)]

## Forging

Forging enhances an item for no penalty, but an item may have only one Forging mod at a time.

You can remove any unwanted Forging (except Wo Forging) to apply another Forging.

Wo Forging can't be removed because there is no way to remove "Indestructible" property.

## Remove Forging

Input	Output
Forged Item 3 Thawing Potion	The Same Item <b>Removes Forging</b> Underlined Material(s)

## Skill Forging

Target Item includes:

## Unique/Set/Rare/Magic Equipment (Weapons, Armor, Rings and Amulets) Unique Jewels/Charms

**You can't apply Skill Forging to Jewels with Tab Bonus of that class.**

Amazon Skill Forging to Larias' Licentious Lament -> N/A

Assassin Skill Forging to +1 To Smiiiiff Stone -> N/A

Input	Output
Target Item <u>2 Anvil Stones</u> Chipped Emerald	The Same Item <b>+1 To Amazon Skill Levels</b>
Target Item <u>2 Anvil Stones</u> Chipped Ruby	The Same Item <b>+1 To Assassin Skill Levels</b>
Target Item <u>2 Anvil Stones</u> Chipped Amethyst	The Same Item <b>+1 To Barbarian Skill Levels</b>
Target Item <u>2 Anvil Stones</u> Chipped Topaz	The Same Item <b>+1 To Druid Skill Levels</b>
Target Item <u>2 Anvil Stones</u> Chipped Skull	The Same Item <b>+1 To Necromancer Skill Levels</b>
Target Item <u>2 Anvil Stones</u> Chipped Diamond	The Same Item <b>+1 To Paladin Skill Levels</b>
Target Item <u>2 Anvil Stones</u> Chipped Sapphire	The Same Item <b>+1 To Sorceress Skill Levels</b> Can't be applied to Vizjeris' Knowledge (Unique Arcane Staff) because it has +7 To Sorceress Skill Levels, and the cap of skill bonus on an item is 7.

## All Skill Forging

Target Item includes:

Unique/Set/Rare/Magic Equipment (Weapons, Armor, Rings and Amulets)

Input	Output
Target Item <u>Maple Leaf</u> <u>Anvil Stone</u> Chipped Gem	The Same Item <b>+1 To All Skills</b>

## Stat Forging

Target Item includes:

## Unique/Set/Crafted/Rare/Magic Equipment (Weapons, Armor, Rings and Amulets) Unique Jewels/Charms

Input	Output
Target Item <u>Anvil Stone</u> Chipped Emerald	The Same Item <b>24% Bonus To Attack Rating</b> (for Weapons) <b>20% Better Chance of Getting Magic Item</b> (for Other Items)
Target Item <u>Anvil Stone</u> Chipped Ruby	The Same Item <b>20% Increased Attack Speed</b>
Target Item <u>Anvil Stone</u> Chipped Amethyst	The Same Item <b>+48% Enhanced Damage</b> (for Weapons) <b>+32% Enhanced Defense</b> (for Armor) <b>12% Chance of Crushing Blow</b> (for Other Items)
Target Item <u>Anvil Stone</u> Chipped Topaz	The Same Item <b>Increase Max Life 16%</b>
Target Item <u>Anvil Stone</u> Chipped Skull	The Same Item <b>20% Faster Cast Rate</b>
Target Item <u>Anvil Stone</u> Chipped Diamond	The Same Item <b>+64% Damage To Undead</b> <b>+64% Damage To Demons</b> (for Weapons) <b>All Resistances +16</b> (for Other Items)
Target Item <u>Anvil Stone</u> Chipped Sapphire	The Same Item <b>Increase Max Mana 16%</b>

### Rune Forging

Target Item includes:

Unique/Set/Crafted/Rare/Magic Equipment (Weapons, Armor, Rings and Amulets)

Input	Output
Target Item <u>2 Same Runes</u>	The Same Item <b>Adds bonus of the Rune</b>

## Chipped Gem

\*Added bonus is determined by the item type of the target. (ex. Weapon mods for weapons and gloves)

In R4A and later, Rune Forging adds Helm mods to Wands, Staves and Orbs, like socketed runes do.

Knockback, ITD, CBF and PMH can't be forged if the target has the same mod already.

## Aura Forging

You can't apply Aura Forging to Spellcaster's Aid, because an item can't activate multiple auras.

Input	Output
Magic/Rare/Set/Unique Amulet <u>Green Aura Stone</u> Chipped Gem	The Same Item Lvl 2-4 Annihilation Aura When Equipped
Magic/Rare/Set/Unique Amulet <u>Red Aura Stone</u> Chipped Gem	The Same Item Lvl 3-5 Concentration Aura When Equipped
Magic/Rare/Set/Unique Amulet <u>Violet Aura Stone</u> Chipped Gem	The Same Item Lvl 8-10 Defiance Aura When Equipped
Magic/Rare/Set/Unique Amulet <u>Yellow Aura Stone</u> Chipped Gem	The Same Item Lvl 4-6 Vigor Aura When Equipped
Magic/Rare/Set/Unique Amulet <u>Black Aura Stone</u> Chipped Gem	The Same Item Lvl 10-12 Thorns Aura When Equipped
Magic/Rare/Set/Unique Amulet <u>White Aura Stone</u> Chipped Gem	The Same Item Lvl 6-8 Cleansing Aura When Equipped
Magic/Rare/Set/Unique Amulet <u>Blue Aura Stone</u> Chipped Gem	The Same Item Lvl 5-7 Meditation Aura When Equipped

## Tab Forging

Target Item includes:

Crafted Equipment (Weapons, Armor, Rings and Amulets)

Rare/Magic Jewel

**You can't apply Tab Forging to the Skill Jewels of that class.**

**Please don't try, or the Skill Jewel may lost the skill bonus.**

Bow Tab Forging to +1 To Ama/All Jewel -> N/A

Bow Tab Forging to +1 To Sor Jewel -> OK

Input	Output
Target Item <u>Anvil Stone</u> <u>Spider's Silk</u> Chipped Ruby	The Same Item Adds +1 To Bow & Crossbow (Amazon Only)
Target Item <u>Anvil Stone</u> <u>Spider's Silk</u> Chipped Emerald	The Same Item Adds +1 To Passive & Magic (Amazon Only)
Target Item <u>Anvil Stone</u> <u>Spider's Silk</u> Chipped Topaz	The Same Item Adds +1 To Spear & Javelin (Amazon Only)
Target Item <u>Anvil Stone</u> <u>Dragon Stone</u> Chipped Topaz	The Same Item Adds +1 To Traps (Assassin Only)
Target Item <u>Anvil Stone</u> <u>Dragon Stone</u> Chipped Obsidian	The Same Item Adds +1 To Shadow Disciplines (Assassin Only)
Target Item <u>Anvil Stone</u> <u>Dragon Stone</u> Chipped Ruby	The Same Item Adds +1 To Martial Arts (Assassin Only)
Target Item <u>Anvil Stone</u> <u>Forging Hammer</u> Chipped Sapphire	The Same Item Adds +1 To Combat Skills (Barbarian Only)
Target Item <u>Anvil Stone</u> <u>Forging Hammer</u> Chipped Diamond	The Same Item Adds +1 To Combat Masteries (Barbarian Only)
Target Item <u>Anvil Stone</u> <u>Forging Hammer</u> Chipped Amethyst	The Same Item Adds +1 To Warcries Skills (Barbarian Only)
Target Item <u>Anvil Stone</u> <u>Tyranium Ore</u> Chipped Topaz	The Same Item Adds +1 To Summoning (Druid Only)

