

Staff of Kings + Viper amulet -> Horadric Staff  
 Khalim Flail + Khalim Heart + Khalim Eye + Khalim Brain -> Super Khalim Flail  
 1 Wirt's leg + 1 town portal book -> portal to cow lvl  
 3 health potions + 3 mana potions + 1 gem -> full rejuvenate potion  
 3 health potions + 3 mana potions -> rejuvenate potion  
 3 small rejuvs -> one large  
 1 Blemished gem of each type + 1 amulet -> prismatic amulet  
 1 ring + 1 Blemished ruby + 1 exploding potions -> garnet ring  
 1 ring + 1 Blemished sapphire + 1 thawing potions-> cobalt ring  
 1 ring + 1 Blemished topaz + 1 rejuvenation -> coral ring  
 1 ring + 1 emerald + 1 antidote potions -> jade ring  
 1 axe + 1 dagger -> throwing axe  
 1 spear + 1 arrow quiver -> javelins  
 3 rings -> amulet  
 3 amulets -> ring  
 3 chipped gems + 1 sword -> magic, socketable sword  
 1 magic small shield + 1 spiked club + 2 skulls -> shield of spikes  
 4 health potion + 1 ruby + 1 magic sword -> sword of the leech  
 1 diamond + 1 kriss + 1 staff + 1 belt -> brutal polearm  
 1 strangling gas potion + 1 health potion -> antidote potion  
 2 arrows -> bolts  
 2 bolts -> arrows

5 chipped amethysts -> flawed amethyst  
 5 flawed amethysts -> standard amethyst  
 5 standard amethysts -> flawless amethyst  
 5 flawless amethysts -> blemished amethyst  
 5 blemished amethysts -> perfect amethyst  
 5 chipped rubies -> flawed ruby  
 5 flawed rubies -> standard ruby  
 5 standard rubies -> flawless ruby  
 5 flawless rubies -> blemished ruby  
 5 blemished rubies -> perfect ruby  
 5 chipped sapphires -> flawed sapphire  
 5 flawed sapphires -> standard sapphire  
 5 standard sapphires -> flawless sapphire  
 5 flawless sapphires -> blemished sapphire  
 5 blemished sapphires -> perfect sapphire  
 5 chipped topazes -> flawed topaz  
 5 flawed topazes -> standard topaz  
 5 standard topazes -> flawless topaz  
 5 flawless topazes -> blemished topaz  
 5 blemished topazes -> perfect topaz  
 5 chipped emeralds -> flawed emerald  
 5 flawed emeralds -> standard emerald  
 5 standard emeralds -> flawless emerald  
 5 flawless emeralds -> blemished emerald  
 5 blemished emeralds -> perfect emerald  
 5 chipped diamonds -> flawed diamond  
 5 flawed diamonds -> standard diamond  
 5 standard diamonds -> flawless diamond  
 5 flawless diamonds -> blemished diamond  
 5 blemished diamonds -> perfect diamond  
 5 chipped skulls -> flawed skull  
 5 flawed skulls -> standard skull  
 5 standard skulls -> flawless skull  
 5 flawless skulls -> blemished skull  
 5 blemished skulls -> perfect skull  
 5 chipped obsidians -> flawed obsidian  
 5 flawed obsidians -> standard obsidian  
 5 standard obsidians -> flawless obsidian  
 5 flawless obsidians -> blemished obsidian  
 5 blemished obsidians -> perfect obsidian

