

*Getting the Most out of Your:*

v1.13c Approved

**Diablo II : Lord of Destruction**  
**PC Game Title**

1. Game Console Commands (Complete)
2. Diablo II : Lord of Destruction Cube Recipes (Complete)
3. Diablo II : Lord of Destruction Runewords (Complete)
4. Diablo II : Lord of Destruction Secrets and Hints (Official)
5. Diablo II : Lord of Destruction Toon Build Guides (Links)
6. Diablo II: Lord of Destruction Game Tools (Links)
7. Diablo II : Lord of Destruction Extras (Links)



# 1. Game Commands

## Communication Commands

*All of these work in chat channels and in game.*

- \* **/ignore** (player): Squelches messages from this player.
- \* **/friends**: (or /f) This displays help instructions on how to use the various friends commands. (See more on friends commands below.)
- \* **/msg** (player): Sends a private message.
- \* **/msg** (character name): Sends a private message.
- \* **/msg** \*(accountname): Sends a message to any character logged on from that account.
- \* **/msg** (D2 CharacterName@RealmName): Allows messages to be sent between the realms: USWest, USEast, Asia, or Europe
- \* **/d2notify**: Diablo II: Toggle channel enter/leave notifications
- \* **/reply** replies to the last message sent
- \* **/squelch** (player): Ignore messages from this player.
- \* **/unsquelch** (player): Turns off squelch for this player.
- \* **/unignore** (player): Turns off squelch for this player.
- \* **/users**: Displays all number of users, games and channels on the server.
- \* **/w** (player): Sends a private message.
- \* **/who** (channel): Lists all the characters in a given channel.
- \* **/whoami**: Displays your account information to you.
- \* **/whois** (player): Displays that players info to you.
- \* **/whisper** (player): Sends a private message.

## **Chat, Private Channel, and Op Commands**

***Commands that only work in chat. Some only work for channel ops in private channels.***

- \* **/ban** (player): Ban specified player. (Channel Ops only.)
- \* **/channel** (channel): Join selected channel.
- \* **/clan** (your name): Create a private clan channel with your name as the title.
- \* **/designate** (username): Assigns a Channel Operator, if none is in place. This user will become the Op when the current Op leaves or resigns.
- \* **/kick** (player): Kick specified player. (Channel Ops only.)
- \* **/rejoin**: Rejoin current channel. (Useful after a desynch.)
- \* **/resign**: Step down as the channel operator. (Channel Ops only.)
- \* **/stats** (username): Shows the stats of a Starcraft player. It will always show 0-0-0 for Diablo players, because we are undefeated!
- \* **/unban** (player): Unban specified player. (Channel Ops only)

## **Friends Commands**

***All these can be used with /friends or /f for faster typing. They work in chat channels or in game.***

A handy shortcut is to use the number of someone on your friends, after the % key, instead of typing their name. For instance, /f %7 will send a message to the 7th person on your friends list. Or /f p %5 will promote the fifth person on your user list (to the 4th spot, unless you specify a number).

- \* **/f**: Shows help about these commands.
- \* **/f list**: (or /f l) Shows all of your friends and their current status.
- \* **/f add** (accountname): (or /f a) Adds the account name to

your friends list. Maximum friends = 25.

- \* **/f add** (username): (or /f a) Adds the account name to your friends list. Maximum friends = 25.

- \* **/f add** (charactername): (or /f a) Adds the account name to your friends list. Maximum friends = 25.

- \* **/friends remove** (accountname): (or /f r) Removes that account from your friends list.

- \* **/friends msg** (message): (alias: /f m) - Sends the message to everyone on your friends list. (Use sparingly to avoid getting squelched.)

- \* **/friends promote** (accountname) (or /f p) Moves that friend up one slot (or to the inputted number) in your friends list.

- \* **/friends demote** (accountname) (or /f d) Moves that friend down one slot (or to the inputted number) in your friends list.

### **Ignore Commands**

#### ***Ways to control the messages you see.***

- \* **/options ignorepublic (or /o igpub)** - Ignore messages in public chat channels from anyone who isn't in your friends list.

- \* **/options unignorepublic (or /o unigpub)** - Re-allows messages in public chat channels from anyone who isn't in your friends list.

- \* **/options ignoreprivate (or /o igpriv)** - While in private channels you will not receive messages from anyone who isn't on your friends list.

- \* **/options unignoreprivate (alias: /o unigpriv)** - While in private channels you will not receive messages from anyone who isn't on your friends list.

- \* **/options ignorewhispers (or /o igw)** - Ignore whispers from anyone who isn't in your friends list.

- \* **/options unignorewhispers (or /o unigw)** - Re-allows whispers from all users.

## **Status Commands**

***These work in chat channels and games.***

\* **/away (reason)**: Displays your away status and the explanation to players who might query you.

\* **/dnd (reason)** This command blocks all incoming messages and displays the supplied reason to the sender.

## **In-game Commands**

***These only work when typed into the chat box while playing the game. Many of the Chat Channel commands work in-game too, including all of the various messaging and ignoring controls.***

***A shortcut for repeating commands in game is to hit enter to open the chat box, and then use the up/down arrows to cycle through commands you sent out previously in that game. You can resend the same ones, or backspace to delete portions.***

\* **/framerate**: Displays the same stats as /fps, but also includes some memory allocation information.

\* **/fps**: Shows ingame framerate. 25 is the maximum display rate for Diablo II.

\* **/nopickup**: Stops your character from picking up any items in that game. Useful for speed runs.

\* **/players 1-8**: Only in v1.09 and later. Only single player. Simulates more players in the game to increase drops and game difficulty. Can not be set to a lower number than the players in the game. See players x page for details.

\* **/soundchaosdebug**: Plays a jumble of every sound in the game. Type the command again to turn it off.

\* **/time**: Displays your local time and Battle.net server time.

## **Chat Shortcuts**

***These are basic Windows commands that work in Battle.net chat.***

- \* **CTRL-X**: Cuts the selected text
- \* **CTRL-C**: Copies the selected text
- \* **CTRL-V**: Pastes the selected text
- \* **CTRL-A**: Select all text
- \* **CTRL-N**: Pastes the name you have selected
- \* **ALT-N**: Pastes the name you have selected
- \* **ALT-V**: Toggle channel enter/leave notifications
- \* **ALT-W**: Sends a private message to the selected user.

(Also /w or /m. See above.)

- \* **TAB**: Cycles through the last 10 commands
- \* **CTRL-M**: Diablo II: Toggles music on Battle.net and the

main menus.

## **Target Line Commands**

***These are commands that change some basic functions of the game. They must be in place when the program starts up. To enable these, go to the shortcut you use to start up Diablo II, right click, select properties, and view the target field. The default installation yields this:***

"C:\Program Files\Diablo II\Diablo II.exe"

***Add any commands after that, with a space between them. For instance:***

"C:\Program Files\Diablo II\Diablo II.exe" -w -act5

Here's a short list of the most useful commands. The full list (most of which are without function) can be seen below.

- \* **act#**: New characters will appear in that act, at the preset level, with unspent skill and stat points.
  - o **-act1**: Characters are level 1 in act 1. (Default setting.)
  - o **-act2**: Characters are level 16 in act 2.
  - o **-act3**: Characters are level 21 in act 3.
  - o **-act4**: Characters are level 27 in act 4.
  - o **-act5**: Characters are level 33 in act 5.
- \* **-nosave**: Never saves the game.
- \* **-ns**: Starts the game without sound.
- \* **-seed**: Shows the game seed, based on the time of the game creation. Used in some mods and utilities to recreate that exact same game for replay.
- \* **-skiptobnet**: Bypasses the introduction screens by starting the game at the Battle.net login screen.
- \* **-w**: Runs Diablo II in windowed mode, at whichever resolution you have specified.