Target Item  
Anvil Stone  
Tyranium Ore  
 Chipped Diamond

The Same Item  
 Adds +1 To Shapeshifting (Druid Only)

Target Item  
Anvil Stone  
Tyranium Ore  
 Chipped Ruby

The Same Item  
 Adds +1 To Elemental Skills (Druid Only)

Target Item  
Anvil Stone  
Blackmoor  
 Chipped Obsidian

The Same Item  
 Adds +1 To Curses (Necromancer Only)

Target Item  
Anvil Stone  
Blackmoor  
 Chipped Emerald

The Same Item  
 Adds +1 To Poison & Bone  
 (Necromancer Only)

Target Item  
Anvil Stone  
Blackmoor  
 Chipped Skull

The Same Item  
 Adds +1 To Summoning (Necromancer  
 Only)

Target Item  
Anvil Stone  
Holy Symbol  
 Chipped Obsidian

The Same Item  
 Adds +1 To Combat Skills (Paladin Only)

Target Item  
Anvil Stone  
Holy Symbol  
 Chipped Amethyst

The Same Item  
 Adds +1 To Offensive Auras (Paladin  
 Only)

Target Item  
Anvil Stone  
Holy Symbol  
 Chipped Diamond

The Same Item  
 Adds +1 To Defensive Auras (Paladin  
 Only)

Target Item  
Anvil Stone  
Crushed Gem  
 Chipped Ruby

The Same Item  
 Adds +1 To Fire Spells (Sorceress Only)

Target Item  
Anvil Stone  
Crushed Gem  
 Chipped Topaz

The Same Item  
 Adds +1 To Lightning Spells (Sorceress  
 Only)

Target Item

The Same Item

Anvil Stone  
Crushed Gem  
 Chipped Sapphire

Adds +1 To Cold Spells (Sorceress Only)

## Stat Forging (Jewel)

Input	Output
Magic/Rare Jewel <u>Anvil Stone</u> Chipped Emerald	The Same Item 15% Better Chance of Getting Magic Item
Magic/Rare Jewel <u>Anvil Stone</u> Chipped Ruby	The Same Item 15% Increased Attack Speed
Magic/Rare Jewel <u>Anvil Stone</u> Chipped Amethyst	The Same Item 9% Chance of Crushing Blow
Magic/Rare Jewel <u>Anvil Stone</u> Chipped Topaz	The Same Item Increase Max Life 12%
Magic/Rare Jewel <u>Anvil Stone</u> Chipped Skull	The Same Item 15% Faster Cast Rate
Magic/Rare Jewel <u>Anvil Stone</u> Chipped Diamond	The Same Item All Resistances +12
Magic/Rare Jewel <u>Anvil Stone</u> Chipped Sapphire	The Same Item Increase Max Mana 12%

## Rune Forging (Jewel)

Input	Output
Magic/Rare Jewel <u>2 Same Runes (up to O rune)</u> Chipped Gem Scroll of Town Portal	The Same Item Adds 2/3 to Full Weapon Mods of the Rune Scroll of Town Portal
Magic/Rare Jewel <u>2 Same Runes (up to O rune)</u> Chipped Gem Scroll of Identify	The Same Item Adds 2/3 to Full Helm Mods of the Rune Scroll of Identify

## Merc Only Conversion

This recipe is added to encourage players to use other items than Mercenary



Sets.

Stackable with a Forging, and also accepts unforgeable items (Runeworded items, etc).

Runeworded items must be unsocketed before you apply/remove Merc Only Conversion.

Merc Only Conversion directly applied to a Runeworded item in older versions is lost

when you remove the runes, and the materials aren't refunded. Sorry for the restriction.

Input	Output
Any Bow/Spear/Pole/Sword/Helm/Torso with no (merc only) property <u>Anvil Stone</u> <u>Perfect Obsidian</u>	The Same Item <b>+1 To All Skills</b> <b>Damage Reduced by 8%</b> Adds (merc only) property
Any Bow/Spear/Pole/Sword/Helm/Torso with no (merc only) property <u>Anvil Stone</u> <u>Perfect Ruby</u>	The Same Item <b>+1 To All Skills</b> <b>+12% To Fire Skill Damage</b> Adds (merc only) property
Any Bow/Spear/Pole/Sword/Helm/Torso with no (merc only) property <u>Anvil Stone</u> <u>Perfect Sapphire</u>	The Same Item <b>+1 To All Skills</b> <b>+12% To Cold Skill Damage</b> Adds (merc only) property
Any Bow/Spear/Pole/Sword/Helm/Torso with no (merc only) property <u>Anvil Stone</u> <u>Perfect Topaz</u>	The Same Item <b>+1 To All Skills</b> <b>+12% To Lightning Skill Damage</b> Adds (merc only) property
Any Bow/Helm/Torso with no (merc only) property <u>Anvil Stone</u> <u>Perfect Diamond</u>	The Same Item <b>+1 To All Skills</b> <b>Piercing Attack 12%</b> Adds (merc only) property
Any Shield with no (merc only) property <u>Anvil Stone</u> <u>Perfect Diamond</u>	The Same Item <b>+1 To Fire Mastery</b> <b>+1 To Cold Mastery</b> <b>+1 To Lightning Mastery</b> Adds (merc only) property
Converted Item 3 Antidote Potions	The Same Item <b>Removes Merc Only Conversion</b> Underlined Material(s)

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft]  
[Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]



## D-Stoning

D-Stoning can also be applied to unforgeable items like Runeworded items. D-Stoning can't be removed, so please apply it carefully. (Is the input correct? Is the cap ok?)

### D-Stoning Runeworded Items

D-Stoning applied to a white item **after making a Runeword is lost** when you remove the Runes.

D-Stoning applied to a white item **before making a Runeword remains** when you remove the Runes.

(Please also see the caution of Secret Recipe 50.)

### Fail-Safe Features

D-Stoning doesn't work if the property on the target item has reached the cap. (Please unsocket the socketbles if the recipe doesn't calculate the cap correctly.

Enhanced Damage on a weapon can go beyond the cap. Please watch it by yourself!)

D-Stoning doesn't work if the target is elite and has +58 level req penalty or more.

D-Stoning doesn't work if the target is exceptional and has +79 level req penalty or more.

D-Stoning doesn't work if the target is normal or jewelry and has +99 level req penalty or more.

