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MISC:

Normal to Exceptional = Worldstone Splitter + Rainbow Essence
 Exceptional to Elite = 2x Worldstone Splitter + 2x Rainbow Essence
 Socketed = Rainbow Essence × Socket

Item + Voodoo Doll + Stone of Sanctuary = used item Ethereal
 (Cannot be Repaired)

Item + Voodoo Doll + Stone of Vigor = used item Ethereal (Cannot be Repaired)

Warning: This recipe has no effect on items that are indestructable or have no durability!

Nephalem Blood:

Nephalem Blood Upgrade Level 1:

Nephalem Blood + Chipped Amethyst + Chipped Rainbowgem = +5 to Strength

Nephalem Blood + Chipped Emerald + Chipped Rainbowgem = +5 Dexterity

Nephalem Blood + Chipped Ruby + Chipped Rainbowgem = +25 to Life

Nephalem Blood + Chipped Sapphire + Chipped Rainbowgem = +25 to Mana

Nephalem Blood Upgrade Level 2:

Nephalem Blood + Perfect Topaz + Rainbowgem = Lightning Resist +30%

Nephalem Blood + Perfect Sapphire + Rainbowgem = Cold Resist +30%

Nephalem Blood + Perfect Ruby + Rainbowgem = Fire Resist +30%

Nephalem Blood + Perfect Emerald + Rainbowgem = Poison Resist +40%

Nephalem Blood Upgrade Level 3:

Nephalem Blood + Arcane Incantation + Perfect Rainbowgem + Homunculus = +1 to Necromancer Skill Levels

Nephalem Blood + Arcane Incantation + Perfect Rainbowgem + Arreat's Face = +1 to Barbarian Skill Levels

Nephalem Blood + Arcane Incantation + Perfect Rainbowgem + Jalal's Mane = +1 to Druid Skills

Nephalem Blood + Arcane Incantation + Perfect Rainbowgem + Titan's Revenge = +1 to Amazon Skill Levels

Nephalem Blood + Arcane Incantation + Perfect Rainbowgem + Herald of Zakarum = +1 to Paladin Skill Levels

Nephalem Blood + Arcane Incantation + Perfect Rainbowgem + The Oculus = +1 to Sorceress Skill Levels

Nephalem Blood + Arcane Incantation + Perfect Rainbowgem + Bartuc's Cut-Throat = +1 to Assassin Skills

Scroll of Lam Esen:

Scroll of Lam Esen Upgrade Level 1:

Scroll of Lam Esen + Common Incantation + Skull = 0.625 to Attack Rating/Level, +20 - 25 to Life
 Scroll of Lam Esen + Common Incantation + Ruby = +3% to Fire Skill Damage, +20 - 25 to Life
 Scroll of Lam Esen + Common Incantation + Topaz = +3% to Lightning Skill Damage, +20 - 25 to Life
 Scroll of Lam Esen + Common Incantation + Sapphire = +3% to Cold Skill Damage, +20 - 25 to Life
 Scroll of Lam Esen + Common Incantation + Emerald = +3% to Poison Skill Damage, +20 - 25 to Life
 Scroll of Lam Esen + Common Incantation + Amethyst = +3% to Magic Skill Damage, +20 - 25 to Life
 Scroll of Lam Esen + Common Incantation + Diamond = +3% to Physical Skill Damage, +20 - 25 to Life
 Scroll of Lam Esen + Common Incantation + Rainbowgem = +5 to all Attributes, +20 - 25 to Life

Scroll of Lam Esen Upgrade Level 2:

Scroll of Lam Esen + Intricate Incantation + 5x Perfect Skull = +0.75 to Maximum Damage/Level, +20 - 25 to Mana
 Scroll of Lam Esen + Intricate Incantation + 5x Perfect Ruby = +7% to Fire Skill Damage, +20 - 25 to Mana
 Scroll of Lam Esen + Intricate Incantation + 5x Perfect Topaz = +7% to Lightning Skill Damage, +20 - 25 to Mana
 Scroll of Lam Esen + Intricate Incantation + 5x Perfect Sapphire = +7% to Cold Skill Damage, +20 - 25 to Mana
 Scroll of Lam Esen + Intricate Incantation + 5x Perfect Emerald = +7% to Poison Skill Damage, +20 - 25 to Mana
 Scroll of Lam Esen + Intricate Incantation + 5x Perfect Amethyst = +7% to Magic Skill Damage, +20 - 25 to Mana
 Scroll of Lam Esen + Intricate Incantation + 5x Perfect Diamond = +7% to Physical Skill Damage, +20 - 25 to Mana
 Scroll of Lam Esen + Intricate Incantation + 5x Perfect Rainbowgem = +15 to All Resistances, +20 - 25 to Mana