### **Full List of Target Line Commands**

***Most of these are oddities left over from the development process. Most of these do not work in later game versions. List source.***

### ***Video Options***

- \* **-exp** -expansion switch expansion mode
- \* **-w** -window switch window mode
- \* **-glide** -glide use glide video mode
- \* **-opengl** -opengl use opengl video mode
- \* **-d3d** -d3d use direct3d video mode
- \* **-rave** -rave use rave graphics modes,might be Mac only.
- \* **-per** -perspective turn Perspective mode on,available only on full screen non-ddraw mode
- \* **-lq** -lowquality decreases the quality of graphical aspects of the game, therefore speeding up the game
- \* **-gamma** -gamma set gamma to

- \* **-vsync** -vsync might be turns visual synchronizing on
- \* **-fr** -framerate set frame rate to

## Network Options

- \* **-s -serverip** set tcp/ip game server ip to
- \* **-gametype -gametype** set game type to
- \* **-joinid -joinid** set join id to
- \* **-gamename -gamename** set gamename to
- \* **-bn -battlenetip** set battle.net server ip to
- \* **-mcpip -mcpip** set mcpip server ip to
- \* **-nopk -nopk** disable pk (seems no function now)
- \* **-openc -openc** not sure

## Game Options

- \* **-arena -arena** no use now
- \* **-difficulty -difficulty** no use now
- \* **-txt -txt** for mod creator, generate .bin file

## Character Options

- \* **-ama -ama** set character class to ama
- \* **-pal -pal** set character class to pal
- \* **-sor -sor** set character class to sor
- \* **-nec -nec** set character class to nec
- \* **-bar -bar** set character class to bar
- \* **-dru -dru** set character class to dru
- \* **-asn -asn** set character class to asn
- \* **-i -invincible** invincible? seems no use now
- \* **-bnacct -bnacct** set battle.net account name to
- \* **-bnpass -bnpass** set battle.net password to
- \* **-name -name** set battle.net character name to
- \* **-realm -realm** set battle.net realm name to
- \* **-ctemp -ctemp** use th character template in arena mode

## Monster Options



- \* **-nm -nomonster** no monster? no use now
- \* **-m -monsterclass** not sure
- \* **-minfo -monsterinfo** show monster info? no use now
- \* **-md -monsterdebug** not sure

### Item Options

- \* **-rare -rare** all rare item? (no use now)
- \* **-unique -unique** all unique item? (no use now)

### Interface options

- \* **-act -act** set initial act to

### Debug Options

- \* **-log -log** active log (no use now)
- \* **-msglog -msglog** active msglog
- \* **-safe -safemode** run in safe mode?
- \* **-seed -seed** set map seed to
- \* **-cheats -cheats** not sure
- \* **-ns -nosound** disable all sound
- \* **-questall -questall** not sure

### File I/O Options

- \* **-npl -nopreload** no preload game files
- \* **-direct -direct** load data directly from disk
- \* **-lem -lowend** not sure
- \* **-nocompress -nocompress** no compression
- \* **-comint -comint** no touch it, dynamic data structure
- \* **-token -token** set close game token to
- \* **-gamepass -gamepass** set game password to
- \* **-skiptobnet -skiptobnet** go battle.net directly

### Custom Options

- \* **-client -client** run in client mode (in game directly)

- \* **-server -server** server mode, need d2server.dll
- \* **-launch -launch** launch mode (default one)
- \* **-notitle -notitle** no window title bar
- \* **-res800 -res800** start window in 800x600 (for d2)
- \* **-res640 -res640** start window in 640x480 (for d2)
- \* **-nonotify -nonotify** no error notify
- \* **-noexit -noexit** no auto exit
- \* **-autorestart -autorestart** auto restart after exit
- \* **-multiclient -multiclient** 1 cd-key multiple characters
- \* **-nohook -nohook** disable hook
- \* **-nochar -nochar** disable character image
- \* **-clientexit -clientexit** exit after quit game
- \* **-noscript -noscript** do not load scripts
- \* **-noplugin -noplugin** do not load plugins
- \* **-lng -lng** set language to (only ENG, CHN now)
- \* **-hookwnd -hookwnd** set hook window class to
- \* **-hookexe -hookexe** set hook version check game.exe to
- \* **-servername -servername** set game server name to
- \* **-title -title** set window title to

## **2. Cube Recipes**



### **Cube Operation**

***To use the Horadric Cube, simply drag and drop items on it. They will automatically be positioned within the cube, assuming there's enough free space for them to fit. To open the cube, right click on it, then click and drag to move items between the cube and your inventory. Dropping the cube will instantly move everything from the cube to your inventory, with anything you lack space for dropping to the ground. The cube can be held in your inventory or your town stash. To convert items in the cube, click the transmute button, visible only when the cube is open. If invalid items are in the cube or the recipe is not possible for some reason, your character will say, "I can't do that."***

*\* Items will be Identified by Cain while inside the Horadric Cube.*

*\* Only one Horadric Cube can be picked up by the same character, and it's impossible to place one cube inside another one.*

*\* Cubes can be passed down to characters who have not found one yet, such as "mule" characters who want them for extra storage.*

*o If a cube is lost, a new one can be retrieved from level 3 of the Halls of the Dead, in Act Two, or If you dont have one when The Council is killed, ( Act 3, Quest 5 ) another one will drop.*

*\* The Horadric Cube is required to create Crafted Items, as well as the following recipes.*

This page lists all working recipes for the Horadric Cube. New recipes are frequently added in patches, and the function of some existing recipes are tweaked for better game balance.

### **Secret Cow Level**

**Wirt's Leg + A Tome of Town Portal** --> Red Portal to the Secret Cow Level



*\* The recipe must be performed in the Rogue Camp (Act One Town).*

*\* A character must first defeat Diablo (in D2C) or Baal (in D2X) on that difficulty level to open the portal.*

*\* Characters who have received credit for killing the Cow King on that difficulty level may not open the portal (but may pass through it if someone else does).*

See the Secret Cow Level page for more details.

### ***Pandemonium Event***

*See the Pandemonium Event page for details on these recipes and the quest they are part of.*

*\* These recipes must be executed in Harrogath (Act Five Town) in a Hell difficulty game on the Battle.net Realms. They do not work in single player.*

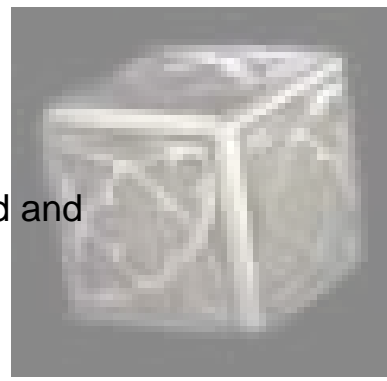
**Key of hate + Key of Terror + Key of Destruction** --> Red Portal to either the Matron's Den, Furnace of Pain, or Forgotten Sands. (Which of the 3 portals opens is random, but they will not repeat if opened in the same game.

**Baal's Eye + Diablo's Horn + Mephisto's Brain** --> Red Portal to Uber Tristram

### **Upgrade Recipes**

One of the most useful features of the cube is its ability to upgrade simple items into more powerful ones. Gems, runes,

potions, and various other small objects can be combined and improved in the cube.



