

CRAFTING

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GENERAL INFO

Crafting an item creates a new rare-like item of the same type as the equipment item used in the recipe. Except for *ethereal*, affixes from the ingredient equipment item are not transferred to the crafted item.

Crafted items get predetermined affixes and up to 4 additional [affixes](#). The affixes they can get depends on their [affix level](#), which depends on their item level (ilvl). The ilvl of a crafted item is determined by the crafter's character level (clvl) and the ilvl of the ingredient equipment item used in the recipe. Bracketed values within the formula are rounded down.

$$\text{crafted ilvl} = \lfloor \text{clvl}/2 \rfloor + \lfloor \text{ilvl}/2 \rfloor$$

The amount of additional affixes depends on the ilvl of the crafted item.

- ilvl 1-30: 4 affixes (20%), 3 affixes (20%), 2 affixes (20%), 1 affix (40%)
- ilvl 31-50: 4 affixes (20%), 3 affixes (20%), 2 affixes (60%)
- ilvl 51-70: 4 affixes (20%), 3 affixes (80%)
- ilvl 71+: 4 affixes (100%)

Note that merchants sell magic items that have an ilvl of clvl+5 and gambled items have an ilvl between clvl-5 and clvl+4. As an example of when this is useful, consider that a level 88 character can gamble an ilvl 92 amulet and use it to craft an ilvl 90 amulet, which is the minimum ilvl needed for a chance to get +2 class skills as an additional affix.

CHANGES IN PD2

- Crafting recipes are no longer limited to specific item bases (such as Helm/Casque/Armet for Blood Helms)
 - Circlets (and quivers) are the exception, and cannot be crafted with
 - Safety Weapon crafts are restricted to Bows and Crossbows
- Using an ethereal item to craft will cause the resulting item to be ethereal
- Crafted items no longer have higher level requirements than their rare equivalents (was +10 with an additional +3 per affix, up to +22)
- Crafted items can now be upgraded (same [recipes](#) as upgrading rares)
- Rare items can now be used in crafting recipes
- The predetermined affixes for many crafts have been adjusted, and new Vampiric/Bountiful crafting recipes have been added


CRAFTING COMPARISON CHART

The recipe for each craft includes a [jewel](#) and a magic/rare base item as well as the [runes/gems](#) shown below.


