



Re: [6.003] Cube recipes ->NEW<-
« Reply #1 on: October 19, 2008, 10:49:41 AM »
1. Charms
1.1 Skilller
1.1.1 Introduction/ Einführung
1.1.1.1 English
These are the recipes for skillcharms. The output will be a +1 or +2 charm, maybe with some other random stats (extra gold, life, nothing etc). You can use any magic charm, any perfect gem and any healing potion. The boss potions are the "I'd like to be x" Morph-Potions. The Stones can be dropped by any monster, the morph potions by its monsters, so diablo drops I'd like to be Diablo Potions etc...
Here is a picture where you can see the Armor Stone.
>>> <<<
1.1.1.2 German
Als Ergebnis werdet ihr einen riesentalisman mit +1 bzw. +2 zu dem jeweiligen Fähigkeitenbaum erhalten. weitere stats sind möglich und werden zufällig erzeugt, jedoch nicht immer.
Man kann jeden beliebigen magischen Riesen Zauber, jeden beliebigen perfekten Edelstein und jeden beliebigen Heiltrank verwenden, Die Boss-Elxiere sind die "I'd like to be x" Tränke.
Außerdem oben perspektiviert Bild sieht ihr einen Armor Stones, die von monstern gedropt werden können. Die Morph-Elxiere werden von den jeweiligen Bossen gedropt, so dropt Diablo I'd like to be Diablo Elxiere.
(originally by SamusAran)
1.1.2 Recipes
1.1.2.1 Amazon
Harpoonist's = Javelin and Spear
Harpoonist's = any magic Grand Charm + any Perfect Gem + Duriel Potion + Radament Potion + Hephaisto Potion + Armor Stone + any Healing Potion
Acrobat's - Passive und Magic
Acrobat's = any magic Grand Charm + any Perfect Gem + Duriel Potion + Radament Potion + Izual Potion + Armor Stone + any Healing Potion
Fletcher's - Bow and Crossbow
Fletcher's = any magic Grand Charm + any Perfect Gem + Duriel Potion + Radament Potion + Summoner Potion + Armor Stone + any Healing Potion
1.1.2.2 Assassin
Shogukusha's - Martial Arts
Shogukusha's = any magic Grand Charm + any Perfect Gem + Diablo Potion + Griswold Potion + Hephaisto Potion + Armor Stone + any Healing Potion
Mentalist's - Shadow Disciplines
Mentalist's = any magic Grand Charm + any Perfect Gem + Diablo Potion + Griswold Potion + Izual Potion + Armor Stone + any Healing Potion
Entrapping - Traps
Entrapping = any magic Grand Charm + any Perfect Gem + Diablo Potion + Griswold Potion + Summoner Potion + Armor Stone + any Healing Potion
1.1.2.3 Barbarian
Sounding - Warcries
Sounding = any magic Grand Charm + any Perfect Gem + Mephisto Potion + Summoner Potion + Hephaisto Potion + Armor Stone + any Healing Potion
Fanatic - Combat Masteries
Fanatic = any magic Grand Charm + any Perfect Gem + Mephisto Potion + Summoner Potion + Izual Potion + Armor Stone + any Healing Potion
Experts - Combat Skills
Experts = any magic Grand Charm + any Perfect Gem + Mephisto Potion + Radament Potion + Nlathak Potion + Armor Stone + any Healing Potion
1.1.2.4 Druid
Nature's - Elemental
Nature's = any magic Grand Charm + any Perfect Gem + Diablo Potion + Baal Potion + Nlathak Potion + Armor Stone + any Healing Potion
Spiritual - Shaps Shifting
Spiritual = any magic Grand Charm + any Perfect Gem + Diablo Potion + Baal Potion + Hephaisto Potion + Armor Stone + any Healing Potion
Trainer's - Summoning
Trainer's = any magic Grand Charm + any Perfect Gem + Diablo Potion + Baal Potion + Izual Potion + Armor Stone + any Healing Potion
1.1.2.5 Necromancer
Graverobber's - Summoning Spells
Graverobber's = any magic Grand Charm + any Perfect Gem + Mephisto Potion + Baal Potion + Nlathak Potion + Armor Stone + any Healing Potion
Fungal - Poison and Bone
Fungal = any magic Grand Charm + any Perfect Gem + Mephisto Potion + Baal Potion + Hephaisto Potion + Armor Stone + any Healing Potion
Healing - Curses
Healing = any magic Grand Charm + any Perfect Gem + Mephisto Potion + Baal Potion + Izual Potion + Armor Stone + any Healing Potion
1.1.2.6 Paladin
Preserver's - Defensive Auras
Preserver's = any magic Grand Charm + any Perfect Gem + Mephisto Potion + Griswold Potion + Hephaisto Potion + Armor Stone + any Healing Potion
