

Diablo II – Reaper Of Souls

Augment Items

A lot of new cool features were announced to be coming with Patch 6.0 during the Diablo II – Reaper Of Souls. One of these new features is coming in the form of a new Cube recipe, Caldesann's Despair. This recipe allows you to sacrifice a Legendary Gem and three Royal Gems to give an Unique or Legendary or Ancient item of your choice a boost to your main stat. This is definitely one of the more interesting recipes and should add depth to end game progression but, it doesn't come without limitations or restrictions.

Each item type has a different minimum Legendary Gem rank requirement that needs to be met in order to use this recipe.

- Weapons require a rank 25 Legendary Gem
- Jewelry requires a rank 25 Legendary Gem

- Armor requires a rank 25 Legendary Gem

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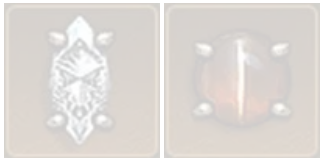
Legendary Gem ranks also determine how much more of your main stat that you're going to get out of this recipe. You will get +1 points to your main stat on the augmented item for every rank on the Legendary Gem that you choose to consume. As you can see above, a rank 50 Gem will get you an additional 50 points to your main stat. You also can't double up the effect by augmenting twice, if you augment the same item a second time, it will replace the current augmentation with the new one.

All in all this is an interesting addition to end game player progression that should add some more depth and give you something else to do. This also gives players a reason to level up Legendary Gems that they otherwise wouldn't bother with which is a lot better than just having a bunch of unused gems in your stash.

So how do you guys feel about augmenting items? Is this something that you'll be interested in doing? Or do you not really care too much about min/maxing? Let us know in the comments below!

👉 Legendary Gem










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👉 New Gem



QUALITY	GEM	HELM	OTHER	WEAPON
	Flawless Royal Amethyst	+10% Life	+100 Vitality	+500 Life
	Flawless Royal Diamond	Damage Reduced By 10%	+30 Resistance to All Elements	+200% Damage To Demons

	Flawless Royal Emerald	+50% Increased Gold Find	+100 Dexterity	+50% Deadly Strike
	Flawless Royal Ruby	Increases Bonus Experience by 10%	+100 Strength	+100 Maximum Damage
	Flawless Royal Topaz	10% Mana	+100 Energy	+500 Mana

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☞ Upgrade Gem

3 chips = 1 Gem high level

3 Royal + 1 Death Breath = Flawless Royal

☞ Upgrade **Legendary Gem**

3 **Urshi Orb** + 1 Legendary Gem = Upgrade Legendary Gem Rank 1

3 **Urshi Orb** + 1 Legendary Gem Rank 1 = Upgrade Legendary Gem Rank 2

● **Legendary Gem Max Rank 100**

☞ Augment **Unique & Legendary & Acients & Primal Acient**

● **Weapon**



3 Flawless Royal Amethyst + 1 Legenday Gem (Rank 25) + 1 Unique or Legendary or Acients = Adds 25 vitality & level requirement

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3 Flawless Royal Emerald + 1 Legenday Gem (Rank 25) + 1 Unique or 1 Legendary or 1 Acients = Adds 25 Dexterity & 5 level requirement





3 Flawless Royal Ruby + 1 Legenday Gem (Rank 25) + 1 Unique or 1 Legendary or 1 Acients = Adds 25 Strength & 5 level requirement

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3 Flawless Royal Topaz + 1 Legenday Gem (Rank 25) + 1 Unique or 1 Legendary or 1 Acients = Adds 25 Energy & 5 level requirement



●Armor

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3 Flawless Royal Amethyst + 1 Legenday Gem (Rank 25) + 1 Unique or Legendary or Acients = Adds 25 vitality & 5 level requirement



3 Flawless Royal Diamond + 1 Legenday Gem (Rank 25) + 1 Unique or Legendary or Acients = Adds 25% Enhanced Defense & 5 level requirement



3 Flawless Royal Emerald + 1 Legenday Gem (Rank 25) + 1 Unique or 1 Legendary or 1 Acients = Adds 25 Dexterity & 5 level requirement



3 Flawless Royal Ruby + 1 Legenday Gem (Rank 25) + 1 Unique or 1 Legendary or 1 Acients = Adds 25 Strength & 5 level requirement



3 Flawless Royal Topaz + 1 Legenday Gem (Rank 25) + 1 Unique or 1 Legendary or 1 Acients = Adds 25 Energy & 5 level requirement

●Jewelry



3 Flawless Royal Amethyst + 1 Legenday Gem (Rank 25) + 1 Unique or Legendary or Acients = Adds 25 vitality & 5 level requirement



3 Flawless Royal Emerald + 1 Legenday Gem (Rank 25) + 1 Unique or 1 Legendary or 1 Acients = Adds 25 Dexterity & 5 level requirement



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