3 Blemished gems + 1 magic item -> magic item  
 6 Blemished skulls + 1 rare item -> 1 low level rare item  
 1 Blemished skull + 1 rare item + soj -> 1 high level rare item  
 3 Blemished skull + 1 rare item + stone of jordan-> add 1 socket to rare  
 magic full helm + jewel + rune 06 + Blemished sapphire -> hitpower helm  
 magic chain boots + jewel + rune 08 + Blemished sapphire -> hitpower boots  
 magic chain gloves + jewel + rune 09 + Blemished sapphire -> hitpower gloves  
 magic heavy belt + jewel + rune 07 + Blemished sapphire -> hitpower belt  
 magic gothic shield + jewel + rune 05 + Blemished sapphire -> hitpower shield  
 magic field plate + jewel + rune 04 + Blemished sapphire -> hitpower body  
 magic amulet + jewel + rune 10 + Blemished sapphire -> hitpower amulet  
 magic ring + jewel + rune 11 + Blemished sapphire -> hitpower ring  
 magic blunt + jewel + rune 03 + Blemished sapphire -> hitpower weapon  
 magic helm + jewel + rune 08 + Blemished ruby -> blood helm

magic light plated boots + jewel + rune 05 + Blemished ruby -> blood boots  
 magic heavy gloves + jewel + rune 04 + Blemished ruby -> blood gloves  
 magic belt + jewel + rune 07 + Blemished ruby -> blood belt  
 magic spiked shield + jewel + rune 06 + Blemished ruby -> blood shield  
 magic plate mail + jewel + rune 10 + Blemished ruby -> blood body  
 magic amulet + jewel + rune 11 + Blemished ruby -> blood amulet  
 magic ring + jewel + rune 12 + Blemished ruby -> blood ring  
 magic axe + jewel + rune 09 + Blemished ruby -> blood weapon  
 magic mask + jewel + rune 04 + Blemished amethyst -> caster helm  
 magic boots + jewel + rune 10 + Blemished amethyst -> caster boots  
 magic leather gloves + jewel + rune 09 + Blemished amethyst -> caster gloves  
 magic light belt + jewel + rune 06 + Blemished amethyst -> caster belt  
 magic small shield + jewel + rune 05 + Blemished amethyst -> caster shield  
 magic light plate + jewel + rune 07 + Blemished amethyst -> caster body  
 magic amulet + jewel + rune 08 + Blemished amethyst -> caster amulet  
 magic ring + jewel + rune 11 + Blemished amethyst -> caster ring  
 magic rod + jewel + rune 03 + Blemished amethyst -> caster weapon  
 magic crown + jewel + rune 06 + Blemished emerald -> safety helm  
 magic plate boots + jewel + rune 09 + Blemished emerald -> safety boots  
 magic gauntlets + jewel + rune 08 + Blemished emerald -> safety gloves  
 magic sash + jewel + rune 07 + Blemished emerald -> safety belt  
 magic kite shield + jewel + rune 04 + Blemished emerald -> safety shield  
 magic breastplate + jewel + rune 05 + Blemished emerald -> safety body  
 magic amulet + jewel + rune 10 + Blemished emerald -> safety amulet  
 magic ring + jewel + rune 11 + Blemished emerald -> safety ring  
 magic spear + jewel + rune 12 + Blemished emerald -> safety weapon  
 3 Blemished gems + 1 magic item -> magic item  
 6 Blemished skulls + 1 rare item -> 1 low level rare item  
 Knout + Heart + Eye + Brain -> Khalim Flail  
 Dire Flail + Heart + Eye + Brain -> Super Khalim Flail  
 Yegg's Firedagger + Rare Weapon + 1 Perf Ruby -> Adds socket to weapon  
 Stormwynd's Mania + Magic Shield + 3 Perf Amethyst -> Rare Shield With 2 Sockets  
 6 Blemished sapphire + 1 rare energy blade -> Secret of Mana  
 3 Blemished amethyst + weapon -> magic sword swing100, att%100, dmg -10/-20  
 cook book + steak -> elixir  
 Death Blade + 4 Blemished Emeralds + Forging Hammer -> Sarevok's Master  
 Armor + 2 Perf Topaz + Tyranium Ore -> SF Armor  
 Magic Bow + 1 Perf Emerald + Spider's Silk -> Bow with 125% dmg/25% ar boost  
 Magic Dagger + 1 Perf Skull + Blackmoor -> Dagger 50% Cast Level 10 Teeth on Atk  
 Magic Claw + 1 Perf Ruby + 1 Perf Emerald + -> 15% ias, +claw mastery  
 Magic Scepter + Holy Symbol + 1 Perf Diamond -> +150% dmg vs undead, +200% dmg vs demon, +200 ar vs undead,  
 +200 ar vs demon  
 Magic Helm + Crushed Gem + Mana Potion -> 100% dmg to mana  
 Spider's Silk + Any Item  
 Dragon Stone + Any Item  
 Blackmoor + Any Item  
 Forging Hammer + Any Item  
 Crushed Gem + Any Item  
 Holy Symbol + Any Item  
 Tyranium Ore + Any Item  
 Tyranium Ore + Forging Hammer -> Helm with 2 sockets  
 Blackmoor + Crushed Gem -> Rune 5  
 Dragon Stone + Holy Symbol -> Flawed Diamond  
 Spider's Silk + 20 Player Ears -> String Of Ears  
 Small Charm + Lothar's Cape + Bakou's Sharpshooter -> The Blemished Cell