### D-Stoning Weapon

Input	Output
Any Weapon	The Same Item
Spider's Silk	6% Bonus To Attack Rating Level Requirement +2 (Capped at 500%)
Any Weapon	The Same Item
Spider's Silk	+2-5% To Poison Skill Damage*
Key	Level Requirement +2 (Capped at 400%) Key
Any Weapon	The Same Item
Spider's Silk	3% Piercing Attack
Stamina Potion	Level Requirement +2 (Capped at 100%) Stamina Potion
Any Weapon	The Same Item
Dragon Stone	5% Increased Attack Speed Level Requirement +2 (Capped at 120%)

Any Weapon Dragon Stone Key	The Same Item <b>+2-5% To Fire Skill Damage*</b> <b>Level Requirement +2</b> (Capped at 400%) Key
Any Weapon Dragon Stone Stamina Potion	The Same Item <b>4% Chance of Open Wounds</b> <b>Level Requirement +2</b> (Capped at 100%) Stamina Potion
Any Weapon Forging Hammer	The Same Item <b>+12% Enhanced Damage</b> <b>Level Requirement +2</b> (Capped at 900%)
Any Weapon Forging Hammer Key	The Same Item <b>3% Chance of Crushing Blow</b> <b>Level Requirement +2</b> (Capped at 100%) Key
Any Weapon Forging Hammer Stamina Potion	The Same Item <b>+1.5-4% To <u>Wind Skill Damage</u>*</b> <b>Level Requirement +2</b> (Capped at 300) Stamina Potion
Any Weapon Tyranium Ore	The Same Item <b>Increase Max Life 4%</b> <b>Level Requirement +2</b> (Capped at 60%)
Any Weapon Tyranium Ore Key	The Same Item <b>+2-5% To Lightning Skill Damage*</b> <b>Level Requirement +2</b> (Capped at 400%) Key
Any Weapon Tyranium Ore Stamina Potion	The Same Item <b>2% Life Stolen Per Hit</b> <b>Level Requirement +2</b> (Capped at 60%) Stamina Potion
Any Weapon Blackmoor	The Same Item <b>5% Faster Cast Rate</b> <b>Level Requirement +2</b> (Capped at 120%)

Any Weapon Blackmoor Key	The Same Item <b>+3 Mana After Each Kill</b> <b>Level Requirement +2</b> (Capped at 150%) Key
Any Weapon Blackmoor Stamina Potion	The Same Item <b>+1.5-4% To <u>Magic Skill Damage</u>*</b> <b>Level Requirement +2</b> (Capped at 300) Stamina Potion
Any Weapon Holy Symbol	The Same Item <b>+16% Damage To Undead</b> <b>+16% Damage To Demons</b> <b>Level Requirement +2</b> (Capped at 500%)
Any Weapon Holy Symbol Key	The Same Item <b>3% Deadly Strike</b> <b>Level Requirement +2</b> (Capped at 100%) Key
Any Weapon Holy Symbol Stamina Potion	The Same Item <b>Requirements -5%</b> <b>Level Requirement +2</b> (Capped at -100%) Stamina Potion
Any Weapon Crushed Gem	The Same Item <b>Increase Max Mana 4%</b> <b>Level Requirement +2</b> (Capped at 60%)
Any Weapon Crushed Gem Key	The Same Item <b>+2-5% To Cold Skill Damage*</b> <b>Level Requirement +2</b> (Capped at 400%) Key
Any Weapon Crushed Gem Stamina Potion	The Same Item <b>2% Mana Stolen Per Hit</b> <b>Level Requirement +2</b> (Capped at 60%) Stamina Potion

\*Skill Damage per D-Stoning  
2H Melee Weapons (Elite)

Fire / Cold/ Lightning / Poison Magic / Wind  
+5 +4

2H Melee Weapons (Exceptional)	+4	+3
2H Melee Weapons (Normal)	+3	+2
Other Weapons (Elite)	+4	+2.5
Other Weapons (Exceptional)	+3	+2
Other Weapons (Normal)	+2	+1.5

(+0.5 isn't displayed and has no effect, but adding +0.5 twice adds +1.)

## D-Stoning Torso/Helm/Shield

Input	Output
Any Torso/Helm/Shield Spider's Silk	The Same Item <b>6% Better Chance of Getting Magic Item</b> <b>Level Requirement +3</b> (Capped at 400%)
Any Torso/Helm/Shield Spider's Silk Key	The Same Item <b>+4 To Dexterity</b> <b>Level Requirement +3</b> (Capped at 200) Key
Any Torso/Helm/Shield Dragon Stone	The Same Item <b>5% Increased Attack Speed</b> <b>Level Requirement +3</b> (Capped at 120%)
Any Torso/Helm/Shield Dragon Stone Key	The Same Item <b>5% Faster Hit Recovery</b> <b>Level Requirement +3</b> (Capped at 120%) Key
Any Torso/Helm/Shield Forging Hammer	The Same Item <b>+8% Enhanced Defense</b> <b>Level Requirement +3</b> (Capped at 900%)
Any Torso/Helm/Shield Forging Hammer Key	The Same Item <b>+4 To Strength</b> <b>Level Requirement +3</b> (Capped at 200) Key
Any Torso/Helm/Shield Tyranium Ore	The Same Item <b>Increase Max Life 4%</b> <b>Level Requirement +3</b> (Capped at 60%)

Any Torso/Helm/Shield  
Tyranium Ore  
Key

The Same Item  
+16 To Life  
Level Requirement +3  
(Capped at 200)  
Key

Any Torso/Helm/Shield  
Blackmoor

The Same Item  
5% Faster Cast Rate  
Level Requirement +3  
(Capped at 120%)

Any Torso/Helm/Shield  
Blackmoor  
Key

The Same Item  
6% Damage Taken Goes to Mana  
Level Requirement +3  
(Capped at 150%)  
Key

Any Torso/Helm/Shield  
Blackmoor  
Stamina Potion

The Same Item  
-2 To Light Radius  
(You can reduce Light Radius to zero with Magic Eraser for free)  
Level Requirement +3  
(Capped at -5, Also see [here](#))  
Stamina Potion

Any Torso/Helm/Shield  
Holy Symbol

The Same Item  
All Resistances +4  
Level Requirement +3  
(Capped at 150)

Any Torso/Helm/Shield  
Holy Symbol  
Key

The Same Item  
Requirement -4%  
Level Requirement +3  
(Capped at -100)  
Key

Any Torso/Helm/Shield  
Holy Symbol  
Stamina Potion

The Same Item  
+2 To Light Radius  
Level Requirement +3  
(Capped at +11, Also see [here](#))  
Stamina Potion

Any Torso/Helm/Shield  
Crushed Gem

The Same Item  
Increase Max Mana 4%  
Level Requirement +3  
(Capped at 60%)

Any Torso/Helm/Shield  
Crushed Gem  
Key

The Same Item  
+16 To Mana  
Level Requirement +3

(Capped at 200)  
Key

## D-Stoning Gloves/Belt/Boots

Input

Output

Any Gloves/Belt/Boots  
Spider's Silk

The Same Item  
6% Better Chance of Getting Magic Item  
Level Requirement +4  
(Capped at 400%)

Any Gloves/Belt/Boots  
Spider's Silk  
Key

The Same Item  
+4 To Dexterity  
Level Requirement +4  
(Capped at 200)  
Key

Any Gloves/Belt/Boots  
Dragon Stone

The Same Item  
5% Increased Attack Speed  
Level Requirement +4  
(Capped at 120%)