Scroll of Lam Esen Upgrade Level 3:

Scroll of Lam Esen + Arcane Incantation + Stone of Fanatism = 10% Chance of Crushing Blow, +3 - 5 to all Attributes
 Scroll of Lam Esen + Arcane Incantation + Stone of Holy Fire = -10% to Enemy Fire Resistance, +3 - 5 to all Attributes
 Scroll of Lam Esen + Arcane Incantation + Stone of Holy Shock = -10% to Enemy Lightning Resistance, +3 - 5 to all Attributes
 Scroll of Lam Esen + Arcane Incantation + Stone of Holy Freeze = -10% to Enemy Cold Resistance, +3 - 5 to all Attributes
 Scroll of Lam Esen + Arcane Incantation + Stone of Conviction = -10% to Enemy Poison Resistance, +3 - 5 to all Attributes
 Scroll of Lam Esen + Arcane Incantation + Stone of Sanctuary = +10% to Magic Skill Damage, +3 - 5 to all Attributes
 Scroll of Lam Esen + Arcane Incantation + Stone of Concentration = +10% to Physical Skill Damage, +3 - 5 to all Attributes
 Scroll of Lam Esen + Arcane Incantation + Stone of Vigor = +3% to all Maximum Resistances, +3 - 5 to all Attributes

Emblem of the Wyvern:Emblem of the Wyvern Upgrade Level 1:

Emblem of the Wyvern + Common Incantation + Lower Shaman's

Ear + Fang = +10% Increased Attack Speed, +2 to all Attributes
 Emblem of the Wyvern + Common Incantation + Lower Shaman's
 Ear + Eye = +10% Faster Hit Recovery, +2 to all Attributes
 Emblem of the Wyvern + Common Incantation + Lower Shaman's
 Ear + Brain = +10% Faster Cast Rate, +2 to all Attributes
 Emblem of the Wyvern + Common Incantation + Lower Shaman's
 Ear + Eye + Fang + Brain + Healpot = +5% Faster Run/Walk, +5%
 Increased Attack Speed, +5% Faster Cast Rate, +2 to all Attributes
 Emblem of the Wyvern + Common Incantation + Lower Shaman's
 Ear + Eye + Fang + Brain + Manapot = +10% to All Resistances, +3
 to all Attributes

Emblem of the Wyvern Upgrade Level 2:

Emblem of the Wyvern + Intricate Incantation + Shaman's Ear + 3x
 Fang = +10% Increased Attack Speed, +3 to all Attributes
 Emblem of the Wyvern + Intricate Incantation + Shaman's Ear + 3x
 Eye = +10% Faster Hit Recovery, +3 to all Attributes
 Emblem of the Wyvern + Intricate Incantation + Shaman's Ear + 3x
 Brain = +10% Faster Cast Rate, +3 to all Attributes
 Emblem of the Wyvern + Intricate Incantation + Shaman's Ear + Eye
 + Fang + Brain + Healpot = +5% Faster Run/Walk, +5% Increased
 Attack Speed, +5% Faster Cast Rate, +3 to all Attributes
 Emblem of the Wyvern + Intricate Incantation + Shaman's Ear + Eye
 + Fang + Brain + Manapot = +10% to All Resistances, +3 to all
 Attributes

Emblem of the Wyvern Upgrade Level 3:

Emblem of the Wyvern + Arcane Incantation + Higher Shaman's Ear
 + Stone of Fanatism = +10% Increased Attack Speed, +5 to all
 Attributes, +80 - 100 to Attack Rating
 Emblem of the Wyvern + Arcane Incantation + Higher Shaman's Ear
 + Stone of Concentration = +10% Faster Hit Recovery, +5 to all
 Attributes, +5% Increased Chance of Blocking
 Emblem of the Wyvern + Arcane Incantation + Higher Shaman's Ear
 + Stone of Conviction = +10% Faster Cast Rate, +5 to all Attributes,
 +40 - 50 to Mana
 Emblem of the Wyvern + Arcane Incantation + Higher Shaman's Ear
 + Stone of Vigor = +5% Faster Run/Walk, +5% Increased Attack
 Speed, +5% Faster Cast Rate, +5 to all Attributes
 Emblem of the Wyvern + Arcane Incantation + Higher Shaman's Ear
 + Stone of Sanctuary = +10% to All Resistances, +5 to all Attributes,
 +2 - 3% to all Maximum Resistances