magic helm + jewel + spider's silk + Blemished emerald -> amazon helm  
 magic boots + jewel + spider's silk + Blemished emerald -> amazon boots  
 magic gloves + jewel + spider's silk + Blemished emerald -> amazon gloves  
 magic belt + jewel + spider's silk + Blemished emerald -> amazon belt  
 magic shield + jewel + spider's silk + Blemished emerald -> amazon shield  
 magic armor + jewel + spider's silk + Blemished emerald -> amazon armor  
 magic amulet + jewel + spider's silk + Blemished emerald -> amazon amulet  
 magic ring + jewel + spider's silk + Blemished emerald -> amazon ring  
 magic amazon weap + jewel + spider's silk + Blemished emerald -> amazon weapon  
 magic weap + jewel + spider's silk + Blemished emerald -> amazon weapon  
 magic helm + jewel + dragon stone + Blemished ruby -> assassin helm  
 magic boots + jewel + dragon stone + Blemished ruby -> assassin boots  
 magic gloves + jewel + dragon stone + Blemished ruby -> assassin gloves  
 magic belt + jewel + dragon stone + Blemished ruby -> assassin belt  
 magic shield + jewel + dragon stone + Blemished ruby -> assassin shield  
 magic armor + jewel + dragon stone + Blemished ruby -> assassin armor  
 magic amulet + jewel + dragon stone + Blemished ruby -> assassin amulet  
 magic ring + jewel + dragon stone + Blemished ruby -> assassin ring  
 magic assassin weap + jewel + dragon stone + ruby -> assassin weapon  
 magic weap + jewel + dragon stone + ruby -> assassin weapon  
 magic helm + jewel + blackmoor + Blemished skull -> necro helm  
 magic boots + jewel + blackmoor + Blemished skull -> necro boots  
 magic gloves + jewel + blackmoor + Blemished skull -> necro gloves  
 magic belt + jewel + blackmoor + Blemished skull -> necro belt