Any Gloves/Belt/Boots  
Dragon Stone  
Key

The Same Item  
5% Faster Hit Recovery  
Level Requirement +4  
(Capped at 120%)  
Key

Any Gloves/Belt/Boots  
Forging Hammer

The Same Item  
+8% Enhanced Defense  
Level Requirement +4  
(Capped at 900%)

Any Gloves/Belt/Boots  
Forging Hammer  
Key

The Same Item  
+4 To Strength  
Level Requirement +4  
(Capped at 200)  
Key

Any Gloves/Belt/Boots  
Tyranium Ore

The Same Item  
Increase Max Life 4%  
Level Requirement +4  
(Capped at 60%)

Any Gloves/Belt/Boots  
Tyranium Ore  
Key

The Same Item  
+16 To Life  
Level Requirement +4  
(Capped at 200)  
Key

Any Gloves/Belt/Boots Blackmoor	The Same Item 5% Faster Cast Rate Level Requirement +4 (Capped at 120%)
Any Gloves/Belt/Boots Blackmoor Key	The Same Item 6% Damage Taken Goes to Mana Level Requirement +4 (Capped at 150%) Key
Any Gloves/Belt/Boots Blackmoor Stamina Potion	The Same Item -2 To Light Radius Level Requirement +4 (Capped at -5, Also see <a href="#">here</a> ) Stamina Potion
Any Gloves/Belt/Boots Holy Symbol	The Same Item All Resistances +4 Level Requirement +4 (Capped at 150)
Any Gloves/Belt/Boots Holy Symbol Key	The Same Item Requirement -4% Level Requirement +4 (Capped at -100) Key
Any Gloves/Belt/Boots Holy Symbol Stamina Potion	The Same Item +2 To Light Radius Level Requirement +4 (Capped at 11, Also see <a href="#">here</a> ) Stamina Potion
Any Gloves/Belt/Boots Crushed Gem	The Same Item Increase Max Mana 4% Level Requirement +4 (Capped at 60%)
Any Gloves/Belt/Boots Crushed Gem Key	The Same Item +16 To Mana Level Requirement +4 (Capped at 200) Key

## D-Stoning Ring/Amulet

Input	Output
Any Ring/Amulet Spider's Silk	The Same Item 3% Piercing Attack

	<b>Level Requirement +4</b> (Capped at 100%)
Any Ring/Amulet	The Same Item
Spider's Silk	<b>30 To Attack Rating</b>
Key	<b>Level Requirement +4</b> (Capped at 2000)
	Key
	The Same Item
Any Ring/Amulet	<b>6% Better Chance of Getting Magic Item</b>
Spider's Silk	<b>Level Requirement +4</b>
Stamina Potion	<b>Stamina Potion</b>
	(Capped at 400%)
	The Same Item
Any Ring/Amulet	<b>3% Deadly Strike</b>
Dragon Stone	<b>Level Requirement +4</b>
	(Capped at 100%)
	The Same Item
Any Ring/Amulet	<b>5% Increased Attack Speed</b>
Dragon Stone	<b>Level Requirement +4</b>
Key	(Capped at 120%)
	Key
	The Same Item
Any Ring/Amulet	<b>4% Chance of Open Wounds</b>
Dragon Stone	<b>Level Requirement +4</b>
Stamina Potion	<b>Stamina Potion</b>
	(Capped at 100%)
	The Same Item
Any Ring/Amulet	<b>3% Chance of Crushing Blow</b>
Forging Hammer	<b>Level Requirement +4</b>
	(Capped at 100%)
	The Same Item
Any Ring/Amulet	<b>5% Faster Run/Walk</b>
Forging Hammer	<b>Level Requirement +4</b>
Key	(Capped at 120%)
	Key
	The Same Item
Any Ring/Amulet	<b>10% Extra Gold From Monsters</b>
Forging Hammer	<b>Level Requirement +4</b>
Stamina Potion	<b>Stamina Potion</b>
	(Capped at 400%)
Any Ring/Amulet	The Same Item



Tyranium Ore	2% Life Stolen Per Hit Level Requirement +4 (Capped at 60%)
Any Ring/Amulet Tyranium Ore Key	The Same Item Increase Max Life 4% Level Requirement +4 (Capped at 60%) Key
Any Ring/Amulet Tyranium Ore Stamina Potion	The Same Item Replenish Life +3 Level Requirement +4 Stamina Potion (Capped at 60%)
Any Ring/Amulet Blackmoor	The Same Item 5% Faster Cast Rate Level Requirement +4 (Capped at 120%)
Any Ring/Amulet Blackmoor Key	The Same Item 3 Mana After Each Kill Level Requirement +4 (Capped at 60) Key
Any Ring/Amulet Blackmoor Stamina Potion	The Same Item Magic Damage Reduced By 2 Level Requirement +4 Stamina Potion (Capped at 40)
Any Ring/Amulet Holy Symbol	The Same Item All Resistances +4 Level Requirement +4 (Capped at 150)
Any Ring/Amulet Holy Symbol Key	The Same Item 5% Faster Hit Recovery Level Requirement +4 (Capped at 120%) Key
Any Ring/Amulet Holy Symbol Stamina Potion	The Same Item Damage Reduced By 2 Level Requirement +4 Stamina Potion (Capped at 40)

Any Ring/Amulet  
Crushed Gem

The Same Item  
2% Mana Stolen Per Hit  
Level Requirement +4  
(Capped at 60%)

Any Ring/Amulet  
Crushed Gem  
Key

The Same Item  
Increase Max Mana 4%  
Level Requirement +4  
(Capped at 60%)  
Key

Any Ring/Amulet  
Crushed Gem  
Stamina Potion

The Same Item  
Regenerate Mana +9%  
Level Requirement +4  
Stamina Potion  
(Capped at 400%)

## Gem Melding

### Input

Any Wand/Staff/Orb  
Perfect Gem  
3 Ancient Decipherers

Any Other Weapon  
Perfect Gem  
3 Ancient Decipherers

Any Gloves  
Perfect Gem  
3 Ancient Decipherers

Any Torso/Shield  
Perfect Gem  
3 Ancient Decipherers

Any Belt  
Perfect Gem  
3 Ancient Decipherers

Any Helm  
Perfect Gem  
3 Ancient Decipherers

### Output

The Same Item  
Adds Chipped Gem's Helm Bonus  
(P-Gem determines the color)  
Level Requirement +2

The Same Item  
Adds Chipped Gem's Weapon Bonus  
(P-Gem determines the color)  
Level Requirement +2

The Same Item  
Adds Chipped Gem's Weapon Bonus  
(P-Gem determines the color)  
Level Requirement +4

The Same Item  
Adds Chipped Gem's Armor Bonus  
(P-Gem determines the color)  
Level Requirement +3

The Same Item  
Adds Chipped Gem's Armor Bonus  
(P-Gem determines the color)  
Level Requirement +4

The Same Item  
Adds Chipped Gem's Helm Bonus  
(P-Gem determines the color)  
Level Requirement +3

Any Boots  
Perfect Gem  
3 Ancient Decipherers

The Same Item  
Adds Chipped Gem's Helm Bonus  
(P-Gem determines the color)  
Level Requirement +4

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft]  
[Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]

## Tinkering

All items are generated with invisible 20-30 Tinkering points as an inherit property. Each Tinkering recipe consumes some Tinkering point(s). If an item doesn't accept a Tinkering, it means the remaining Tinkering point is not enough for that recipe.