Essence of Wrath:

Essence of Wrath + Standard of Heroes + 2x Perfect Skull + 2x Zod
 Rune + Diablo 1 Rouge = +250 - 350 Defense, Increase Maximum
 Strength & Dexterity 3 - 5%
 Essence of Wrath + Standard of Heroes + 2x Perfect Rainbowgem +
 2x Zod Rune + Diablo 1 Rouge = Damage Reduced by 3 - 5%,
 Increase Maximum Life & Mana 3 - 5%

Essence of Gore:

Essence of Gore + Standard of Heroes + 2x Perfect Skull + 2x Zod
 Rune + Diablo 1 Warrior = Damage + 25 - 35, 35 - 75% Bonus to

Attack Rating, +12 - 15 Life after each Kill
 Essence of Gore + Standard of Heroes + 2x Perfect Rainbowgem +
 2x Zod Rune + Diablo 1 Warrior = 10 - 15% Chance of Crushing
 Blow, 10 - 15% Chance of Open Wounds, 10 - 15% Deadly Strike

Essence of Frost:

Essence of Frost + 2x Perfect Rainbowgem + Diablo 1 Sorcerer +
 Zod Rune + Lah Rune = 2x 1 to random Skill Tab of the
 Necromancer
 Essence of Frost + 2x Perfect Rainbowgem + Diablo 1 Sorcerer +
 Zod Rune + Tes Rune = 2x 1 to random Skill Tab of the Assassin
 Essence of Frost + 2x Perfect Rainbowgem + Diablo 1 Sorcerer +
 Zod Rune + Uhn Rune = 2x 1 to random Skill Tab of the Barbarian
 Essence of Frost + 2x Perfect Rainbowgem + Diablo 1 Sorcerer +
 Zod Rune + Jie Rune = 2x 1 to random Skill Tab of the Druid
 Essence of Frost + 2x Perfect Rainbowgem + Diablo 1 Sorcerer +
 Zod Rune + Est Rune = 2x 1 to random Skill Tab of the Amazon
 Essence of Frost + 2x Perfect Rainbowgem + Diablo 1 Sorcerer +
 Zod Rune + Xol Rune = 2x 1 to random Skill Tab of the Paladin
 Essence of Frost + 2x Perfect Rainbowgem + Diablo 1 Sorcerer +
 Zod Rune + Lef Rune = 2x 1 to random Skill Tab of the Sorceress

Agony of Choice:

Agony of Choice Upgrade Level 1:

Agony of Choice + 5x Perfect Ruby = -25 - 30% to Enemy Fire
 Resistance
 Agony of Choice + 5x Perfect Sapphire = -25 - 30% to Enemy Cold
 Resistance
 Agony of Choice + 5x Perfect Topaz = -25 - 30% to Enemy Lightning
 Resistance
 Agony of Choice + 5x Perfect Emerald = -25 - 30% to Enemy Poison
 Resistance
 Agony of Choice + 5x Perfect Diamond = -10 - -15% to all Enemy
 Resistances
 Agony of Choice + 5x Perfect Amethyst = Increase Maximum Life 7 -
 10%

Agony of Choice Upgrade Level 2:

Agony of Choice + 5x Brain = 7 - 12% Increased Chance of Blocking
 Agony of Choice + 5x Fang = Damage Reduced by 5 - 8%
 Agony of Choice + 5x Eye = Reduces Curse Duration by 10 - 15%
 Agony of Choice + 5x Perfect Rainbowgem = All Resistances +10 -
 15
 Agony of Choice + 5x Perfect Skull = Slows Target by 10 - 15%

Agony of Choice Upgrade Level 3:

Agony of Choice + Zod Rune + Stone of Fanatism = +12 - 15%
 Increased Attack Speed
 Agony of Choice + Zod Rune + Stone of Concentration = +12 - 15%
 Faster Hit Recovery
 Agony of Choice + Zod Rune + Stone of Vigor = +12 - 15% Faster
 Cast Rate

Agony of Choice + Zod Rune + Stone of Conviction = -7 - -10% to all Enemy Resistances

Agony of Choice + Zod Rune + Stone of Sanctuary = +7 - 10% to all Damage Types

Crafting:

Blood Level 1: Item + Jewel + Perfect Rubin + Perfect Skull

Blood Level 2 (from 100 points): Item + Jewel + Perfect Rubin + Perfect Diamond + Impure Orichalchium

Blood Level 3 (from 200 points): Item + Arcane Incantation + Orichalchium + Perfect Rainbowstone + Perfect Skull

Mana Level 1: Item + Jewel + Perfect Amethyst + Perfect Saphir

Mana Level 2 (from 100 points): Item + Jewel + Perfect Amethyst + Perfect Diamond + Impure Orichalchium

Mana Level 3 (from 200 points): Item + Arcane Incantation + Orichalchium + Perfect Rainbowstone + Perfect Saphir

Armour Level 1: Item + Jewel + Perfect Topaz + Perfect Emerald

Armour Level 2 (from 100 points): Item + Jewel + Perfect Topaz + Perfect Diamond + Impure Orichalchium

Armour Level 3 (from 200 points): Item + Arcane Incantation + Orichalchium + Perfect Rainbowstone + Perfect Emerald

Unsocketing:

Any Socketed Item + Hel Rune + Scroll of Town Portal = Keep Item, Destroy Input

Any Socketed Item + Gul Rune + Scroll of Identification = Destroy Item, Keep Input

Any Socketed Item + Zod Rune + Grisworld's Forging Hammer + Shadow Essence = Keep Item and Input

Chalice of the Nephalem:

(Level Requirements in () may differ if you apply the recipes in another order)

World Stone Splinters:

Chalice + 1: +15 to Life, +2 Life after each Kill

Chalice + 2: +3 Life after each Kill, Attacker takes Damage of 5

Chalice + 3: +15 to Mana, +2 Mana after each Kill

Chalice + 4: +3 Mana after each Kill, 5% to Experience gained

Chalice + 5: Gold% and Magicfind% based on Charlevel, +5 to required Level (now requires Level 12)

Chalice + 6: 5% Increased Attack Speed, 5% Faster Cast Rate

Chalice + 7: 5% Faster Hit Recovery, 5% Faster Run/Walk

Chalice + 8: 5% Increased Chance of Blocking, 5% Faster Block Rate

Chalice + 9: +10 to all Resistances, Reduces all Vendor Prices 5%

Chalice +10: -15 to Mana, +1-5 to Shout, Slow target by 5%, +6 to required (now requires Level 18)

Chalice +15: -5% to Experience gained, +5 to all Attributes, Reduces all Vendor Prices 5%

Chalice +20: Attacker takes Damage removed, Slow target by 5%,

+35 to Life, +6 to required (now requires Level 24)
 Chalice +25: Increases maximum Life and Mana by 3%, +5 to all Attributes, +6 to required (now requires Level 30)
 Chalice +30: Level 1 Battle Orders (50 Charges), +50 to Life, +10 to required (now requires Level 40)
 Chalice +35: +5% to all Damage Types, -5% to all Enemy Resistances
 Chalice +40: Increases maximum Life and Mana by 7%, -10 to all Resistances, +10 to required (now requires Level 50)
 Chalice +45: +5% to Rapidness, +5% to all Damage Types, +10 to required (now requires Level 60)
 Chalice +50: +1 to all Skills, -5% to all Enemy Resistances, +10 to required (now requires Level 70)

World Stone Shards:

Chalice + 1: Poison Length reduced by 25%, Reduces Curse Duration by 25%, +25 to all Craftpoints, +5 to required Level (now requires Level 75)
 Chalice + 2: All Absorbs 5%, +5 to required Level (now requires Level 80)
 Chalice + 3: +75 to all Craftpoints, +5 to required Level (now requires Level 85)
 Chalice + 4: Damage reduced by 10%, Magic Resist + 10%, +5 to required Level (now requires Level 90)
 Chalice + 5: +5% to all maximum Resistances, +5 to required Level (now requires Level 95)

Rerolling:

Convert Uber-Set Items:

2x random pieces from Corrupted Magic = Orichalchium
 2x random pieces from Legend of Crusaders = Orichalchium
 2x random pieces from Lord of Terror = Orichalchium
 2x random pieces from Odin's Battlegear = Orichalchium
 2x random pieces from Phoebus und Pan = Orichalchium
 2x random pieces from Renaissance = Orichalchium
 2x random pieces from Ritual of the Viz-Jaq'taar = Orichalchium
 2x random pieces from Shadow of Doom = Orichalchium
 2x random pieces from Shadow Tamer = Orichalchium
 2x random pieces from Surturs Wrath = Orichalchium
 2x random pieces from The Eye of the Phoenix = Orichalchium
 2x random pieces from Khalim's Virtue = Orichalchium
 2x random pieces from Discord of the Vizjerei = Orichalchium
 2x random pieces from The Schism of the two Brothers = Orichalchium