### **Gems**

Gems can be upgraded from chipped all the way to perfect. Three of the same kind and quality will yield one of the same kind of the next higher quality. This works for all seven types of gems. Skulls included. For example:

- \* **3 chipped topaz --> 1 flawed topaz**
- \* **3 flawed topaz --> 1 topaz**
- \* **3 topaz --> 1 flawless topaz**
- \* **3 flawless topaz --> 1 perfect topaz.**

### **Runes**

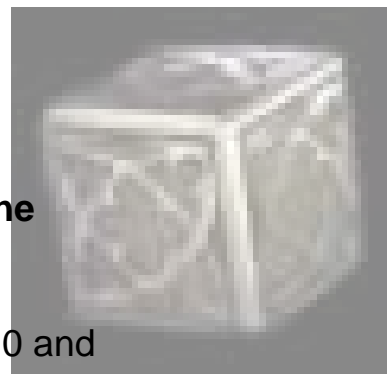
Much like gems, runes can be upgraded to higher quality, burning three to create one of the next type. Check the Rune list for full details.

- \* **3 El Runes --> 1 Eld Rune**
- \* **3 Eld Runes --> 1 Tir Rune**
- \* **3 Tir Runes --> 1 Nef Rune**
- \* **3 Nef Runes --> 1 Eth Rune**
- \* **3 Eth Runes --> 1 Ith Rune**
- \* **3 Ith Runes --> 1 Tal Rune**
- \* **3 Tal Runes --> 1 Ral Rune**
- \* **3 Ral Runes --> 1 Ort Rune**
- \* **3 Ort Runes --> 1 Thul Rune**

That was as far as Runes could be upgraded until the v1.10 patch added the following recipes. (They do not work in v1.09 or earlier patches.)

- \* **3 Thul Runes + 1 Chipped Topaz --> 1 Amn Rune**
- \* **3 Amn Runes + 1 Chipped Amethyst --> 1 Sol Rune**

- \* 3 Sol Runes + 1 Chipped Sapphire --> 1 Shael Rune
- \* 3 Shael Runes + 1 Chipped Ruby --> 1 Dol Rune



Higher level runes can also be upgraded, but only in v1.10 and later and only by single-player, realm, or ladder characters.

- \* 3 Dol Runes + 1 Chipped Emerald --> 1 Hel Rune
- \* 3 Hel Runes + 1 Chipped Diamond --> 1 Io Rune
- \* 3 Io Runes + 1 Flawed Topaz --> 1 Lum Rune
- \* 3 Lum Runes + 1 Flawed Amethyst --> 1 Ko Rune
- \* 3 Ko Runes + 1 Flawed Sapphire --> 1 Fal Rune
- \* 3 Fal Runes + 1 Flawed Ruby --> 1 Lem Rune
- \* 3 Lem Runes + 1 Flawed Emerald --> 1 Pul Rune
- \* 2 Pul Runes + 1 Flawed Diamond --> 1 Um Rune
- \* 2 Um Runes + 1 Topaz --> Mal Rune
- \* 2 Mal Runes + 1 Amethyst --> Ist Rune
- \* 2 Ist Runes + 1 Sapphire --> Gul Rune
- \* 2 Gul Runes + 1 Ruby --> Vex Rune
- \* 2 Vex Runes + 1 Emerald --> Ohm Rune
- \* 2 Ohm Runes + 1 Diamond --> Lo Rune
- \* 2 Lo Runes + 1 Flawless Topaz --> Sur Rune
- \* 2 Sur Runes + 1 Flawless Amethyst --> Ber Rune
- \* 2 Ber Runes + 1 Flawless Sapphire --> Jah Rune
- \* 2 Jah Runes + 1 Flawless Ruby --> Cham Rune
- \* 2 Cham Runes + 1 Flawless Emerald --> Zod Rune

*A handy way to remember which gems are required for the upgrades past Ort is by using the acronym TASRED. As in, "Don't taze me, Bro!" ("Tasered" is the correct spelling, but that would repeat the "E".) Each gem except the skull: Topaz, Amethyst, Sapphire, Ruby, Emerald, Diamond, is used, in repeating order and increasing quality. So Thul is T (to make Amn), Amn is A(to make Sol), Sol is S (to make Shael), etc.*

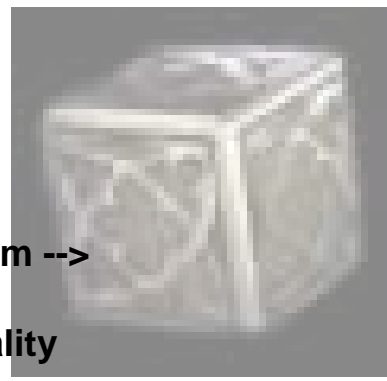
*Potions*

Any quality of healing or mana potion can be used in the following recipes. Any type of gem (including skulls) can be used as well.

**\* 3 health potions + 3 mana potions + 1 chipped gem --> 1 partial rejuvenation potion**

**\* 3 health potions + 3 mana potions + 1 normal quality gem --> 1 full rejuvenation potion**

**\* 3 partial rejuvenation potions --> 1 full rejuvenation potion**



### **Runeword Preparation Recipes**

**1 Hel Rune + Scroll of Town Portal + Any Socketed Item --> Remove items from sockets**

*\* Removes the jewels, gems, or runes from the sockets in an item.*

*\* The items in the sockets are destroyed, and all bonuses granted by those items are removed.*

**1 Eld Rune + 1 Chipped Gem + Low Quality Weapon --> Normal Quality Weapon of same type**

*\* ilvl = 1*

*o This recipe is useful to upgrade a low quality weapon to normal quality. It can then be used in other recipes to add sockets, in preparation for turning it into a runeword. Any sockets and items in those sockets will be lost after using this recipe.*

**1 El Rune + 1 Chipped Gem + Low Quality Armor --> Normal Quality Armor of same type**

*\* ilvl = 1.*

*o This recipe is useful to upgrade a low quality armor to normal quality. It can then be used in other recipes to add sockets, in preparation for turning it into a runeword. Any*

*sockets and items in those sockets will be lost after using this recipe.*



**1 Tal Rune + 1 Thul Rune + 1 Perfect Topaz + Normal Body Armor --> Socketed Body Armor of same type**

*\* This recipe adds 1-4 sockets to the armor, making it potentially useful for a Runeword.*

*\* The game always rolls for up to 6 sockets with this recipe. The amount of sockets is then capped to the maximum amount that particular item can have. Armor that can only have up to 2 sockets would therefore have a 1/6 chance of 1, and a 5/6 chance of 2.*

**1 Ral Rune + 1 Amn Rune + 1 Perfect Amethyst + Normal Weapon = Socketed Weapon of same type**

*\* This recipe adds 1-6 sockets to the weapon, making it potentially useful for a runeword.*

*\* The game rolls for up to 6 sockets with this recipe. If a weapon can not have 6 sockets, then the number is capped to the maximum for that particular item after the roll. A weapon with 3 sockets maximum would have 1/6 chance for 1, 1/6 chance for 2, and 4/6 chance for 3.*

**1 Ral Rune + 1 Thul Rune + 1 Perfect Sapphire + Normal Helm --> Socketed Helm of same type**

*\* This recipe adds 1-3 sockets to the helm, making it potentially useful for a Runeword.*

*\* The game always rolls for up to 6 sockets with this recipe. The amount of sockets is then capped to the maximum amount that particular item can have. A helm type that only allows 2 sockets would have a 1/6 chance of 1, and a 5/6 chance of 2.*