Type	Blood	Caster	Hitpower
<div>Amulet</div> 	<div>Amn + P.Ruby</div> <div>+10% Faster Run/Walk</div> <div>+{3-6} Life after each Kill</div> <div>+{10-20} to Life</div>	<div>Ral + P.Amethyst</div> <div>+{5-10}% Faster Cast Rate</div> <div>Regenerate Mana [4-10]%</div> <div>+{10-20} to Mana</div>	<div>Thul + P.Sapphire</div> <div>+{150-250} to Attack Rating</div> <div>+{10-20}% Faster Hit Recovery</div> <div>5% Chance to Cast Level 4 Frost Nova when Struck</div>
<div>Ring</div> 	<div>Sol + P.Ruby</div> <div>+{5-10} to Strength</div> <div>[1-3]% Life Stolen per Hit</div> <div>+{10-20} to Life</div>	<div>Amn + P.Amethyst</div> <div>+{5-10} to Energy</div> <div>+{1-2} to Mana after each Kill</div> <div>+{10-20} to Mana</div>	<div>Amn + P.Sapphire</div> <div>+{5-10} to Dexterity</div> <div>+{1-4} to Maximum Damage</div> <div>5% Chance to Cast Level 4 Frost Nova when Struck</div>
<div>Belt</div> 	<div>Tal + P.Ruby</div> <div>[10-20]% Chance of Open Wounds</div> <div>[3-6]% Life Stolen per Hit</div> <div>+{10-20} to Life</div>	<div>Ith + P.Amethyst</div> <div>+10% Faster Cast Rate</div> <div>Regenerate Mana [4-10]%</div> <div>+{10-20} to Mana</div>	<div>Tal + P.Sapphire</div> <div>[5-10]% Damage Taken Gained as Mana when I</div> <div>+{10-20}% Faster Hit Recovery</div> <div>5% Chance to Cast Level 4 Frost Nova when Struck</div>
<div>Gloves</div> 	<div>Nef + P.Ruby</div> <div>[5-10]% Chance of Crushing Blow</div> <div>[2-4]% Life Stolen per Hit</div> <div>+{10-20} to Life</div>	<div>Ort + P.Amethyst</div> <div>+{5-10}% Faster Cast Rate</div> <div>+{1-3} to Mana after each Kill</div> <div>+{10-20} to Mana</div>	<div>Ort + P.Sapphire</div> <div>Knockback</div> <div>-[10-20]% Target Defense</div> <div>5% Chance to Cast Level 4 Frost Nova when Struck</div>
<div>Boots</div> 	<div>Eth + P.Ruby</div> <div>Replenish Life +{15-30}</div> <div>[2-4]% Life Stolen per Hit</div> <div>+{10-20} to Life</div>	<div>Thul + P.Amethyst</div> <div>Increase Maximum Mana [5-10]%</div> <div>Regenerate Mana [4-10]%</div> <div>+{10-20} to Mana</div>	<div>Ral + P.Sapphire</div> <div>+{25-50} Defense vs. Melee</div> <div>+10% Faster Hit Recovery</div> <div>5% Chance to Cast Level 4 Frost Nova when Struck</div>
<div>Helm</div> 	<div>Ral + P.Ruby</div> <div>[10-20]% Chance of Crushing Blow</div> <div>[2-4]% Life Stolen per Hit</div> <div>+{10-20} to Life</div>	<div>Nef + P.Amethyst</div> <div>+{5-10}% Faster Cast Rate</div> <div>Regenerate Mana [4-10]%</div> <div>+{10-20} to Mana</div>	<div>Ith + P.Sapphire</div> <div>+{100-200} to Attack Rating</div> <div>+{10-20}% Faster Hit Recovery</div> <div>5% Chance to Cast Level 4 Frost Nova when Struck</div>
<div>Chest</div> 	<div>Thul + P.Ruby</div> <div>+{3-6} Life after each Kill</div> <div>[3-6]% Life Stolen per Hit</div> <div>+{20-40} to Life</div>	<div>Tal + P.Amethyst</div> <div>+{5-10}% Faster Cast Rate</div> <div>+{2-6} to Mana after each Kill</div> <div>+{10-20} to Mana</div>	<div>Nef + P.Sapphire</div> <div>+{25-50}% Enhanced Defense</div> <div>+{20-40}% Faster Hit Recovery</div> <div>5% Chance to Cast Level 4 Frost Nova when Struck</div>
<div>Shield</div> 	<div>Ith + P.Ruby</div> <div>[10-20]% Increased Chance of Blocking</div> <div>[3-6]% Life Stolen per Hit</div> <div>+{10-20} to Life</div>	<div>Eth + P.Amethyst</div> <div>[10-20]% Increased Chance of Blocking</div> <div>+{5-10}% Faster Cast Rate</div> <div>+{10-20} to Mana</div>	<div>Eth + P.Sapphire</div> <div>[10-20]% Increased Chance of Blocking</div> <div>+{20-30}% Faster Block Rate</div> <div>5% Chance to Cast Level 4 Frost Nova when Struck</div>
<div>Weapon</div> 	<div>Ort + P.Ruby</div> <div>+{50-80}% Enhanced Damage</div> <div>[3-6]% Life Stolen per Hit</div> <div>+{10-20} to Life</div>	<div>Tir + P.Amethyst</div> <div>+1 to All Skills</div> <div>+{10-20}% Faster Cast Rate</div> <div>+{10-20} to Mana</div>	<div>Tir + P.Sapphire</div> <div>+{50-80}% Enhanced Damage</div> <div>-[10-20]% Target Defense</div> <div>5% Chance to Cast Level 4 Frost Nova when Struck</div>
Type	Blood	Caster	Hitpower

BLOOD ITEMS


BLOOD AMULET

	Recipe	Before	After
	Magic Amulet	+5-10% Faster Run/Walk	+10% Faster Run/Walk
	Any Jewel	[1-4]% Life Stolen per Hit	+3-6 Life after each Kill
	Perfect Ruby	+10-20 to Life	+10-20 to Life
	Amn Rune (#11)		