Captain's - Offensive Auras
Captain's = any magic Grand Charm + any Perfect Gem + Mephisto Potion + Griswold Potion + Izual Potion + Armor Stone + any Healing Potion
Lion Branded - Combat Skills
Lion Branded = any magic Grand Charm + any Perfect Gem + Mephisto Potion + Griswold Potion + Summoner Potion + Armor Stone + any Healing Potion
1.1.2.7 Sorceress
Chilling - Cold Spells
Chilling = any magic Grand Charm + any Perfect Gem + Mephisto Potion + Diablo Potion + Radament Potion + Armor Stone + any Healing Potion
Sparking - Lightning Spells
Sparking = any magic Grand Charm + any Perfect Gem + Mephisto Potion + Diablo Potion + Smith Potion + Armor Stone + any Healing Potion
Burning - Fire Spells
Burning = any magic Grand Charm + any Perfect Gem + Mephisto Potion + Diablo Potion + Griswold Potion + Armor Stone + any Healing Potion
(originally by SamusAran)
1.2 Skillpusher
Amazon
Amazon Skillpusher = 1 random Amazon Skillpusher
Assassin
Assassin Skillpusher = 1 random Assassin Skillpusher
Barbarian
Barbarian Skillpusher = 1 random Barbarian Skillpusher
Druid
Druid Skillpusher = 1 random Druid Skillpusher
Necromancer
Necromancer Skillpusher = 1 random Necromancer Skillpusher
Paladin
Paladin Skillpusher = 1 random Paladin Skillpusher
Sorceress
Sorceress Skillpusher = 1 random Sorceress Skillpusher
1.3 Other
3 large charms = 1 random medium charm
3 medium charms = 1 random small charm
3 small charms = 1 random large charm
« Last Edit: July 31, 2008, 05:13:30 PM by SamusAran »
Das maximale Volumen subterrärer Agrarproduktivität steht im reziproken Verhältnis zur intellektuellen Kapazität Ihrer Erzeuger.
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Gender: ♂
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Re: [6.003] Cube recipes ->NEW<-
« Reply #2 on: October 19, 2008, 10:50:24 AM »
2. Gems
2.1 Upgrading
3 gems of same quality and type = 1 new gem of same type and next quality
2.2 Uber-Gems
3 Perfect Gems of the same type + 2 Armor Stones = Uber Gem of same type with Armor affixes
3 Perfect Gems of the same type + 2 Weapon Stones = Uber Gem of same type with Weapon affixes
3 Perfect gems of the same type + 2 Shield Stones = Uber Gem of same type with Shield affixes
« Last Edit: July 17, 2008, 06:04:10 PM by Melemakar »
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Re: [6.003] Cube recipes ->NEW<-
« Reply #3 on: October 19, 2008, 10:50:58 AM »
3. Runes
3.1 Upgrading
From Qui up to Rec: 3 runes of the same type = runelevel + 1
From Rel up to Yell: 2 runes of the same type = runelevel + 1
3.2 Downgrading
Any rune + minor healing potion = runelevel - 1
3.3 Bodyparts
Nachdem Organhandel in Snej ja erlaubt ist, hier die Auflistung aller Organe mit der zugehörigen Rune.
Code: (Auflistung der Organe) [Select]
Brain Per
Eye Dex
Fang Duhl
Flag Ength
Heart Dex
Horn Per
Jawbone Gy
Quill Dex
Skalp Sorb
Soul Sorb
Spleen Skill
Tail Per
Für alle die mit der alphabetischen Sortierung nichts anfangen können noch mal nach Wertigkeit.
Code: (Auflistung nach Runen) [Select]
Brain Per
Horn Per
Tail Per
Fang Duhl
Jawbone Gy
Eye Dex
Heart Dex
Quill Dex
Flag Ength
Skalp Sorb
Soul Sorb
Spleen Skill
Dabei ist zu beachten, dass diese Tabellen das Ergebnis nennen, welches zwei gleiche Organe im Würfel ergeben. Der tatsächliche Wert eines Organs liegt also immer genau eine Rune tiefer, da auch zwei gleiche Runen in diesem Bereich die nächst höhere ergeben.
Bei den Organen ist es dabei egal welchen Monsternamen sie tragen. Wichtig ist nur der dunkelgrüne Teil des Itemnamens.
Das Itemslevel ist 1, es sind also Organfunde auch schon in A1 normal möglich. Und da es weiße Items sind, kann auch mit MF nichts beschleunigt werden.
Kleine Kuriosität die ich noch anmerken möchte: Organe können aus Kisten dropen Wink
Original Text by col_burton
English part:
Quote
«
Since the trade with organs is allowed in Snej, consider this listing of all bodyparts with their related runes.