magic shield + jewel + blackmoor + Blemished skull -> necro shield  
magic armor + jewel + blackmoor + Blemished skull -> necro armor  
magic amulet + jewel + blackmoor + Blemished skull -> necro amulet  
magic ring + jewel + blackmoor + Blemished skull -> necro ring  
magic necro weap + jewel + blackmoor + Blemished skull -> necro weapon  
magic weap + jewel + blackmoor + Blemished skull -> necro weapon  
magic helm + jewel + forging hammer + Blemished amethyst -> barb helm  
magic boots + jewel + forging hammer + Blemished amethyst -> barb boots  
magic gloves + jewel + forging hammer + Blemished amethyst -> barb gloves  
magic belt + jewel + forging hammer + Blemished amethyst -> barb belt  
magic shield + jewel + forging hammer + Blemished amethyst -> barb shield  
magic armor + jewel + forging hammer + Blemished amethyst -> barb armor  
magic amulet + jewel + forging hammer + Blemished amethyst -> barb amulet  
magic ring + jewel + forging hammer + Blemished amethyst -> barb ring  
magic barb weap + jewel + forging hammer + amethyst -> barb weapon  
magic weap + jewel + forging hammer + amethyst -> barb weapon  
magic helm + jewel + crushed gem + Blemished sapphire -> sorceress helm  
magic boots + jewel + crushed gem + Blemished sapphire -> sorceress boots  
magic gloves + jewel + crushed gem + Blemished sapphire -> sorceress gloves  
magic belt + jewel + crushed gem + Blemished sapphire -> sorceress belt  
magic shield + jewel + crushed gem + Blemished sapphire -> sorceress shield  
magic armor + jewel + crushed gem + Blemished sapphire -> sorceress armor  
magic amulet + jewel + crushed gem + Blemished sapphire -> sorceress amulet  
magic ring + jewel + crushed gem + Blemished sapphire -> sorceress ring  
magic sorceress weap + jewel + crushed gem + Blemished sapphire -> sorceress weapon  
magic weap + jewel + crushed gem + Blemished sapphire -> sorceress weapon  
magic helm + jewel + holy symbol + Blemished diamond -> paladin helm  
magic boots + jewel + holy symbol + Blemished diamond -> paladin boots  
magic gloves + jewel + holy symbol + Blemished diamond -> paladin gloves  
magic belt + jewel + holy symbol + Blemished diamond -> paladin belt  
magic shield + jewel + holy symbol + Blemished diamond -> paladin shield  
magic armor + jewel + holy symbol + Blemished diamond -> paladin armor  
magic amulet + jewel + holy symbol + Blemished diamond -> paladin amulet  
magic ring + jewel + holy symbol + Blemished diamond -> paladin ring  
magic paladin weap + jewel + holy symbol + Blemished diamond -> paladin weapon  
magic weap + jewel + holy symbol + Blemished diamond -> paladin weapon  
magic helm + jewel + ore + Blemished topaz -> druid helm  
magic boots + jewel + ore + Blemished topaz -> druid boots  
magic gloves + jewel + ore + Blemished topaz -> druid gloves  
magic belt + jewel + ore + Blemished topaz -> druid belt  
magic shield + jewel + ore + Blemished topaz -> druid shield  
magic armor + jewel + ore + Blemished topaz -> druid armor  
magic amulet + jewel + ore + Blemished topaz -> druid amulet  
magic ring + jewel + ore + Blemished topaz -> druid ring  
magic druid weap + jewel + ore + Blemished topaz -> druid weapon  
magic weap + jewel + ore + Blemished topaz -> druid weapon  
3 rune 01 -> rune 02  
3 rune 02 -> rune 03  
3 rune 03 -> rune 04  
3 rune 04 -> rune 05  
3 rune 05 -> rune 06  
3 rune 06 -> rune 07  
3 rune 07 -> rune 08  
3 rune 08 -> rune 09  
3 rune 09 -> rune 10  
3 rune 10 -> rune 11  
3 rune 11 -> rune 12  
3 rune 12 -> rune 13  
3 rune 13 -> rune 14  
3 rune 14 -> rune 15  
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 3 rune 39 -> rune 40  
 3 rune 40 -> rune 41  
 3 rune 41 -> rune 42  
 3 rune 42 -> rune 43  
 3 rune 43 -> rune 44  
 3 rune 44 -> rune 45  
 3 rune 45 -> rune 46