Input	Output
Any Weapon/Armor 3 Hearts (1 Tinkering point)	The Same Item +1 To Life (Capped at 479)
Any Weapon/Armor 3 Souls (1 Tinkering point)	The Same Item +1 To Mana (Capped at 223)
Any Weapon/Armor Fang (1 Tinkering point)	The Same Item Adds 1-3 Fire Damage (Capped at 1023)
Any Weapon/Armor Horn (1 Tinkering point)	The Same Item Adds 1-3 Lightning Damage (Capped at 1023)
Any Weapon/Armor Spleen (1 Tinkering point)	The Same Item Adds 1-2 Cold Damage 0.2 Sec Duration (Capped at 1023)
Any Weapon/Armor Tail (1 Tinkering point)	The Same Item Adds 1-2 Magic Damage (Capped at 1023)
Any Weapon/Armor 2 Jawbones (2 Tinkering points)	The Same Item Replenish Life +1 (Capped at 60)
Any Weapon/Armor Scalp (1 Tinkering point)	The Same Item Regenerate Mana 2% (Capped at 400)
Any Weapon/Armor Quill (1 Tinkering point)	The Same Item Attacker Takes Damage of 5 (Capped at 1000)

Any Weapon/Armor  
Griswold's Hand  
(3 Tinkering points)

The Same Item  
**+1 To Max Damage**  
(Capped at 50)

\*When you give +50 Min Damage and  
+50

Max Damage to an item, the Max  
Damage  
disappears due to a bug of D2.

Any Weapon/Armor  
Treehead Woodfist's Arm  
(3 Tinkering points)

The Same Item  
**+5% Damage To Demons**  
(Capped at 500)

Any Weapon/Armor  
Radament's Head  
(3 Tinkering points)

The Same Item  
**+5% Damage To Undead**  
(Capped at 500)

Any Weapon/Armor  
Hephasto's Hand  
(3 Tinkering points)

The Same Item  
**+1 to Min Damage**  
(Capped at 50)

\*When you give +50 Min Damage and  
+50

Max Damage to an item, the Max  
Damage  
disappears due to a bug of D2.

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft]  
[Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]

## Base Upgrades/Changes

You can't reroll Unique/Set Items after base upgrade.

You can't convert Convertible Set Items after base upgrade.

Because Base Upgrade hardly increases the defense of Ethereal Armor due to  
the bug of LoD,

Base Upgrade recipe no longer accepts Ethereal Armor to avoid spoiling the target  
item.

Use Special Upgrade Recipes for Mercenary Sets, which are cheaper and better.

Input

Output

Normal Unique/Set Weapon  
Ki Rune (8)  
A Rune (12)  
3 Blemished Gems

Upgraded To Exceptional

Normal Unique/Set Torso  
Yo Rune (7)  
Tsu Rune (13)  
3 Blemished Gems

Upgraded To Exceptional

Normal Unique/Set Helm/Shield	Upgraded To Exceptional
Yo Rune (7)	
Tsu Rune (13)	
2 Blemished Gems	
Normal Unique/Set Gloves/Belt/Boots	
Yo Rune (7)	
Tsu Rune (13)	Upgraded To Exceptional
Blemished Gem	
Exceptional Unique Weapon	
O Rune (21)	
Me Rune (23)	Upgraded To Elite
3 Perfect Gems	
Exceptional Unique/Set Torso	
Ra Rune (20)	
Ru Rune (24)	Upgraded To Elite
3 Perfect Gems	
Exceptional Unique/Set Helm/Shield	
Ra Rune (20)	
Ru Rune (24)	Upgraded To Elite
2 Perfect Gems	
Exceptional Unique/Set Gloves/Belt/Boots	
Ra Rune (20)	
Ru Rune (24)	Upgraded To Elite
Perfect Gem	
Normal Crafted/Rare/Magic Weapon	
Ri Rune (9)	
Ya Rune (11)	Upgraded To Exceptional
3 Flawless Gems	
Normal Crafted/Rare/Magic Torso	
Ki Rune (8)	
Mi Rune (10)	Upgraded To Exceptional
3 Flawless Gems	
Normal Crafted/Rare/Magic Helm/Shield	
Ki Rune (8)	
Mi Rune (10)	Upgraded To Exceptional
2 Flawless Gems	
Normal Crafted/Rare/Magic Gloves/Belt/Boots	
Ki Rune (8)	Upgraded To Exceptional

Mi Rune (10) Flawless Gem	
Exceptional Crafted/Rare/Magic Weapon	
Ko Rune (19) Ho Rune (22) 3 Blemished Gems	Upgraded To Elite
Exceptional Crafted/Rare/Magic Torso	
E Rune (18) O Rune (21) 3 Blemished Gems	Upgraded To Elite
Exceptional Crafted/Rare/Magic Helm/Shield	
E Rune (18) O Rune (21) 2 Blemished Gems	Upgraded To Elite
Exceptional Crafted/Rare/Magic Gloves/Belt/Boots	
E Rune (18) O Rune (21) Blemished Gem	Upgraded To Elite
Any Sash Stamina Potion	Upgraded To Belt
Any Light Belt Stamina Potion	Upgraded To Belt
Non-White Cap Family Ancient Decipherer Magic Ring	Converted To Hachigane Family
Non-White Skull Cap Family Ancient Decipherer Magic Ring	Converted To Hachigane Family Requirement +100%
Non-White Helm Family Ancient Decipherer Magic Ring	Converted To Hachigane Family Requirement +140%
Non-White Full Helm Family Ancient Decipherer Magic Ring	Converted To Hachigane Family Requirement +170%
Non-White Great Helm Family Ancient Decipherer Magic Ring	Converted To Hachigane Family Requirement +200%

Non-White Mask Family  
Ancient Decipherer  
Magic Ring

Converted To Hachigane Family  
**Requirement +150%**

Non-White Crown Family  
Ancient Decipherer  
Magic Ring

Converted To Hachigane Family  
**Requirement +200%**

Non-White Bone Helm Family  
Ancient Decipherer  
Magic Ring

Converted To Hachigane Family  
**Requirement +170%**

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft]  
[Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]

## Socket Recipes

The number of sockets can't exceed the max sockets of the base item.  
The items dropped in Normal and NM Act 1 can't have the max sockets in some cases.

You can't change the number of existing sockets.