Code: (List of the Bodyparts) [Select]
Brain Per
Eye Dex
Fang Duhl
Flag Ength
Heart Dex
Horn Per
Jawbone Gy
Quill Dex
Skalp Sorb
Soul Sorb
Spleen Skill
Tail Per
For all of you who rather have a list sorted by priority.
Code: (Listing measured by rune quality) [Select]
Brain Per
Horn Per
Tail Per
Fang Duhl
Jawbone Gy
Eye Dex
Heart Dex
Quill Dex
Flag Ength
Skalp Sorb
Soul Sorb
Spleen Skill
This list shows the result of two bodyparts morphed in the cube. The actual quality of an bodypart is therefore one rune level below its indicated one because two identical runes equal the next higher rune.
The bodypart names have no effect. The dark green part of the name is of sole importance.
Each organ is item level 1 which means that it is possible to find them everywhere including act 1 normal difficulty. Please keep in mind that bodyparts are white / basic items and mf doesn't improve the chance to find them.
I just want to add a hint to arouse curiosity: Bodyparts can be dropped by chests.
Original Text by col_burton
thx to Rockstar
« Last Edit: May 08, 2009, 08:42:22 PM by Melemakar »
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Re: [6.003] Cube recipes ->NEW<-
« Reply #4 on: October 19, 2008, 10:51:32 AM »
4. Items
4.1 Upgrading
4.1.1 Uniq items
Col rune + Mahm rune + perfect ruby + normal unique weapon -> exceptional unique weapon
Thi rune + Eed rune + perfect diamond + normal unique armor -> exceptional unique armor
Per rune + Rep rune + perfect ruby + exceptional unique weapon -> elite uniqueweapon
Rel rune + Ref rune + perfect diamond + exceptional unique armor -> elite unique armor
4.1.2 Set items
Col rune + Vahm rune + perfect ruby + normal set weapon -> exceptional set weapon
Thi rune + Mahm rune + perfect saphire + normal set armor -> exceptional set armor
Per rune + Mac rune + perfect ruby + exceptional set weapon -> elite set weapon
Rel rune + Rep rune + perfect saphire + exceptional set armor -> elite set armor
4.1.3 Rare & Craft items
Fac rune + Col rune + perfect skull + basis rare weapon -> exceptional rare weapon
Eed rune + Vahm rune + perfect topaz + basis rare armor -> exceptional rare armor
Rec rune + Col rune + perfect skull + exceptional rare weapon -> elite rare weapon
Ref rune + Mac rune + perfect topaz + exceptional rare armor -> elite rare armor
4.1.4 Magic items
Mahm rune + Fir rune + perfect smaragd + magic basis weapon -> magic exceptional weapon
Vahm rune + Lig rune + perfect amethyst + magic basis armor -> magic exceptional armor
Rep rune + Fac rune + perfect smaragd + magic exceptional weapon -> magic elite weapon
Mac rune + Thi rune + perfect amethyst + magic exceptional armor -> magic elite armor
4.1.5 normal items
Vahm rune + Osl rune + perfect gem + normal weapon -> normal exceptional weapon
Vahm rune + Osl rune + perfect gem + normal armor -> normal exceptional armor
Col rune + Fir rune + perfect gem + exceptional weapon -> normal elite weapon
Col rune + Fir rune + perfect gem + exceptional armor -> normal elite armor
4.2 Socket recipes
any normal item + x Bright charms = x socketed Item
x = number of socketeds
Bright = unique small charm
random socketed:
(non superior oder cracked items)
rec + fac = 1 perfect gem + normal weapon -> 1-6 socketed weapon
bal + red + 1 perfect gem + normal basis -> 1-6 socketed torso
roc + mahm + 1 perfect gem + normal helm -> 1-4 socketed helm
oisl + vahm + 1 perfect gem + normal shield -> 1-6 socketed shield
bal + eed + 1 perfect gem + normal gloves -> 1-4 socketed gloves
roc + mahm + 1 perfect gem + normal belt -> 1-2 socketed belt
oisl + vahm + 1 perfect gem + normal boots -> 1-4 socketed boots
Note: This doesn't change the number of max. sockets on the items -> max. sockets are same as the item uses fields in stash
4.3 Other
2 arrows -> bolts
2 bolts -> arrows
2 rings -> amulet
2 amulets -> ring
Normal Weapon + 9 Perfect Gems -> Rare weapon of the same type
Normal Armor + 6 Perfect Gems -> Rare armor of the same type
Magic Ring + 5 Perfect Gems -> Rare ring
Magic Amulet + 5 Perfect Gems -> Rare amulet
Normal Weapon + 3 Perfect Gems -> Magic weapon of the same type
Normal Armor + 3 Perfect Gems -> Magic armor of the same type
4.4 Unsocket
Any Item with filled Sockets + 3 Perfect Gems -> Unsocketed Item and the used fillers
« Last Edit: June 22, 2011, 09:19:36 AM by J(ohannburton) »
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