**1 Tal Rune + 1 Amn Rune + 1 Perfect Ruby + Normal Shield**  
--> Socketed Shield of same type



*\* This recipe adds 1-4 sockets to the shield, making it potentially useful for a Runeword.*

*\* The game always rolls for up to 6 sockets with this recipe. The amount of sockets is then capped to the maximum amount that particular item can have. A shield that can only have 3 sockets will have a 1/6 chance of 1, 1/6 chance of 2, and 4/6 chance of 3.*

### **Item Upgrades**

*Various recipes to upgrade the quality of uniques and rares. Will not work on crafted items or runewords. These recipes do not alter the modifiers on items; they merely upgrade the base item type, from normal to exceptional, or exceptional to elite, enabling greater damage or higher defense.*

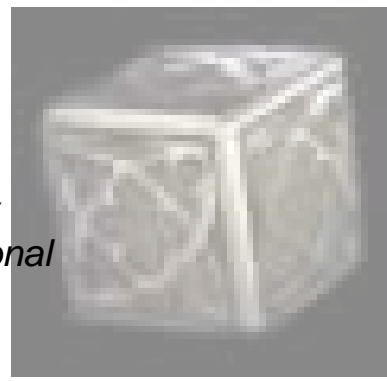
**3 Perfect Skulls + 1 Rare Item + Stone of Jordan --> Add 1 Socket To a Rare Item**

- \* Only one socket will be added.*
- \* Will not add a socket to an item that already has one.*
- \* Does not work on items that can not have sockets, such as throwing items, boots, gloves, belts, etc.*

**1 Ral Rune + 1 Sol Rune + 1 Perfect Emerald + Normal Unique Weapon --> Exceptional Version of Weapon**

- \* v1.10 and later only.*
- \* This recipe upgrades the item type of the weapon without changing the stats, and is useful to increase the weapon's damage.*
- \* Ethereal items, as well as socketed items can be upgraded without changing their nature.*

*\* Level requirements, as well as strength and dexterity requirements, will increase corresponding to the exceptional version of the item.*



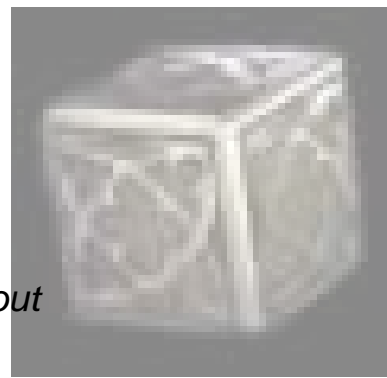
**1 Tal Rune + 1 Shael Rune + 1 Perfect Diamond + Normal Unique Armor --> Exceptional Version of Armor**

- \* v1.10 and later only.*
- \* This recipe upgrades the item type of the armor without changing the stats, and is useful to increase the armor's defence.*
- \* Ethereal items, as well as socketed items can be upgraded without changing their nature.*
- \* Level requirements, as well as strength requirements, will increase corresponding to the exceptional version of the item.*
- \* Works on all types of armor, not just body armor. Helms, boots, belts, etc.*

**1 Lum Rune + 1 Pul Rune + 1 Perfect Emerald + Exceptional Unique Weapon --> Elite Version of Weapon**

- \* v1.10 and later only.*
- \* Ladder characters and single player characters only.*
- \* This recipe upgrades the item type of the weapon without changing the stats, and is useful to increase the weapon's damage.*
- \* Ethereal items, as well as socketed items can be upgraded without changing their nature.*
- \* Level requirements, as well as strength and dexterity requirements, will increase corresponding to the elite version of the item.*

**1 Ko Rune + 1 Lem Rune + 1 Perfect Diamond + Exceptional Unique Armor --> Elite Version of Armor**



- \* v1.10 and later only.*
- \* Ladder characters and single player characters only.*
- \* This recipe upgrades the item type of the armor without changing the stats, and is useful to increase the armor's defense.*
- \* Ethereal items, as well as socketed items can be upgraded without changing their nature.*
- \* Level requirements, as well as strength requirements, will increase corresponding to the elite version of the item.*

**1 Ort Rune + 1 Amn Rune + 1 Perfect Sapphire + Normal (Basic) Rare Weapon --> Exceptional Rare Weapon**

- \* v1.10 and later only.*
- \* This recipe upgrades the item type of the weapon without changing the stats, and is useful to increase the weapon's damage.*
- \* Ethereal items, as well as socketed items can be upgraded without changing their nature.*
- \* Level requirements, as well as strength and dexterity requirements, may increase corresponding to the exceptional version of the item.*

**1 Ral Rune + 1 Thul Rune + 1 Perfect Amethyst + Normal (Basic) Rare Armor --> Exceptional Rare Armor**

- \* v1.10 and later only.*
- \* This recipe upgrades the item type of the armor without changing the stats, and is useful to increase the armor's defense.*
- \* Ethereal items, as well as socketed items can be upgraded without changing their nature.*
- \* Level requirements, as well as strength requirements, may increase corresponding to the exceptional version of the item.*

**1 Fal Rune + 1 Um Rune + 1 Perfect Sapphire + Exceptional Rare Weapon --> Elite Rare Weapon**



- \* v1.10 and later only.
- \* This recipe upgrades the item type of the armor without changing the stats, and is useful to increase the weapon's damage.
- \* Ethereal items, as well as socketed items can be upgraded without changing their nature.
- \* Level requirements, as well as strength and dexterity requirements, may increase corresponding to the elite version of the item.

**1 Ko Rune + 1 Pul Rune + 1 Perfect Amethyst + Exceptional Rare Armor --> Elite Rare Armor**

- \* v1.10 and later only.
- \* This recipe upgrades the item type of the armor without changing the stats, and is useful to increase the armor's defense.
- \* Ethereal items, as well as socketed items can be upgraded without changing their nature.
- \* Level requirements, as well as strength requirements, may increase corresponding to the exceptional version of the item.

**Repairs and Recharges**

**1 Ort Rune + Weapon --> Fully Repaired Weapon**

- \* v1.10 and later only.
- \* This recipe will fully repair an item without visiting the NPC blacksmith. This is useful to avoid a trip to town, or to repair some weapons that have astronomical repair costs, due to irregularities in how the game determines the price for repairs.
- \* Does not work on ethereal items.
- \* Charges on an item are not replenished.



**Ral Rune + Armor --> Fully Repaired Armor**

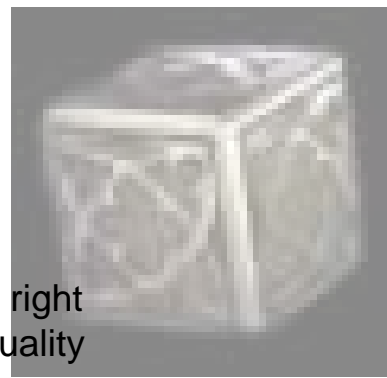
- \* v1.10 and later only.*
- \* This recipe will fully repair an item without visiting the NPC blacksmith. This is useful to avoid a trip to town, or to repair some armors that have astronomical repair costs, due to irregularities in how the game determines the price for repairs.*
- \* Does not work on ethereal items.*
- \* Charges on an item are not replenished.*

**1 Ort Rune + 1 Chipped Gem (any kind) + Weapon --> Fully Repaired and Recharged Weapon**

- \* v1.10 and later only.*
- \* This recipe will fully repair and recharge an item without visiting the NPC blacksmith. This is useful to avoid a trip to town, or to repair some armors that have astronomical repair costs, due to irregularities in how the game determines the price for repairs or recharges.*
- \* Will not repair or recharge ethereal items.*

**1 Ral Rune + 1 Flawed Gem (any kind) + Armor --> Fully Repaired and Recharged Armor**

- \* v1.10 and later only.*
- \* This recipe will fully repair and recharge an item without visiting the NPC blacksmith. This is useful to avoid a trip to town, or to repair some armor that have astronomical repair costs, due to irregularities in how the game determines the price for repairs or recharges.*
- \* Will not repair or recharge ethereal items.*
- \* Works on every type of armor: boots, gloves, belts, etc.*



## **Foraging Recipes**

Useful tricks to quickly turn junk into something you need right then and there, usually to save a trip back to town. Any quality or type of item may be used in the following recipes.