Input

Output

Yegg's Firedagger\*  
Any Healing Potion

(\*Unique Dagger. You can get ones by gambling with a low level character)

Socket Donut

Normal/Superior Weapon/Armor  
(Normal)  
1-6 Normal Gems  
Socket Donut

Normal Item of the Same Type\*  
(ilvl = previous ilvl)  
**Gem Socket (1-6, the # of Gems)**  
(\*Ethereality and Superiority are lost.  
Please also see Secret Recipe 16 and 17)

Normal/Superior Weapon/Armor  
(Exceptional)  
1-6 Flawless Gems  
Socket Donut

Normal Item of the Same Type\*  
(ilvl = previous ilvl)  
**Gem Socket (1-6, the # of Gems)**  
(\*Ethereality and Superiority are lost.  
Please also see Secret Recipe 16 and 17)

Normal/Superior Weapon/Armor (Elite)  
1-6 Blemished Gems  
Socket Donut

Normal Item of the Same Type\*  
(ilvl = previous ilvl)  
**Gem Socket (1-6, the # of Gems)**  
(\*Ethereality and Superiority are lost.  
Please also see Secret Recipe 16 and 17)

Magic Weapon/Armor (Normal)

The Same Item

Flawless Gem Socket Donut	Gem Socket (3)
Magic Weapon/Armor (Exceptional) Blemished Gem Socket Donut	The Same Item Gem Socket (3)
Magic Weapon/Armor (Elite) Perfect Gem Socket Donut	The Same Item Gem Socket (3)
Rare Weapon/Torso/Helm/Shield (Normal) Flawless Gem Socket Donut	The Same Item Gem Socket (2)
Rare Weapon/Torso/Helm/Shield (Exceptional) Blemished Gem Socket Donut	The Same Item Gem Socket (2)
Rare Weapon/Torso/Helm/Shield (Elite) Perfect Gem Socket Donut	The Same Item Gem Socket (2)
Rare Gloves/Belt/Boots (Normal) Flawless Gem Socket Donut	The Same Item Gem Socket (1)
Rare Gloves/Belt/Boots (Exceptional) Blemished Gem Socket Donut	The Same Item Gem Socket (1)
Rare Gloves/Belt/Boots (Elite) Perfect Gem Socket Donut	The Same Item Gem Socket (1)
Craft Weapon/Torso/Helm/Shield (Normal) Flawless Gem Socket Donut	The Same Item Gem Socket (2)
Craft Weapon/Torso/Helm/Shield (Exceptional) Blemished Gem Socket Donut	The Same Item Gem Socket (2)
Craft Weapon/Torso/Helm/Shield (Elite) Perfect Gem Socket Donut	The Same Item Gem Socket (2)
Craft Gloves/Belt/Boots (Normal)	The Same Item



Flawless Gem Socket Donut	Gem Socket (1)
Craft Gloves/Belt/Boots (Exceptional) Blemished Gem Socket Donut	The Same Item Gem Socket (1)
Craft Gloves/Belt/Boots (Elite) Perfect Gem Socket Donut	The Same Item Gem Socket (1)
Set Weapon/Armor (Normal) Flawless Gem Socket Donut	The Same Item Gem Socket (1)
Set Weapon/Armor (Exceptional) Blemished Gem Socket Donut	The Same Item Gem Socket (1)
Set Weapon/Armor (Elite) Perfect Gem Socket Donut	The Same Item Gem Socket (1)
Unique Weapon/Armor (Normal) Flawless Gem Socket Donut	The Same Item Gem Socket (1)
Unique Weapon/Armor (Exceptional) Blemished Gem Socket Donut	The Same Item Gem Socket (1)
Unique Weapon/Armor (Elite) Perfect Gem Socket Donut	The Same Item Gem Socket (1)
Veteran's Odd Charm 1 Perfect Gem Socket Donut	The Same Item Adds Gem Socket (1)* (*Max Socket is 3. Gem type is Helm. Runewords must be unsocketed first)
3 Socket Veteran's Odd Charm Thawing Potion	Resets the socket number and skill bonus 2 Perfect Gems (Socketables must be unsocketed first)
2 Socket Veteran's Odd Charm Thawing Potion	Resets the socket number and skill bonus Perfect Gem (Socketables must be unsocketed first)
Normal Arrow/Bolt Flawless Gem	The Same Item Gem Socket (1)*

Socket Donut

Socket Donut

(\*Gem type is Weapon. Socketed  
quiversdon't show the quantity due to a bug of  
D2)

The Same Item

**Gem Socket (1)\***

Socket Donut

(\*Gem type is Weapon. Socketed  
quiversdon't show the quantity due to a bug of  
D2)

The Same Item with Empty Socket(s)

All Socketable(s)

Key

(This recipe automatically identifies the  
target.This isn't an intended behavior but can't  
be fixed)Magic Arrow/Bolt  
Blemished Gem  
Socket DonutAny Item with Socketable(s)  
Key[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft]  
[Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]

## Secret Recipes

All the recipes now requires the Ancient Scroll itself, as one of the input.

(After cubing the scroll will be returned)

Even if you've read this page, you don't know the recipe in the game until you find  
the scroll. :)

Input

Output

### Secret Recipe 01

Cookbook  
Steak**Ancient Scroll 1**

Elixir

**Ancient Scroll 1**

### Secret Recipe 02

Magic Weapon  
5 Chipped Obsidians  
Forging Hammer  
**Ancient Scroll 2**Normal Item of the Same Type  
(lvl=previous lvl)  
**Ancient Scroll 2**

### Secret Recipe 03

Magic Armor  
5 Chipped DiamondsNormal Item of the Same Type  
(lvl=previous lvl)

Forging Hammer  
Ancient Scroll 3

Ancient Scroll 3

### Secret Recipe 04

Crafted Weapon/Armor (Normal)

2 Perfect Gems  
Dragon Stone  
Forging Hammer  
Ancient Scroll 4

Unique Item of the Same Type  
(ilvl = 99)

Ancient Scroll 4

### Secret Recipe 05

Crafted Weapon/Armor (Normal)

2 Perfect Gems  
Dragon Stone  
Forging Hammer  
Ancient Scroll 5

Set Item of the Same Type  
(ilvl = 99)

Ancient Scroll 5

### Secret Recipe 06

Crafted Ring/Amulet

2 Perfect Gems  
Dragon Stone  
Forging Hammer  
Ancient Scroll 6

Unique Item of the Same Type  
(ilvl = 99)

Ancient Scroll 6

### Secret Recipe 07

Crafted Ring/Amulet

Perfect Gem\*

(\*Requires 2 Perfect Gems in the  
current  
version. This will be fixed in R4G)

Dragon Stone  
Forging Hammer  
Ancient Scroll 7

Set Item of the Same Type  
(ilvl = 99)

Ancient Scroll 7

### Secret Recipe 08

Magic/Rare/Set/Unique Weapon

5 Player's Ears  
10 Souls  
Ancient Scroll 8

The Same Item  
+5% to Experience Gained\*\*  
(\*\*Added as a Forging Mod)  
Ancient Scroll 8

### Secret Recipe 09

Magic/Rare/Set/Unique Weapon

5 Player's Ears  
10 Hearts  
Ancient Scroll 9

The Same Item  
66% Extra Gold From Monsters\*\*  
(\*\*Added as a Forging Mod)  
Ancient Scroll 9