BLOOD RING

	Recipe	Before	After
	Magic Ring	+5-10 to Strength	+5-10 to Strength
	Any Jewel	[1-3]% Life Stolen per Hit	[1-3]% Life Stolen per Hit
	Perfect Ruby	+10-20 to Life	+10-20 to Life
	Sol Rune (#12)		

BLOOD BELT

	Recipe	Before	After
	Magic Belt	[5-10]% Chance of Open Wounds	[10-20]% Chance of Open Wounds
	Any Jewel	[1-3]% Life Stolen per Hit	[3-6]% Life Stolen per Hit
	Perfect Ruby	+10-20 to Life	+10-20 to Life
	Tal Rune (#13)		

- Used to require Belt, Mesh Belt, or Mithril Coil

BLOOD GLOVES



Recipe	Before	After
Magic Gloves	[5-10]% Chance of Crushing Blow	[5-10]% Chance of Crushing Blow
Any Jewel	[1-3]% Life Stolen per Hit	[2-4]% Life Stolen per Hit
Perfect Ruby	+ [10-20] to Life	+ [10-20] to Life
Nef Rune (#4)		

- Used to require Heavy Gloves, Sharkskin Gloves, or Vampirebone Gloves

BLOOD BOOTS



Recipe	Before	After
Magic Boots	Replenish Life +[5-10]	Replenish Life +[15-30]
Any Jewel	[1-3]% Life Stolen per Hit	[2-4]% Life Stolen per Hit
Perfect Ruby	+ [10-20] to Life	+ [10-20] to Life
Eth Rune (#5)		

- Used to require Light Plated Boots, Battle Boots, or Mirrored Boots

BLOOD HELM



Recipe	Before	After
Magic Helm	[5-10]% Deadly Strike	[10-20]% Chance of Crushing Blow
Any Jewel	[1-4]% Life Stolen per Hit	[2-4]% Life Stolen per Hit
Perfect Ruby	+ [10-20] to Life	+ [10-20] to Life
Ral Rune (#8)		

- Used to require Helm, Casque, or Armet

BLOOD CHEST



Recipe	Before	After
Magic Chest	+ [1-3] Life after each Demon Kill	+ [3-6] Life after each Kill
Any Jewel	[1-3]% Life Stolen per Hit	[3-6]% Life Stolen per Hit
Perfect Ruby	+ [10-20] to Life	+ [20-40] to Life
Thul Rune (#10)		

- Used to require Plate Mail, Templar Coat, or Hellforge Plate

BLOOD SHIELD



Recipe	Before	After
Magic Shield	Attacker Takes Damage of [4-7]	[10-20]% Increased Chance of Blocking
Any Jewel	[1-4]% Life Stolen per Hit	[3-6]% Life Stolen per Hit
Perfect Ruby	+ [10-20] to Life	+ [10-20] to Life
Ith Rune (#6)		

- Used to require Spiked Shield, Barbed Shield, or Blade Barrier

BLOOD WEAPON



Recipe	Before	After
Magic Weapon	+ [35-60]% Enhanced Damage	+ [50-80]% Enhanced Damage
Any Jewel	[1-4]% Life Stolen per Hit	[3-6]% Life Stolen per Hit
Perfect Ruby	+ [10-20] to Life	+ [10-20] to Life
Ort Rune (#9)		

- Used to require an axe

CASTER ITEMS



Recipe	Before	After
Magic Amulet	+ [5-10]% Faster Cast Rate	+ [5-10]% Faster Cast Rate
Any Jewel	Regenerate Mana [4-10]%	Regenerate Mana [4-10]%
Perfect Amethyst	+ [10-20] to Mana	+ [10-20] to Mana
Ral Rune (#8)		

CASTER RING



Recipe	Before	After
Magic Ring	+ [1-5] to Energy	+ [5-10] to Energy
Any Jewel	Regenerate Mana [4-10]%	+ [1-2] to Mana after each Kill
Perfect Amethyst	+ [10-20] to Mana	+ [10-20] to Mana
Amn Rune (#11)		