Reroll Uber-Set Items:

1x random piece from Corrupted Magic + 1x Orichalchium + Necromancer Soulstone = 1x random piece from Corrupted Magic
 1x random piece from Legend of Crusaders + 1x Orichalchium + Paladin Soulstone = 1x random piece from Legend of Crusaders
 1x random piece from Lord of Terror + 1x Orichalchium + Barbarian Soulstone = 1x random piece from Lord of Terror
 1x random piece from Odin's Battlegear + 1x Orichalchium + Amazon Soulstone = 1x random piece from Odin's Battlegear
 1x random piece from Phoebus und Pan + 1x Orichalchium + Druid Soulstone = 1x random piece from Phoebus und Pan
 1x random piece from Renaissance + 1x Orichalchium + Sorceress Soulstone = 1x random piece from Renaissance

1x random piece from Ritual of the Viz-Jaq'taar + 1x Orichalchium + Assassin Soulstone = 1x random piece from Ritual of the Viz-Jaq'taar

1x random piece from Shadow of Doom + 1x Orichalchium + Druid Soulstone = 1x random piece from Shadow of Doom

1x random piece from Shadow Tamer + 1x Orichalchium + Necromancer Soulstone = 1x random piece from Shadow Tamer

1x random piece from Surturs Wrath + 1x Orichalchium + Barbarian Soulstone = 1x random piece from Surturs Wrath

1x random piece from The Eye of the Phoenix + 1x Orichalchium + Amazon Soulstone = 1x random piece from The Eye of the Phoenix

1x random piece from Khalim's Virtue + 1x Orichalchium + Paladin Soulstone = 1x random piece from Khalim's Virtue

1x random piece from Discord of the Vizjerei + 1x Orichalchium + Sorceress Soulstone = 1x random piece from Discord of the Vizjerei

1x random piece from The Schism of the two Brothers + 1x Orichalchium + Assassin Soulstone = 1x random piece from The Schism of the two Brothers

Merc Set:

tba

30.01.2018 00:50

front blunt

Minion of Destruction
★★★★★



joined: 03.04.2008
posts: 4,389
D2Lunatics Account: front_blunt



Recipes that didn't change and can be looked up in [the old database](#):

- Jewel crafting (Shadow Warrior Recipes)
- Magic Mushroom Recipes
- Arcane Tome Recipes
- Unique Skiller Recipes
- Quest Recipes
- Demonicum Recipes
- Cow King Recipes
- Soul Stones Recipes
- Craftsmanstone Recipes
- Ring of Mystics Recipes

all will be updated as we go - please be patient and understanding. In case stuff is still unclear after you have searched the databases post questions in our forum. Thank you!

05.02.2018 11:22

sky

Goatman
★★★

joined: 28.09.2010
posts: 285
D2Lunatics Account: Max

General Craft Stats: Since i cant do a perfect table here i will just write the boni as generic. Generally skill boni start with 50+ cp. And the ranges get smaller. Also sometimes the maximum Value gets higher. The values will be minimum to maximum if there is a / another value this means the range gets higher for better crafts (unpure / pure ones). The minimum values increase too with higher craft points / better crafts.

hit skill means a proc % skill on striking, try it out to see which
 kill skill means a proc % skill on kill
 dmg% = enhanced damage
 ll = life leech
 ds = deadly strike
 maxd = max damage flat
 ar = attack rating
 as= attack speed
 hp= health points
 cp= craft points
 cb = crushing blow
 ow = open wounds
 fbr= faster block rate
 block+ = Increased chance to block
 dr= Reduced Damage
 mdr= magic damage reduced