- \* **2 Quivers of Bolts --> 1 Quiver of Arrows** (random quantity)
- \* **2 Quivers of Arrows --> 1 Quiver of Bolts** (random quantity)
- \* **1 Spear + 1 Quiver of Arrows --> 1 Stack of Javelins** (non-magical, random quantity)
- \* **1 Axe + 1 Dagger --> A stack of throwing axes** (non-magical, random quantity)
- \* **1 Strangling Gas Potion + 1 Healing Potion --> 1 Antidote Potion**

## **Recycling Recipes**

These useful recipes allow methodical players to turn their junk into treasure, with enough attempts and some good luck on the item generation roll.

### **3 Magic Amulets --> 1 Magic Ring**

\*  $ilvl = \text{int}(.75 * clvl)$ .

*o The ring is created at 3/4 of the level of the character who rolls it. A level 80 character could make a lvl 60 ring, for instance. Refer to the list of prefixes and suffixes to see what mods are possible at every given level.*

### **3 Magic Rings --> 1 Random Magic Amulet**

\*  $ilvl = \text{int}(.75 * clvl)$ .

*o The amulet is created at 3/4 of the level of the character who rolls it. A level 80 character could make a lvl 60 amulet, for instance. Refer to the list of prefixes and suffixes to*



*see what mods are possible at every given level.*

*o +2 to a character's skills is a lvl 90 modifier, so can not be achieved with this recipe (level 99 char = ilvl 74 amulet)*

*o +3 to a given skill mods are lvl 60, and can be achieved with this recipe, providing the rings and the character are fairly high level.*

### **6 Perfect Skulls + 1 Rare Item --> 1 Random Low Quality Rare Item of the same type**

$$* \text{ilvl} = \text{int}(.4 * \text{clvl}) + \text{int}(.4 * \text{ilvl})$$

*o This recipe rerolls the rare item, resetting all the modifiers. The item level is lowered, but can still be fairly high, if the item and the character rolling it are high level. (Level 80 character and level 80 item would turn into  $32 + 32 = \text{ilvl } 64$ .)*

*o Note that the cube is only 12 spaces in size, and with 6 perfect skulls there's no room for 2x4 items such as large bows/xbows, polearms, spears, etc.*

### **1 Perfect Skull + 1 Rare Item + Stone of Jordan --> 1 High Quality New Rare Item of the same type**

$$* \text{ilvl} = \text{int}(.66 * \text{clvl}) + \text{int}(.66 * \text{ilvl})$$

*o This recipe rerolls the rare item, resetting all the modifiers. The item level can remain quite high, or even increase, allowing higher level modifiers to occur.*

*o Example: a level 80 character with a lvl 80 item =  $52.8 + 52.8 = 105.6$ . This would allow any modifier in the game to spawn on the item.*

### **3 Perfect Gems (of any type, including Skulls) + 1 Magic Item --> 1 New Random Magic Item of the Same Type**

*\* The magic item is rerolled, with all stats reset. The ilvl is the same, so it's as if the same monster dropped it again.*

*\* All magical items can be used, including charms, jewels, and jewelry.*



### **Magical Item Creation**

*The most useful item creation is to make Crafted Items, which are listed on a separate page. The following recipes are oddly-inventive, but are only of use to low level characters, since the items aren't very powerful.*

**4 Health Potions (of any type) + Ruby (any type) + Magical Sword --> A Magic Sword of the Leech**

*\* ilvl = 30. (Quite low.)*

*o The sword must be magical, and this recipe will reset the stats, always granting "of the Leech" suffix (4-5% Life Stolen Per Hit).*

*o There is a chance of getting a random prefix as well.*

**6 Perfect Gems (1 of each type) + 1 Amulet (Magic) --> Magic Prismatic Amulet**

*\* ilvl = 50.*

*o The amulet will always have the Prismatic prefix (All Resistances +16-20).*

*o There is a chance at getting a suffix as well.*

**1 Magic Ring + 1 Perfect Emerald + 1 Antidote Potion --> 1 Jade Ring**

*\* ilvl = 30.*

*o Creates a ring with the Jade prefix (21-30% poison resistance).*

*o A random suffix may occur as well.*

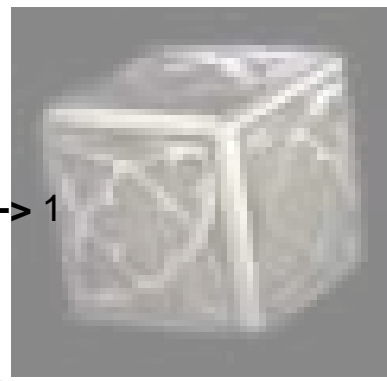


**1 Magic Ring + 1 Perfect Ruby + 1 Exploding Potion --> 1 Garnet Ring**

\* ilvl = 30.

*o Creates a ring with the Garnet prefix (21-30% fire resistance).*

*o A random suffix may occur as well.*



**1 Magic Ring + 1 Perfect Topaz + 1 Rejuvenation Potion --> 1 Coral Ring**

\* ilvl = 30.

*o Creates a ring with the Coral prefix (21-30% lightning resistance).*

*o A random suffix may occur as well.*

**1 Magic Ring + 1 Perfect Sapphire + 1 Thawing Potion --> 1 Cobalt Ring**

\* ilvl = 30.

*o Creates a ring with the Cobalt prefix (21-30% cold resistance).*

*o A random suffix may occur as well.*

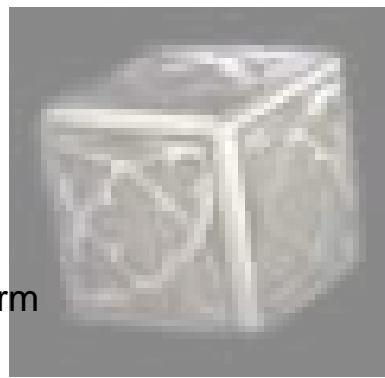
**1 Magic Shield (any type) + 1 Spiked Club (any quality) + 2 Skulls (any quality) --> Magic Shield of Spikes**

\* ilvl=30.

*o Rerolls the mods on a given type of shield, yielding a magic shield with the "of Spikes" suffix (Attacker Takes Damage of 4-6).*

*o A random prefix may occur as well.*

*o Can be used on any type of shield, including Paladin and Necromancer class items, which may spawn with their usual bonus properties.*



**1 Diamond + 1 Staff + 1 Kris + 1 Belt --> Savage Polearm Class Weapon**

\* ilvl = 50.