CASTER BELT



Recipe	Before	After
Magic Belt	+ [5-10]% Faster Cast Rate	+ 10% Faster Cast Rate
Any Jewel	Regenerate Mana [4-10]%	Regenerate Mana [4-10]%
Perfect Amethyst	+ [10-20] to Mana	+ [10-20] to Mana
lth Rune (#6)		

- Used to require Light Belt, Sharkskin Belt, or Vampirefang Belt

CASTER GLOVES



Recipe	Before	After
Magic Gloves	+ [1-3] to Mana after each Kill	+ [1-3] to Mana after each Kill
Any Jewel	Regenerate Mana [4-10]%	+ [5-10]% Faster Cast Rate
Perfect Amethyst	+ [10-20] to Mana	+ [10-20] to Mana
Ort Rune (#9)		

- Used to require Leather Gloves, Demonhide Gloves, or Bramble Mitts

CASTER BOOTS



Recipe	Before	After
Magic Boots	Increase Maximum Mana [2-5]%	Increase Maximum Mana [5-10]%
Any Jewel	Regenerate Mana [4-10]%	Regenerate Mana [4-10]%
Perfect Amethyst	+ [10-20] to Mana	+ [10-20] to Mana
Thul Rune (#10)		

- Used to require Boots, Demonhide Boots, or Wyrmhide Boots

CASTER HELM



Recipe	Before	After
Magic Helm	[1-4]% Mana Stolen per Hit	+ [5-10]% Faster Cast Rate
Any Jewel	Regenerate Mana [4-10]%	Regenerate Mana [4-10]%
Perfect Amethyst	+ [10-20] to Mana	+ [10-20] to Mana
Nef Rune (#4)		

- Used to require Mask, Death Mask, or Demonhead

CASTER CHEST



Recipe	Before	After
Magic Chest	+ [1-3] to Mana after each Kill	+ [2-6] to Mana after each Kill
Any Jewel	Regenerate Mana [4-12]%	+ [5-10]% Faster Cast Rate
Perfect Amethyst	+ [10-20] to Mana	+ [10-20] to Mana
Tal Rune (#7)		

- Used to require Light Plate, Mage Plate, or Archon Plate

CASTER SHIELD



Recipe	Before	After
Magic Shield	[5-10]% Increased Chance of Blocking	[10-20]% Increased Chance of Blocking
Any Jewel	Regenerate Mana [4-10]%	+ [5-10]% Faster Cast Rate
Perfect Amethyst	+ [10-20] to Mana	+ [10-20] to Mana
Eth Rune (#5)		

- Used to require Small Shield, Round Shield, or Luna

CASTER WEAPON



Recipe	Before	After
Magic Weapon	[1-4]% Mana Stolen per Hit	+1 to All Skills
Any Jewel	Regenerate Mana [4-10]%	+ [10-20]% Faster Cast Rate
Perfect Amethyst	+ [10-20] to Mana	+ [10-20] to Mana
Tir Rune (#3)		

- Used to require a rod (staff, scepter, wand)

HITPOWER ITEMS

HITPOWER AMULET



Recipe	Before	After
Magic Amulet	Hit Causes Monster to Flee [5-15]%	+ [150-250] to Attack Rating
Any Jewel	Attacker Takes Damage of [3-10]	+ [10-20]% Faster Hit Recovery
Perfect Sapphire	5% Chance to Cast Level 4 Frost Nova when Struck	5% Chance to Cast Level 4 Frost Nova when Struck
Thul Rune (#10)		

HITPOWER RING



Recipe	Before	After
Magic Ring	+ [1-5] to Dexterity	+ [5-10] to Dexterity
Any Jewel	Attacker Takes Damage of [3-6]	+ [1-4] to Maximum Damage
Perfect Sapphire	5% Chance to Cast Level 4 Frost Nova when Struck	5% Chance to Cast Level 4 Frost Nova when Struck
Amn Rune (#11)		

HITPOWER BELT



Recipe	Before	After
Magic Belt	[5-10]% Damage Taken Gained as Mana when Hit	[5-10]% Damage Taken Gained as Mana when Hit
Any Jewel	Attacker Takes Damage of [3-7]	+ [10-20]% Faster Hit Recovery
Perfect Sapphire	5% Chance to Cast Level 4 Frost Nova when Struck	5% Chance to Cast Level 4 Frost Nova when Struck
Tal Rune (#7)		

