



## Existing Formula Changes

- You may now also transmute **6 and 9 rejuvenation potions at once** (for faster converting)
- The original item repair/recharge/replenish recipes have changed. They now only require an **Eld Rune**, and now **also work on ethereal items!**
- Quality upgrade recipes (i.e. Cap -> War Hat -> Shako) now also work for **White**, **Magic** and **Crafted** items
- Quality upgrade recipes **no longer artificially increase level requirement or reduce item level**

## Recipes & Enchanting

- **Bishibosh** will now drop an **Alchemy Manual** that provides a list of new Horadric Cube recipes, as well as some particularly useful ones from the original game
- **Dark Elder** will now drop an **Enchanting Scroll** which provides a list of enchanting formulae. You will need some exotic materials to create these enchantments!
- Enchanting only works on weapons and is permanent

## Shapeforging (Redesigned in v1.6)

- A very powerful form of crafting that is only possible if the **Emerelda's Shapecaster** item is obtained
- Transmute this rod with an Angel Statue and any Superior quality weapon/armor, or any Rare quality ring/amulet
- Produces a unique item of the same item type as the item used
- All items made in this fashion will add +1-5% to experience gained
- Only unique items with an item level encompassed by the input's item level can be accessed
- If there are multiple valid unique items of a used item type, one will be selected at random
- **Jewels and Charms are not compatible**

## Dyes

- Purchased from Gambling vendors
- Each dye will change an item's color when equipped
- The effect is **permanent** - choose wisely on each of your items
- Dyes only transmute with **Weapons, Body Armor, Helms and Shields**
- **Ethereal items are not compatible**  
(Note: Dyes are a great way to finally customize the look of your runewords!)

## Forge Keys

- Purchased from magic vendors
- Transmutes with an armor or weapon to add a permanent bonus to damage or defense and make it indestructible
- Forge Keys only work on **Weapons, Body Armor, Helms and Shields**
- Forge Keys work only **once** per item
- Forge Keys should be used **after** forming a Rune Word, not before
- **Ethereal items are not compatible**

## Lucky Buckles

- Purchased from blacksmith vendors
- Transmutes with a belt to add a permanent bonus increase to defense, gold from monsters and magic find
- As you might expect, you can only attach one to a single belt
- **Ethereal items are not compatible**

## Sirens

- Found in Mirror Forest
- Transmutes with a weapon or armor to add non-class skills or powerful triggered spellcasts
- Sirens only work on **Weapons, Body Armor, Helms and Shields**

- A single item may be augmented in this way repeatedly
- **Ethereal items are not compatible**