Tyranium Ore + Forging Hammer -> Helm with 2 sockets  
 Tyranium Ore + Forging Hammer -> Helm with 2 sockets  
 Scalp + Brain + Jawbone + Eye + Horn + Fang = Zombie Head (Necro Shield)  
 Scalp + Brain + Jawbone + Eye + Horn + Fang = Fetish Trophy (Necro Shield)  
 Scalp + Brain + Jawbone + Eye + Horn + Fang = Hellspawn Skull (Necro Shield)  
 Full Helm + 2 Horns + Forging Hammer -> Great Helm  
 Basinet + 2 Horns + Forging Hammer -> Winged Helm  
 Gladiator Helm + 2 Horns + Forging Hammer -> Tusk Helm  
 Forging Hammer + 4 Scalps + 2 Jawbones + 2 Horns -> Bone Helm  
 Forging Hammer + 4 Scalps + 2 Jawbones + 2 Horns -> Grim Helm  
 Forging Hammer + 4 Scalps + 2 Jawbones + 2 Horns -> Demon Skull  
 Any Low Quality Weapon + 4 Fangs -> Normal Quality  
 Any Normal Weapon + 4 Fangs -> High Quality  
 Any Normal Helm + 2 Eyes -> Magic Helm w/ +2 Light Radius, +50 Atk Rating  
 Any Armor + 5 Quills -> Thorns +5  
 3 Hearts + 3 Souls -> Full Rejuv  
 2 Hearts + 2 Souls -> Full Rejuv  
 Heart + Soul -> Rejuv  
 Spleen + Any Potion -> Antidote  
 Heart + Any Potion -> Stamina Pot  
 Soul + Any Potion -> Thawing Pot

Forging Hammer + Crushed Gem + Socketed Item -> Remove Items in Sockets

Rare Item + Perf Gem -> Rerolled Rare

Arrow Quiver + Ruby = Burning Arrows  
 Arrow Quiver + Flawless Ruby = Burning Arrows  
 Arrow Quiver + Blemished Ruby = Burning Arrows  
 Bolt Quiver + Ruby = Burning Bolts  
 Bolt Quiver + Flawless Ruby = Burning Bolts  
 Bolt Quiver + Blemished Ruby = Burning Bolts  
 Holy Symbol + Any Gem -> Amulet  
 Any Charm + 2 Blemished Gems of Each Type -> Crafted Charm  
 Each of 7 Crafting Items -> Rare Jewel  
 Magic Khalim's Flail + Dragon Stone + Forging Hammer -> Rare Khalim's Flail  
 Magic Super Khalim's Flail + Dragon Stone + Blackmoor + Forging Hammer -> Rare Khalim's Flail  
 Normal Boot + Dragon Stone -> Magic Boots w/ 30% Faster Run/Walk  
 2 Blemished Saph/Topaz/Ruby/Emerald + Charm -> Charm of Shielding  
 Magic Gloves + 1 Perf Ruby + Forging Hammer -> Messerschmidt's Burning Palm  
 Unique + Blackmoor + 6 Perf Skulls -> +1 Necro Unique  
 Unique + Crushed Gem + 6 Perf Saphs -> +1 Sorc Unique  
 Unique + Forging Hammer + 6 Perf Amethysts -> +1 Barb Unique  
 Unique + Holy Symbol + 6 Perf Diamonds -> +1 Pally Unique  
 Unique + Dragon Stone + 6 Perf Rubies -> +1 Ass Unique  
 Unique + Spider's Silk + 6 Perf Emerald -> +1 Zon Unique  
 Unique + Tyranium Ore + 6 Perf Topazes -> +1 Druid Unique  
 Unique + 6 Blackmoor + Perf Skull -> 20% Cast Unique  
 Unique + 6 Crushed Gem + Perf Saph -> 20% Mana Unique  
 Unique + 6 Forging Hammer + Perf Amethyst -> +15 Dmg Unique  
 Unique + 6 Holy Symbol + Perf Diamond -> +50 Def Unique  
 Unique + 6 Dragon Stone + Perf Ruby -> 30% IAS Unique  
 Unique + 6 Spider's Silk + Perf Emerald -> 20% Bonus AR Unique  
 Unique + 6 Tyranium Ore + Perf Topaz -> 20% Life Unique  
 Charm + Perf Charm + Crafting Item -> Crafted Charm