- Used to require Heavy Belt, Battle Belt, or Troll Belt

HITPOWER GLOVES



Recipe	Before	After
Magic Gloves	Knockback	Knockback
Any Jewel	Attacker Takes Damage of [3-7]	- [10-20]% Target Defense
Perfect Sapphire	5% Chance to Cast Level 4 Frost Nova when Struck	5% Chance to Cast Level 4 Frost Nova when Struck
Ort Rune (#9)		

- Used to require Chain Gloves, Heavy Bracers, or Vambraces

HITPOWER BOOTS



Recipe	Before	After
Magic Boots	+ [25-50] Defense vs. Melee	+ [25-50] Defense vs. Melee
Any Jewel	Attacker Takes Damage of [3-7]	+10% Faster Hit Recovery
Perfect Sapphire	5% Chance to Cast Level 4 Frost Nova when Struck	5% Chance to Cast Level 4 Frost Nova when Struck
Ral Rune (#8)		

- Used to require Chain Boots, Mesh Boots, or Boneweave Boots

HI+POWER HELM



Recipe	Before	After
Magic Helm	+ [25-50]% Defense vs. Missile	+ [100-200] to Attack Rating
Any Jewel	Attacker Takes Damage of [3-7]	+ [10-20]% Faster Hit Recovery
Perfect Sapphire	5% Chance to Cast Level 4 Frost Nova when Struck	5% Chance to Cast Level 4 Frost Nova when Struck
Ilth Rune (#6)		

- Used to require Full Helm, Basinet, or Giant Conch

HI+POWER CHEST



Recipe	Before	After
Magic Chest	+ [10-20]% Faster Hit Recovery	+ [20-40]% Faster Hit Recovery
Any Jewel	Attacker Takes Damage of [3-10]	+ [25-50]% Enhanced Defense
Perfect Sapphire	5% Chance to Cast Level 4 Frost Nova when Struck	5% Chance to Cast Level 4 Frost Nova when Struck
Nef Rune (#4)		

- Used to require Field Plate, Sharktooth Armor, or Kraken Shell

HI+POWER SHIELD



Recipe	Before	After
Magic Shield	[5-10]% Increased Chance of Blocking	[10-20]% Increased Chance of Blocking
Any Jewel	Attacker Takes Damage of [3-10]	+ [20-30]% Faster Block Rate
Perfect Sapphire	5% Chance to Cast Level 4 Frost Nova when Struck	5% Chance to Cast Level 4 Frost Nova when Struck
Eth Rune (#5)		

- Used to require Gothic Shield, Ancient Shield, or Ward

HI+POWER WEAPON



Recipe	Before	After
Magic Weapon	+ [35-60]% Enhanced Damage	+ [50-80]% Enhanced Damage
Any Jewel	Attacker Takes Damage of [3-7]	- [10-20]% Target Defense
Perfect Sapphire	5% Chance to Cast Level 4 Frost Nova when Struck	5% Chance to Cast Level 4 Frost Nova when Struck
Tir Rune (#3)		

- Used to require a blunt weapon (mace, staff, scepter, wand)

SAFETY ITEMS

SAFETY AMULET



Recipe	Before	After
Magic Amulet	[1-10]% Increased Chance of Blocking	10% Increased Chance of Blocking
Any Jewel	Magic Damage Taken Reduced by [1-2]	Magic Damage Taken Reduced by [2-5]
Perfect Emerald	Physical Damage Taken Reduced by [1-4]	Physical Damage Taken Reduced by [2-5]
Thul Rune (#10)		

SAFETY RING



Recipe	Before	After
Magic Ring	+ [1-5] to Vitality	+ [5-10] to Vitality
Any Jewel	Magic Damage Taken Reduced by [1-2]	Magic Damage Taken Reduced by [2-5]
Perfect Emerald	Physical Damage Taken Reduced by [1-4]	Physical Damage Taken Reduced by [2-5]
Amn Rune (#11)		