- o Creates a polearm class weapon with the Savage prefix (66-80% Enhanced Damage).*
- o May spawn with a random suffix as well.*
- o The polearm type will randomly choose from a Bardiche, Battle Scythe, Bill, Halberd, Lochaber Axe, Partizan, Poleaxe, Scythe, Voulge, or War Scythe.*

### **Low Quality Item Rerolls**

*These can be used multiple times on the same weapon, which allows one to re-do the roll if the new weapon is not of the desired quality or has only one socket.*

**3 Chipped Gems + 1 Magic Weapon --> Socketed Magic Weapon**

\* ilvl = 25.

- o This recipe rerolls the stats on a magical weapon, setting it with new, random modifiers and 1-2 sockets.*
- o Magical weapons that can not have sockets, such as throwing weapons, will spawn with new modifiers but no sockets.*

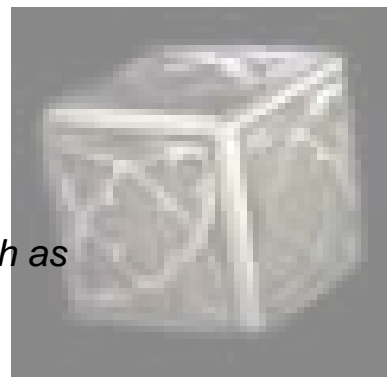
**3 Standard Gems + 1 Socketed Weapon --> 1 Socketed Magic Weapon**

\* ilvl = 30

- o This recipe rerolls the stats on the weapon, creating a new magical version of the same weapon, with random modifiers and 1-2 sockets.*
- o Any type of gems may be used, but they must be*

*normal (between flawed and flawless) in quality.*

*o Magical weapons that can not have sockets, such as throwing weapons, will spawn with new modifiers but no sockets.*



### **3 Flawless Gems + 1 Magic Weapon --> Socketed Magic Weapon**

*\* ilvl = 30*

*o This recipe rerolls the stats on the weapon, creating a new magical version of the same weapon, with random modifiers and 1-2 sockets.*

*o Magical weapons that can not have sockets, such as throwing weapons, will spawn with new modifiers but no sockets.*

### **Respecs**

#### **1 of each essences --> Reset of stats**

*\* In v1.13 a new choice was added. A character can now (respec) could reset their attributes. This is done by speaking to Akara after completing the Den of Evil quest in act 1.*

*o In that same version, after using all of the stat resets, if you're still un-happy with your build, you could go out and defeat each end bosses of each act in Hell difficulty to receive an essence.*

*o They are just a bit more rare than keys are to complete the pandemonium event.*

*o Only works in v1.13 or later*



## **3. Runewords**

### **The Right Runes**

Look at the rune list for information on how to get the right runes. For weapons you'll want to find the best type of weapon possible, since that's what the bonus damage is based on. Same with Armor if you are after Defense and shields for blocking percentage. If defense isn't important, look for an item that looks good, has low requirements, and for armor and shields, is not going to slow your running speed.

### **To Make a Runeword**

1. Items used for Runewords must be gray text items, normal, exceptional, or Elite. Low Quality, Superior, and Ethereal can be used, but you can not use magical, Rare, Set, Crafted, or Unique items, even if they have the correct number of sockets.
2. The item must be of the correct type.
3. The item must have exactly the correct number of sockets -- no more.
4. You must socket the Runes in the correct order.

### **Notes:**

\* The Runes fill the sockets in numerical order automatically, i.e. in the order 1, 2, 3, .... For example, trying to place the third Rune of a Runeword into the third socket while sockets 1 and 2 are empty will result in the Rune filling socket 1, contrary to intentions. As mentioned elsewhere, it is possible to remove an item from a socket, but the item is destroyed in the process.

\* The Runeword Preparation Recipes tune equipment for receiving Runewords.

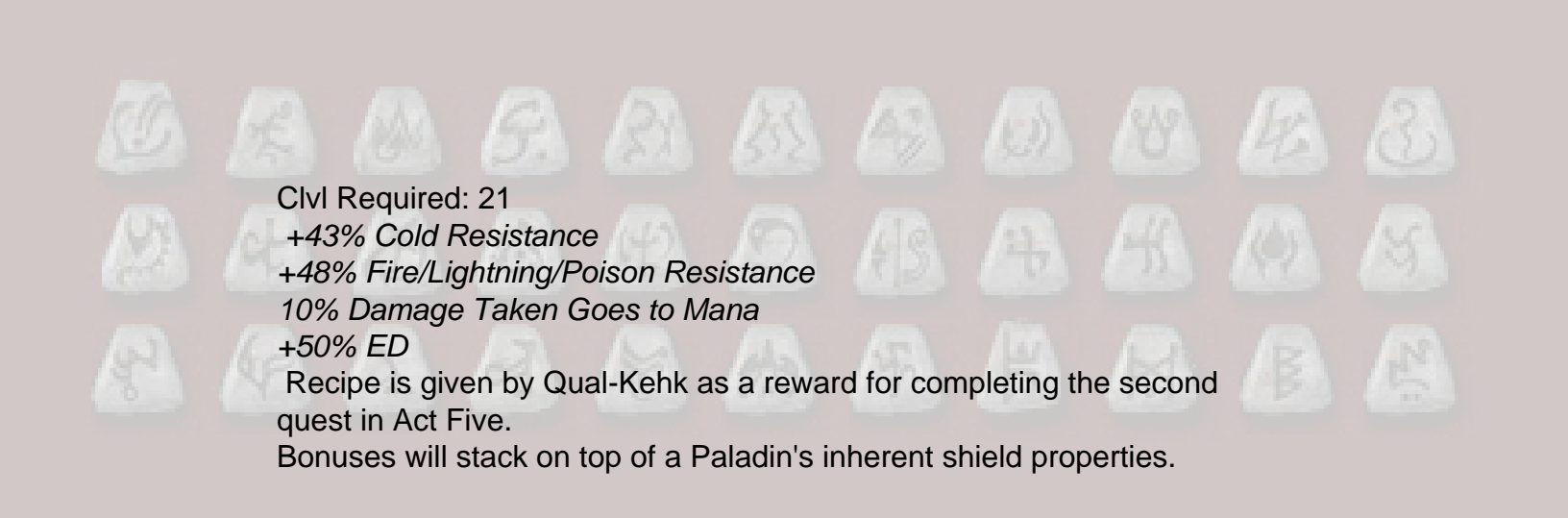
\* Check the Rune FAQ for further help.

**Alphabetical List of All Runewords**  
**Runeword Stats Comments Active In**  
**v1.11+ v1.10 v1.09**  
**Ancient's Pledge**

### **RalOrtTal**

Ral (8) + Ort (9) + Tal (7)

### **Shields**



Civl Required: 21

*+43% Cold Resistance*

*+48% Fire/Lightning/Poison Resistance*

*10% Damage Taken Goes to Mana*

*+50% ED*

Recipe is given by Qual-Kehk as a reward for completing the second quest in Act Five.

Bonuses will stack on top of a Paladin's inherent shield properties.