Set + Blackmoor + 6 Perf Skulls -> +1 Necro Set  
 Set + Crushed Gem + 6 Perf Saphs -> +1 Sorc Set  
 Set + Forging Hammer + 6 Perf Amethysts -> +1 Barb Set  
 Set + Holy Symbol + 6 Perf Diamonds -> +1 Pally Set  
 Set + Dragon Stone + 6 Perf Rubies -> +1 Ass Set  
 Set + Spider's Silk + 6 Perf Emerald -> +1 Zon Set  
 Set + Tyranium Ore + 6 Perf Topazes -> +1 Druid Set  
 Set + 6 Blackmoor + Perf Skull -> 20% Cast Set  
 Set + 6 Crushed Gem + Perf Saph -> 20% Mana Set  
 Set + 6 Forging Hammer + Perf Amethyst -> +15 Dmg Set  
 Set + 6 Holy Symbol + Perf Diamond -> +50 Def Set  
 Set + 6 Dragon Stone + Perf Ruby -> 30% IAS Set  
 Set + 6 Spider's Silk + Perf Emerald -> 20% Bonus AR Set

Set + 6 Tyranium Ore + Perf Topaz -> 20% Life Set

Magic Freezing Item + Gloves + Forging Hammer -> Hands of Weir

Any Rare + 3 Perf Gems -> High Level Rare

Any Crafted Weapon + 6 Perf Amethysts + Dragon Stone + Forging Hammer -> Unique Weapon

Any Crafted Armor + 6 Perf Diamonds + Holy Symbol + Forging Hammer -> Unique Armor

Any Crafted Amulet + 6 Perf Saphires + Crushed Gem + Forging Hammer -> Unique Misc

Any Crafted Ring + 6 Perf Saphires + Crushed Gem + Forging Hammer -> Unique Misc

Normal Weapon + Forging Hammer + Crushed Gem + x Perf Gem -> Adds x Sockets

Normal Armor + Forging Hammer + Crushed Gem + x Perf Gem -> Adds x Sockets

Spider's Silk + Any Item

Dragon Stone + Any Item

Blackmoor + Any Item

Forging Hammer + Any Item

Crushed Gem + Any Item

Holy Symbol + Any Item

Tyranium Ore + Any Item

Spider's Silk + Any Item

Dragon Stone + Any Item

Blackmoor + Any Item

Forging Hammer + Any Item

Crushed Gem + Any Item

Holy Symbol + Any Item

Tyranium Ore + Any Item

Any Charm + Elixir -> Rerolled Charm

Any Charm + Elixir -> Rerolled Charm

Any Charm + Elixir -> Rerolled Charm

Unique + Blackmoor + 6 Perf Skulls -> +1 Necro Unique

Unique + Crushed Gem + 6 Perf Saphs -> +1 Sorc Unique

Unique + Forging Hammer + 6 Perf Amethysts -> +1 Barb Unique

Unique + Holy Symbol + 6 Perf Diamonds -> +1 Pally Unique

Unique + Dragon Stone + 6 Perf Rubies -> +1 Ass Unique

Unique + Spider's Silk + 6 Perf Emerald -> +1 Zon Unique

Unique + Tyranium Ore + 6 Perf Topazes -> +1 Druid Unique

Unique + 6 Blackmoor + Perf Skull -> 20% Cast Unique

Unique + 6 Crushed Gem + Perf Saph -> 20% Mana Unique

Unique + 6 Forging Hammer + Perf Amethyst -> +15 Dmg Unique

Unique + 6 Holy Symbol + Perf Diamond -> +50 Def Unique

Unique + 6 Dragon Stone + Perf Ruby -> 30% IAS Unique

Unique + 6 Spider's Silk + Perf Emerald -> 20% Bonus AR Unique

Unique + 6 Tyranium Ore + Perf Topaz -> 20% Life Unique

Necro Blade + Crafting Item -> Bonus

Necro Scythe + Crafting Item -> Bonus