SAFETY BELT



Recipe	Before	After
Magic Belt	+ [10-30] % Enhanced Defense	+ [10-30] % Enhanced Defense
Any Jewel	Poison Resist + [5-10] %	Poison Resist + [10-20] %
Perfect Emerald	Magic Damage Taken Reduced by [1-2]	Magic Damage Taken Reduced by [2-5]
Tal Rune (#7)	Physical Damage Taken Reduced by [1-4]	Physical Damage Taken Reduced by [2-5]

- Used to require Sash, Demonhide Sash, or Spiderweb Sash

SAFETY GLOVES



Recipe	Before	After
Magic Gloves	+ [10-30] % Enhanced Defense	+ [10-30] % Enhanced Defense
Any Jewel	Cold Resist + [5-10] %	Cold Resist + [10-20] %
Perfect Emerald	Magic Damage Taken Reduced by [1-2]	Magic Damage Taken Reduced by [2-5]
Ral Rune (#8)	Physical Damage Taken Reduced by [1-4]	Physical Damage Taken Reduced by [2-5]

- Used to require Gauntlets, War Gauntlets, or Ogre Gauntlets

SAFETY BOOTS



Recipe	Before	After
Magic Boots	+ [10-30] % Enhanced Defense	+ [20-60] % Enhanced Defense
Any Jewel	Fire Resist + [5-10] %	Fire Resist + [10-20] %
Perfect Emerald	Magic Damage Taken Reduced by [1-2]	Magic Damage Taken Reduced by [2-5]
Ort Rune (#9)	Physical Damage Taken Reduced by [1-4]	Physical Damage Taken Reduced by [2-5]

- Used to require Greaves, War Boots, or Myrmidon Greaves

SAFETY HELM



Recipe	Before	After
Magic Helm	+ [10-30] % Enhanced Defense	+ [20-60] % Enhanced Defense
Any Jewel	Lightning Resist + [5-10] %	Lightning Resist + [10-20] %
Perfect Emerald	Physical Damage Taken Reduced by [1-4]	Physical Damage Taken Reduced by [5-10] %
Ith Rune (#6)	Magic Damage Taken Reduced by [1-2]	Removed

- Used to require Crown, Grand Crown, or Corona

SAFETY CHEST



Recipe	Before	After
Magic Chest	+ [10-30] % Enhanced Defense	+ [20-60] % Enhanced Defense
Any Jewel	Half Freeze Duration	Half Freeze Duration
Perfect Emerald	Physical Damage Taken Reduced by [3-9]	Physical Damage Taken Reduced by [5-10] %
Eth Rune (#5)	Magic Damage Taken Reduced by [2-5]	Removed

- Used to require Breast Plate, Cuirass, or Great Hauberk

SAFETY SHIELD



Recipe	Before	After
Magic Shield	+ [10-30] % Enhanced Defense	+ [20-60] % Enhanced Defense
Any Jewel	Magic Resistance + [5-10] %	Removed
Perfect Emerald	Physical Damage Taken Reduced by [1-4]	Physical Damage Taken Reduced by [5-10] %
Nef Rune (#4)	Magic Damage Taken Reduced by [1-2]	Removed

- Used to require Kite Shield, Dragon Shield, or Monarch

SAFETY WEAPON



Recipe	Before	After
Magic Bow/Crossbow	+ [5-10] % Enhanced Defense	+ [70-140] % Enhanced Damage
Any Jewel	Magic Damage Taken Reduced by [1-2]	Magic Damage Taken Reduced by [2-5]
Perfect Emerald	Physical Damage Taken Reduced by [1-4]	Physical Damage Taken Reduced by [2-5]
Sol Rune (#12)		+ [10-20] % Increased Attack Speed

- Used to require a spear

VAMPIRIC ITEMS

VAMPIRIC AMULET



Recipe	New
Magic Amulet	[5-10] % Curse Duration Reduction
Any Jewel	[3-6] % Mana Stolen per Hit
Perfect Skull	Replenish Life + [5-10]
Dol Rune (#14)	

VAMPIRIC RING



Recipe	New
Magic Ring	[10-20] % Poison Length Reduction
Any Jewel	[1-3] % Mana Stolen per Hit
Perfect Skull	Replenish Life + [5-10]
Hel Rune (#15)	