## **Beast**

### ***BerTirUmMalLum***

Ber (30) + Tir (3) + Um (22) + Mal (23) + Lum (17)

*Axes, Hammers & Scepters*

*Civl Required: 63*

*Level 9 Fanaticism Aura When Equipped*

*+40% Increased Attack Speed*

*+240-270% Enhanced Damage (varies)*

*20% Chance of Crushing Blow*

*25% Chance of Open Wounds*

*+3 To Werebear*

*+3 To Lycanthropy*

*Prevent Monster Heal*

*+25-40 To Strength (varies)*

*+10 To Energy*

*+2 To Mana After Each Kill*

*Level 13 Summon Grizzly (5 Charges)*

## **Black**

### **ThulloNef**

Thul (10) + Io (16) + Nef (4)

*Clubs, Hammers, Maces*

*Civl Required: 35*

*+120% Enhanced Damage*

*+200 to Attack Rating*

*+3-14 Cold Damage (3 sec)*

*15% Increased Attack Speed*

*Knockback*

*12 Level 4 Corpse Explosion Charges*

*40% Chance of Crushing Blow*

*-2 Magic Damage*

*+10 to Vitality*



### **Bone**

#### **SolUmUm**

Sol (12) + Um (22) + Um (22)

Armor

Civl Required: 47

*15% Chance To Cast level 10 Bone Armor When Struck*

*15% Chance To Cast level 10 Bone Spear On Striking*

*+2 To Necromancer Skill Levels*

*+100-150 To Mana (varies)*

*All Resistances +30*

*Damage Reduced By 7*

*Useful Necromancer bonuses.*

### **Bramble**

#### **RalOhmSurEth**

Ral (8) + Ohm (27) + Sur (29) + Eth (5)

Armor

Civl Required: 61

*Level 15-21 Thorns Aura When Equipped (varies)*

*+50% Faster Hit Recovery*

*+100% To Poison Skill Damage*

*+300 Defense*

*Increase Maximum Mana 5%*

*Regenerate Mana 15%*

*+5% To Maximum Cold Resist*

*Fire Resist +30%*

*Poison Resist +100%*

*+13 Life After Each Kill*

*Level 13 Spirit of Barbs (33 Charges)*

### **Brand**

#### **JahLoMalGul**

Jah (31) + Lo (28) + Mal (23) + Gul (25)

Missile Weapons

Civl Required: 65

*35% Chance To Cast Level 14 Amplify Damage When Struck*


*100% Chance To Cast Level 18 Bone Spear On Striking*

*+260-340% Enhanced Damage (varies)*

*Ignore Target's Defense*

*20% Bonus to Attack Rating*

*+280-330% Damage To Demons (varies)*



20% Deadly Strike  
Prevent Monster Heal  
Knockback  
Fires Explosive Arrows or Bolts (15)

### **Breath of the Dying**

#### **VexHelEIEldZodEth**

Vex (26) + Hel (15) + El (1) + Eld (2) + Zod (33) + Eth (5)

All Weapons

Civl Required: 69

50% Chance To Cast Level 20 Poison Nova When You Kill An Enemy

Indestructible

+60% Increased Attack Speed

+350-400% Enhanced Damage (varies)

+200% Damage To Undead

-25% Target Defense

+50 To Attack Rating

+50 To Attack Rating Against Undead

7% Mana Stolen Per Hit

12-15% Life Stolen Per Hit (varies)

Prevent Monster Heal

+30 To All Attributes

+1 To Light Radius

Requirements -20%

### **Call to Arms**

#### **AmnRalMalIstOhm**

Amn (11) + Ral (8) + Mal (23) + Ist (24) + Ohm (27)

Weapons

Civl Required: 57

+1 To All Skills

+40% Increased Attack Speed

+200-240% Enhanced Damage (varies)

Adds 5-30 Fire Damage

7% Life Stolen Per Hit

+1-6 To Battle Command

+1-6 To Battle Orders

+1-4 To Battle Cry

Prevent Monster Heal

Replenish Life +12

30% Better Chance of Getting Magic Items



### **Chains of Honor**

#### **DolUmBerIst**

Dol (14) + Um (22) + Ber (30) + Ist (24)

Armor

Civl Required: 63

*+2 To All Skills*

*+200% Damage To Demons*

*+100% Damage To Undead*

*8% Life Stolen Per Hit*

*+70% Enhanced Defense*

*+20 To Strength*

*Replenish Life +7*

*All Resistances +65*

*Damage Reduced By 8%*

*25% Better Chance of Getting Magic Items*

### **Chaos**

#### **FalOhmUm**

Fal (19) + Ohm (27) + Um (22)

Claws

Civl Required: 57

*9% Chance To Cast Level 11 Frozen Orb On Striking*

*11% Chance To Cast Level 9 Charged Bolt On Striking*

*+35% Increased Attacked Speed*

*+240-290% Enhanced Damage (varies)*

*Adds 216-471 Magic Damage*

*25% Chance of Open Wounds*

*+1 To Whirlwind*

*+10 To Strength*

*+15 Life After Each Demon Kill*

### **Crescent Moon**

#### **ShaelUmTir**

Shael (13) + Um (22) + Tir (3)

Axes, Polearms & Swords

Civl Required: 47

*10% Chance To Cast Level 17 Chain Lightning On Striking*

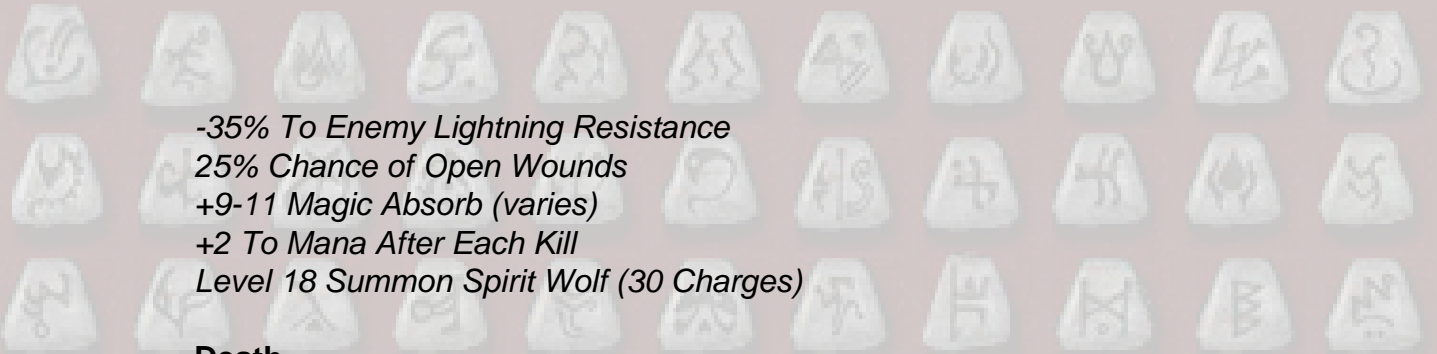
*7% Chance To Cast Level 13 Static Field On Striking*

*+20% Increased Attack Speed*

*+220-260% Enhanced Damage (varies)*

*Ignore Target's Defense*





*-35% To Enemy Lightning Resistance*  
*25% Chance of Open Wounds*  
*+9-11 Magic Absorb (varies)*  
*+2 To Mana After Each Kill*  
*Level 18 Summon Spirit Wolf (30 Charges)*

### **Death**

#### **HelElVexOrtGul**

Hel (15) + El (1) + Vex (26) + Ort (9) + Gul (25)  
Swords & Axes  
*Cvl Required: 55*  
*100% Chance To Cast Level 44 Chain Lightning When You Die*  
*25% Chance To Cast Level 18 Glacial Spike On Attack*  
*Indestructible*  
*+300-385% Enhanced Damage (varies)*  
*20% Bonus To Attack Rating*  
*+50 To Attack Rating Adds 1-50 Lightning Damage*  
*7% Mana Stolen Per Hit*  
*50% Chance of Crushing Blow*  
*+(0.5 per Character Level) 0.5-49.5% Deadly Strike (Based on Character Level)*  
*+1 To Light Radius*  
*Level 22 Blood Golem (15 Charges)*  
*Requirements -20%*