**Secret Recipe 10**

3 Brains  
2 Player's Ears  
5 Souls  
Ancient Scroll 10

Rare Amulet  
(ilvl=char level)  
+1-5% to Experience Gained  
Ancient Scroll 10

**Secret Recipe 11**

3 Eyes  
2 Player's Ears  
5 Hearts  
Ancient Scroll 11

Rare Ring  
(ilvl=char level)  
1-66% Extra Gold From Monsters  
Ancient Scroll 11

**Secret Recipe 12**

Magic/Rare/Crafted Ring  
Any Jewel  
Elixir  
Eye  
Ancient Scroll 12

The Same Item  
Gem Socket (1)  
Ancient Scroll 12

**Secret Recipe 13**

Magic/Rare/Crafted Amulet  
Any Jewel  
Elixir  
Brain  
Ancient Scroll 13

The Same Item  
Gem Socket (1)  
Ancient Scroll 13

**Secret Recipe 14**

2 Dragon Stones  
Ancient Scroll 14  
2 Tyranium Ores  
Ancient Scroll 14  
2 Crushed Gems  
Ancient Scroll 14  
2 Spider's Silks  
Ancient Scroll 14  
2 Forging Hammers  
Ancient Scroll 14  
2 Holy Symbols  
Ancient Scroll 14  
2 Blacksoors  
Ancient Scroll 14

Perfect Ruby  
Ancient Scroll 14  
Perfect Topaz  
Ancient Scroll 14  
Perfect Sapphire  
Ancient Scroll 14  
Perfect Emerald  
Ancient Scroll 14  
Perfect Amethyst  
Ancient Scroll 14  
Perfect Diamond  
Ancient Scroll 14  
Perfect Skull  
Ancient Scroll 14

**Secret Recipe 15**

Tyranium Ore  
 Blackmoor  
 Forging Hammer  
 Ancient Scroll 15

E Rune (18)  
 Ancient Scroll 15

**Secret Recipe 16**

Normal/Superior Weapon (Normal)  
 1-6 Flawless Gems  
 Socket Donut  
 Ancient Scroll 16

The Same Item  
 Gem Socket (1-6, the # of Gems)  
 Ancient Scroll 16

Normal/Superior Weapon (Exceptional)  
 1-6 Blemished Gems  
 Socket Donut  
 Ancient Scroll 16

The Same Item  
 Gem Socket (1-6, the # of Gems)  
 Ancient Scroll 16

Normal/Superior Weapon (Elite)  
 1-6 Perfect Gems  
 Socket Donut  
 Ancient Scroll 16

The Same Item  
 Gem Socket (1-6, the # of Gems)  
 Ancient Scroll 16

**Secret Recipe 17**

Normal/Superior Armor (Normal)  
 1-6 Flawless Gems  
 Socket Donut  
 Ancient Scroll 17

The Same Item  
 Gem Socket (1-6, the # of Gems)  
 Ancient Scroll 17

Normal/Superior Armor (Exceptional)  
 1-6 Blemished Gems  
 Socket Donut  
 Ancient Scroll 17

The Same Item  
 Gem Socket (1-6, the # of Gems)  
 Ancient Scroll 17

Normal/Superior Armor (Elite)  
 1-6 Perfect Gems  
 Socket Donut  
 Ancient Scroll 17

The Same Item  
 Gem Socket (1-6, the # of Gems)  
 Ancient Scroll 17

**Secret Recipe 18**

Magic Boots  
 Forging Hammer  
 Spider's Silk  
 Cookbook  
 Ancient Scroll 18

The Same Item  
 10% Faster Run/Walk  
 (Capped at 120%)  
 Ancient Scroll 18

**Secret Recipe 19**

Magic Shield

The Same Item

Forging Hammer  
Holy Symbol  
Cookbook  
**Ancient Scroll 19**

**10% Faster Block Rate**  
(Capped at 120%)  
**Ancient Scroll 19**

### Secret Recipe 20

Magic Weapon  
Forging Hammer  
Dragon Stone  
Cookbook  
**Ancient Scroll 20**

The Same Item  
**10% Increased Attack Speed**  
(Capped at 120%)  
**Ancient Scroll 20**

### Secret Recipe 21

Magic Gloves  
Forging Hammer  
Blackmoor  
Cookbook  
**Ancient Scroll 21**

The Same Item  
**10% Faster Cast Rate**  
(Capped at 120%)  
**Ancient Scroll 21**

### Secret Recipe 22

Ethereal Magic Weapon/Armor  
(Crystal Sword/Crystal Boots family  
excluded)  
2 Blemished Gems  
**Ancient Scroll 22**

Ethereal Magic Item of the Same Type  
(ilvl = previous ilvl)  
**Ancient Scroll 22**

### Secret Recipe 23

Ethereal Rare Weapon/Armor  
(Crystal Sword/Crystal Boots family  
excluded)  
2 Perfect Gems  
**Ancient Scroll 23**

Ethereal Rare Item of the Same Type  
(ilvl = previous ilvl)  
**Ancient Scroll 23**

### Secret Recipe 24

Crafted Weapon/Armor (Exceptional)  
4 Perfect Gems  
2 Dragon Stones  
2 Forging Hammers  
**Ancient Scroll 24**

Unique Item of the Same Type  
(ilvl = 99)  
**Ancient Scroll 24**

### Secret Recipe 25

Crafted Weapon/Armor (Exceptional)  
4 Perfect Gems  
2 Dragon Stoness

Set Item of the Same Type  
(ilvl = 99)  
**Ancient Scroll 25**

**2 Forging Hammers****Ancient Scroll 25****Secret Recipe 26**

16 Dragon Stones

16 Perfect Gems

**Ancient Scroll 26**

Maple Leaf

**Ancient Scroll 26**

Multi Stocker

12 Perfect Gems

**Ancient Scroll 26**

Multi Stocker

Converts 4 Anvil Stone points  
into a Maple Leaf point**Ancient Scroll 26****Secret Recipe 27**

7 Magic Charms of the Same Type

**Ancient Scroll 27**Rare Charm of the Same Type  
(lvl = char level)**Ancient Scroll 27****Secret Recipe 28**

Rare Charm

4 Blemished Gems

(You can use a Gem Can instead.  
The selected Gem Points are used)**Ancient Scroll 28**Rare Charm of the Same Type  
(lvl = char level)**Ancient Scroll 28****Secret Recipe 29**

3 Unique Rings/Amulets\*

(\*Can be mixed)

**Ancient Scroll 29**

Rare Jewel

(lvl = char level)

**Ancient Scroll 29****Secret Recipe 30**

7 Rare Jewels

**Ancient Scroll 30**

Unique Jewel

(lvl = char level)

**Ancient Scroll 30****Secret Recipe 31**

Rare Belt\*

(\*With no level requirement penalty)

Elixir

**Ancient Scroll 31**

Rare Gloves of the Same Mods

**Ancient Scroll 31**

Unique/Set Belt\*

(\*With no level requirement penalty)

2 Elixirs

**Ancient Scroll 31**

Unique/Set Gloves of the Same Mods

**Ancient Scroll 31****Secret Recipe 32**

**Rare Boots\***

(\*With no level requirement penalty)