Blood

Rings: hit-skill, ll (0-6 / 7), reduce-ac (5-30/40/50), all stats (0-7), mag dam (10-20 / up to 50)
 Amulets: hit skill, all stats (0-15), cb (0-15), some other stats :D
 Weapons Meele: hit-skill , dmg% (0-150), ll (0-6 / 7), ds (0-25 / 30), ar (50-400 / 450 / 500)
 Weapons Combi: hit-skill , dmg% (0-150), ll (0-6 / 7), ds (0-25 / 30), ar (50-400 / 450 / 500)
 Weapons Range: hit-skill , dmg% (0-150), as (0-25 / 30), maxd (0-50) , ar(50-400 / 450 / 500)
 Belt: kill-skill, as (0-25 / 30) , vit (0-15 / up to 30), dmg (0-35), freeze (1, 50+ cp)
 Gloves: hit skill, ll (0-6 / 7), hp (0-40 / 50), cb (0-10), ow (0-25 / 30, 50+ cp req.)
 Boots: hit-skill, kick dam (10-40/50) , phys dam % (2-15) , fire dam (100-250, up to 650), pierce (0-10/20)
 Helm: kill skill (bloodlust), hp (0-50 / 60), all res (0-10/15), str% (0-5 / 10, 50+ cp req.), all skills (0-1 only for impure 200+ cp or pure crafts)
 Armor: hit-skill, ll (0-10), hp% (0-10), ar% (0-100/200), dmg% (0-100)
 Shield: hit-skill, shield dam (0-15), hp% (0-15), dmg (0-25/100), ignore armor of enemys (50+ cp req)

Mana

Rings: gethit-skill, mana (0-50/60), mana-kill (0-6/7), reg-mana(0-25/30), all skills (0-1 only for impure 200+ cp or pure crafts)
 Amulets: kill-skill, fcr (0-10), mana (10-60), manareg% (0-75), all skills (0-1 only for impure 200+ cp or pure crafts)
 Weapons meelee: kill-skill, fcr (0-25/30), ene (3-30/50), mana on hit (0-10/12), all skills (0-1 only for impure 200+ cp or pure crafts)
 Weapons Combi: kill-skill, fcr (0-25/30), ene (3-30/50), mana on hit (0-10/12), all skills (0-1 only for impure 200+ cp or pure crafts)
 Weapons Range: kill-skill, ele damage (0-24/40), allres (0-10), o skill ?
 Belt: gethit-skill, fcr (0-10), -enemy all res (0-15), ene (0-15/30) +lightskill (50+ cp)
 Gloves: hit-skill, fcr (0-15), mana% (0-15), heal-kill (0-10/12), +fireskill (50+ cp)
 Boots: gethit-skill, mana (5-30/50), mana% (0-20), health on kill (0-10/12) +coldskill (50+ cp)
 Helm: gethit-skill, all dam% (0-10), fcr (0-10), mana/lvl (0-8/16), dmg to mana (0-10/20)
 Armor: gethit-skill, mana/lvl (0-8/12), fcr (0-12), more xp (0-5/7), life regen (0-10/20)

Shield: kill-skill (lower resists), fcr/lvl (0-0,13/0,35), all-dam% (0-7), mana reg% (0-100), all skills (1. only pure crafts)

Armor

Rings: gethit-skill, allres (0-10), slow target (0-15), flat def (0-15), reanimates% (0-4/10, 50cp+)

Amulets: kill-skill, flat def (0-50/100), max res (0-3/5), flat mdr (0-10), reanimates(0-4/10)

Weapons meele: att-skill, ml (0-10), hp (0-25/75), att/lvl (0-9/15), +more dunno what it is ^^

Weapons Combi: att-skill, ml (0-10), hp (0-25/75), att/lvl (0-9/15), +more dunno what it is ^^

Weapons Range: att-skill, ml (0-10), hp (0-25/75), att/lvl (0-9/15), +more dunno what it is ^^

Belt: gethit-skill, def/lvl (2-18), all-stats (0-10) , cold abs% (0-10), rapidness(0-7)

Gloves: hit-skill, +block (0-10), dex (0-15), abs-fire% (0-10), mf% (25-75/150)

Boots: gethit-skill, def% (25-100/150), str(2-15), light-abs% (3-10), hp% (2-5/10)

Helm: gethit-skill, def% (5-150), allres (0-15), maxres (1-3, 50+ cp), +more dunno what it is ^^

Armor: gethit-skill, def% (5-150), hp/lvl (0-4/8), dr (0-10), flat dr (2-10/20)

Shield: gethit-skill, block+ (0-10), fbr (0-10/20), allres (0-10/20), slow 2-10/20)

I hope it helps. Please note once again, that skills ect have a CHANCE to spawn its not a guarantee, but chances increase with better materials and/or more cp

cheers

edit:

please note that sometimes crafts have a lvl req of 99. Those are buggy and get lowered once you insert a runeword.

This post has been edited 3 times, last time by sky: 15.02.2018 12:36.