VAMPIRIC BELT



Recipe	New
Magic Belt	[10-20] % Damage Taken Gained as Mana when Hit
Any Jewel	[3-6] % Mana Stolen per Hit
Perfect Skull	Replenish Life + [5-10]
Eld Rune (#2)	

VAMPIRIC GLOVES



Recipe	New
Magic Gloves	[5-10] % Deadly Strike
Any Jewel	[2-4] % Mana Stolen per Hit
Perfect Skull	Replenish Life + [5-10]
Io Rune (#16)	

VAMPIRIC BOOTS



Recipe	New
Magic Boots	[10-20] % Poison Length Reduction
Any Jewel	[2-4] % Mana Stolen per Hit
Perfect Skull	Replenish Life + [5-10]
El Rune (#1)	

VAMPIRIC HELM



Recipe	New
Magic Helm	[10-20]% Deadly Strike
Any Jewel	[2-4]% Mana Stolen per Hit
Perfect Skull	Replenish Life +[5-10]
Lum Rune (#17)	

VAMPIRIC CHEST



Recipe	New
Magic Chest	[3-6]% Mana Stolen per Hit
Any Jewel	Replenish Life +[5-10]
Perfect Skull	Requirements -[20-30]%
Tir Rune (#3)	

VAMPIRIC SHIELD



Recipe	New
Magic Shield	[10-20]% Increased Chance of Blocking
Any Jewel	[3-6]% Mana Stolen per Hit
Perfect Skull	Requirements -[20-30]%
Sol Rune (#12)	

VAMPIRIC WEAPON



Recipe	New
Magic Weapon	+ [75-120]% Damage to Demons
Any Jewel	+ [75-120]% Damage to Undead
Perfect Skull	[3-6]% Mana Stolen per Hit
Shael Rune (#13)	Replenish Life +[10-15]

BOUNTIFUL ITEMS

BOUNTIFUL AMULET



Recipe	New
Magic Amulet	+ [10-20] Vitality
Any Jewel	[20-30]% Better Chance of Getting Magic Items
Perfect Topaz	+ [1-3] to Light Radius
Ko Rune (#18)	

BOUNTIFUL RING



Recipe	New
Magic Ring	+ [5-10] Vitality
Any Jewel	[10-15]% Better Chance of Getting Magic Items
Perfect Topaz	+ [1-3] to Light Radius
Lum Rune (#17)	

BOUNTIFUL BELT



Recipe	New
Magic Belt	+ [25-50]% Enhanced Defense
Any Jewel	[20-30]% Better Chance of Getting Magic Items
Perfect Topaz	+ [1-3] to Light Radius
EI Rune (#1)	

BOUNTIFUL GLOVES



Recipe	New
Magic Gloves	+[25-50]% Enhanced Defense
Any Jewel	[15-25]% Better Chance of Getting Magic Items
Perfect Topaz	+[1-3] to Light Radius
Hel Rune (#15)	

B@UN+IFUL B@@+S



Recipe	New
Magic Boots	+[25-50]% Enhanced Defense
Any Jewel	[15-25]% Better Chance of Getting Magic Items
Perfect Topaz	+[1-3] to Light Radius
Io Rune (#16)	

B@UN+IFUL HELM



Recipe	New
Magic Helm	+[25-50]% Enhanced Defense
Any Jewel	[20-30]% Better Chance of Getting Magic Items
Perfect Topaz	+[1-3] to Light Radius
Tir Rune (#3)	

B@UN+IFUL CHEST+



Recipe	New
Magic Chest	+[25-50]% Enhanced Defense
Any Jewel	[20-30]% Better Chance of Getting Magic Items
Perfect Topaz	+[1-3] to Light Radius
Eld Rune (#2)	

B@UN+IFUL SHIELD



Recipe	New
Magic Shield	[10-20]% Increased Chance of Blocking
Any Jewel	[20-30]% Better Chance of Getting Magic Items
Perfect Topaz	+[1-3] to Light Radius
Dol Rune (#14)	

B@UN+IFUL WEAPON



Recipe	New
Magic Weapon	+[50-80]% Enhanced Damage
Any Jewel	[20-30]% Better Chance of Getting Magic Items
Perfect Topaz	+[1-3] to Light Radius
Shael Rune (#13)	

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