Elixir

**Ancient Scroll 32****Unique/Set Boots\***

(\*With no level requirement penalty)

2 Elixirs

**Ancient Scroll 32****Rare Gloves of the Same Mods****Ancient Scroll 32****Unique/Set Gloves of the Same Mods****Ancient Scroll 32****Secret Recipe 33****Rare Gloves\***

(\*With no level requirement penalty)

Elixir

**Ancient Scroll 33****Unique/Set Gloves\***

(\*With no level requirement penalty)

2 Elixirs

**Ancient Scroll 33****Rare Belt of the Same Mods****Ancient Scroll 33****Unique/Set Belt of the Same Mods****Ancient Scroll 33****Secret Recipe 34****Rare Boots\***

(\*With no level requirement penalty)

Elixir

**Ancient Scroll 34****Unique/Set Boots\***

(\*With no level requirement penalty)

2 Elixirs

**Ancient Scroll 34****Rare Belt of the Same Mods****Ancient Scroll 34****Unique/Set Belt of the Same Mods****Ancient Scroll 34****Secret Recipe 35****Rare Gloves\***

(\*With no level requirement penalty)

Elixir

**Ancient Scroll 35****Unique/Set Gloves\***

(\*With no level requirement penalty)

2 Elixirs

**Ancient Scroll 35****Rare Boots of the Same Mods****Ancient Scroll 35****Unique/Set Boots of the Same Mods****Ancient Scroll 35****Secret Recipe 36****Rare Belt\***

(\*With no level requirement penalty)

**Rare Boots of the Same Mods****Ancient Scroll 36**



Elixir

Ancient Scroll 36

Unique/Set Belt\*

(\*With no level requirement penalty)

2 Elixirs

Ancient Scroll 36

Unique/Set Boots of the Same Mods

Ancient Scroll 36

**Secret Recipe 37**

Any Non Ethereal Weapon/Armor

Tyranium Ore

Elixir

Ancient Scroll 37

The Same Item

Repairs 1 Durability In 20 Sec

Ancient Scroll 37

**Secret Recipe 38**

Any Weapon

Holy Symbol

Elixir

Ancient Scroll 38

The Same Item

Slain Monsters Rest In Peace

Ancient Scroll 38

**Secret Recipe 39**Plague's Last Arrowhead  
(Unique Amazon Amulet)

3 Holy Symbols

Ancient Scroll 39

Green Aura Stone  
(Annihilation)

Ancient Scroll 39

Dweia's Revenge  
(Unique Assassin Amulet)

3 Holy Symbols

Ancient Scroll 39

Red Aura Stone  
(Concentration)

Ancient Scroll 39

Smaqdoun's Painful Pride  
(Unique Barbarian Amulet)

3 Holy Symbols

Ancient Scroll 39

Violet Aura Stone  
(Defiance)

Ancient Scroll 39

Yagul's Bloody Rage  
(Unique Druid Amulet)

3 Holy Symbols

Ancient Scroll 39

Yellow Aura Stone  
(Vigor)

Ancient Scroll 39

The Cursed Doughnut  
(Unique Necromancer Amulet)

3 Holy Symbols

Ancient Scroll 39

Black Aura Stone  
(Thorns)

Ancient Scroll 39

BlackKnight's Holy Signet  
(Unique Paladin Amulet)White Aura Stone  
(Clensing)

Ancient Scroll 39

3 Holy Symbols  
Ancient Scroll 39

The Mistress' Leather Collar  
(Unique Sorceress Amulet)  
3 Holy Symbols  
Ancient Scroll 39

Blue Aura Stone  
(Meditation)  
Ancient Scroll 39

### Secret Recipe 40

14 Devil's Foods  
(You can use a Rerolling Orb instead.  
70 Devil's Food points are used)  
Ancient Scroll 40

Maple Leaf  
Ancient Scroll 40

### Secret Recipe 41

Set Ring  
Unique Jewel  
Elixir  
Eye  
Ancient Scroll 41

The Same Item  
Gem Socket (1)  
Ancient Scroll 41

### Secret Recipe 42

Set Amulet  
Unique Jewel  
Elixir  
Brain  
Ancient Scroll 42

The Same Item  
Gem Socket (1)  
Ancient Scroll 42

### Secret Recipe 43

Unique Ring  
Unique Jewel  
Elixir  
Eye  
Ancient Scroll 43

The Same Item  
Gem Socket (1)  
Ancient Scroll 43

### Secret Recipe 44

Unique Amulet  
Unique Jewel  
Elixir  
Brain  
Ancient Scroll 44

The Same Item  
Gem Socket (1)  
Ancient Scroll 44

### Secret Recipe 45

Magic Small Charm  
2 Magic Jewels  
2 Elixirs

Magic Square Charm of the Same Mods  
Gem Socket (1)  
Ancient Scroll 45

2 Steaks  
Ancient Scroll 45

### Secret Recipe 46

Magic Grand Charm  
2 Magic Jewels  
2 Elixirs  
2 Steaks  
Ancient Scroll 46

Magic Odd Charm of the Same Mods  
Gem Socket (1)  
Ancient Scroll 46

### Secret Recipe 47

Unique Small Charm  
2 Unique Jewels  
2 Elixirs  
2 Steaks  
Ancient Scroll 47

Unique Square Charm of the Same  
Mods  
Gem Socket (1)  
Ancient Scroll 47

### Secret Recipe 48

Unique Grand/Odd Charm  
2 Unique Jewels  
2 Elixirs  
2 Steaks  
Ancient Scroll 48

Unique Odd Charm of the Same Mods  
Gem Socket (1)  
Ancient Scroll 48

### Secret Recipe 49

Noob's Odd Charm  
7 Rare Charms  
Elixir  
Maple Leaf  
Ancient Scroll 49

Veteran's Odd Charm  
(White Odd Charm that can have up to 3  
sockets  
and +1 Skill Bonus to any skill. You can  
carry  
only one of Noob's Odd Charm or  
Veteran's.)  
Gem Socket (1)  
Ancient Scroll 49

### Secret Recipe 50

Any Weapon with Level Req Penalty  
Maple Leaf  
Sa Rune (r15)  
Ancient Scroll 50

The Same Item  
Removes Level Req Penalty by 1  
Ancient Scroll 50

Any Armor/Ring/Amulet with Level Req  
Penalty  
Maple Leaf  
Sa Rune (r15)  
Ancient Scroll 50

The Same Item  
Removes Level Req Penalty by 2  
Ancient Scroll 50

## CAUTION

If you applied D-Stoning before making a Runeword, you need to remove the runes before removing the penalty added by such D-Stoning, or you'll lose the materials for nothing.

If you applied D-Stoning after making a Runeword, you don't need to remove the runes.

D-Stoning applied after making a Runeword is lost when you remove the runes. The penalty added by that D-Stoning is also removed at that time.

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft]  
[Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]  
[Top] [Japanese] [Armor] [Weapons] [Prefixes] [Suffixes] [Uni Armor] [Uni Weapons] [Sets]  
[Gems/Runes] [Runewords] [Gemwords] [Recipes] [Maps]