### **Delirium**

#### **LemIstlo**

Lem (20) + Ist (24) + lo (16)  
Headgear (all types)  
*Cvl Required: 51*  
*1% Chance To Cast lvl 50 Delirium When Struck*  
*10% Chance To Cast lvl 14 Mind Blast When Struck*  
*20% Chance To Cast lvl 13 Terror When Struck*  
*33% Chance To Cast lvl 18 Confuse On Striking*  
*+2 To All Skills*  
*+261 Defense*  
*+10 To Vitality*  
*50% Extra Gold From Monsters*  
*25% Better Chance of Getting Magic Items*  
*Level 17 Attract (60 Charges)*

### **Destruction**



### **VexLoBerJahKo**

Vex (26) + Lo (28) + Ber (30) + Jah (31) + Ko (18)

Polearms & Swords

Civl Required: 65

*23% Chance To Cast Level 12 Volcano On Striking*

*5% Chance To Cast Level 23 Molten Boulder On Striking*

*100% Chance To Cast level 45 Meteor When You Die*

*15% Chance To Cast Level 22 Nova On Attack*

*+350% Enhanced Damage*

*Ignore Target's Defense*

*Adds 100-180 Magic Damage*

*7% Mana Stolen Per Hit*

*20% Chance Of Crushing Blow*

*20% Deadly Strike*

*Prevent Monster Heal*

*+10 To Dexterity*

### **Doom**

### **HelOhmUmLoCham**

Hel (15) + Ohm (27) + Um (22) + Lo (28) + Cham (32)

Axes, Hammers & Polearms

Civl Required: 67

*5% Chance To Cast Level 18 Volcano On Striking*

*Level 12 Holy Freeze Aura When Equipped*

*+2 To All Skills*

*+45 Increased Attack Speed*

*+280-320% Enhanced Damage (varies)*

*-57% To Enemy Cold Resistance*

*20% Deadly Strike*

*25% Chance of Open Wounds*

*Prevent Monster Heal*

*Freezes Target*

*Requirements -20%*

### **Dragon**

### **SurLoSol**

Sur (29) + Lo (28) + Sol (12)

Armor, Shields

Civl Required: 61

Both

*20% Chance to Cast Level 18 Venom When Struck*

*12% Chance To Cast Level 15 Hydra On Striking*

*Level 14 Holy Fire Aura When Equipped*

*+360 Defense*

*+230 Defense Vs. Missile*

*+3-5 To All Attributes (varies)*

*+0.375-37.125 To Strength (Based on Character Level)*

*+5% To Maximum Lightning Resist*

*Damage Reduced by 7*

*Armor*

*Increase Maximum Mana 5%*

*Shields*

*+50 To Mana*

### **Dream**

#### **IoJahPul**

Io (16) + Jah (31) + Pul (21)

Headgear, Shields

Cvl Required: 65

*10% Chance To Cast Level 15 Confuse When Struck*

*Level 15 Holy Shock Aura When Equipped*

*+20-30% Faster Hit Recovery (varies)*

*+30% Enhanced Defense*

*+150-220 Defense (varies)*

*+10 To Vitality*

*Increase Maximum Life 5% (Helms Only)*

*+50 To Life (Shields Only)*

*+0.625-61.875 To Mana (Based On Character Level)*

*All Resistances +5-20 (varies)*

*12-25% Better Chance of Getting Magic Items (varies)*

### **Duress**

#### **ShaelUmThul**

Shael (13) + Um (22) + Thul (10)

Armor

Cvl Required: 47

*+150-200% Enhanced Defense*


*15% faster hit Recovery*

*+15% Fire Resistance*

*+45% Cold Resistance*

*+15% Lightning Resistance*

*+15% Poison Resistance*



*+10-25% Enhanced Damage*  
*+37-133 Cold Damage*  
*+15% Crushing Blow*  
*+33% Open Wounds*  
*20% Faster Stamina Drain*

### **Edge**

#### **TirTalAmn**

Tir (3) + Tal (7) + Amn (11)  
Missile Weapons  
Civl Required: 25  
*Level 15 Thorns Aura When Equipped*  
*+35% Increased Attack Speed*  
*+320-380% Damage To Demons (varies)*  
*+280% Damage To Undead*  
*+75 Poison Damage Over 5 Seconds*  
*7% Life Stolen Per Hit*  
*Prevent Monster Heal*  
*+5-10 To All Attributes (varies)*  
*+2 To Mana After Each Kill*  
*Reduces All Vendor Prices 15%*

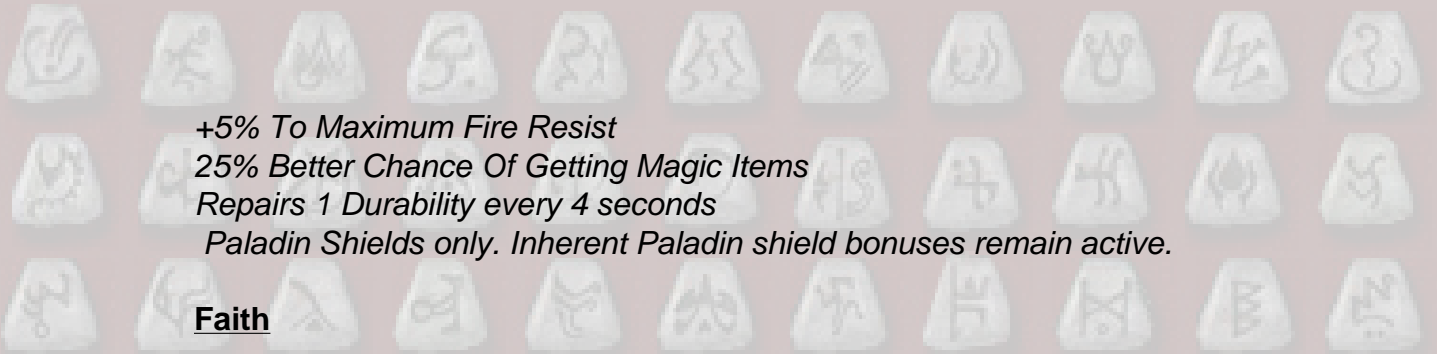
### **Enigma**

#### **JahlthBer**

Jah (31) + Ith (6) + Ber (30)  
Armor  
Civl Required: 65  
*+2 To All Skills*  
*+45% Faster Run/Walk*  
*+1 To Teleport*  
*+750-775 Defense (Varies)*  
*+ (0.75 Per Character Level) +0-74.25 To Strength (Based On Character Level)*  
*Increase Maximum Life 5%*  
*Damage Reduced By 8%*  
*+14 Life After Each Kill*  
*15% Damage Taken Goes To Mana*  
*+ (1 Per Character Level) +1-99% Better Chance of Getting Magic Items (Based On Character Level)*

### **Enlightenment**

**+5% To Maximum Cold Resist**



*+5% To Maximum Fire Resist*  
*25% Better Chance Of Getting Magic Items*  
*Repairs 1 Durability every 4 seconds*  
*Paladin Shields only. Inherent Paladin shield bonuses remain active.*

### **Faith**

#### **OhmJahLemEld**

Ohm (27) + Jah (31) + Lem (20) + Eld (2)

Missile Weapons

*Civl Required: 65*

*Level 12-15 Fanaticism Aura When Equipped (varies)*

*+1-2 To All Skills (varies)*

*+330% Enhanced Damage*

*Ignore Target's Defense*

*300% Bonus To Attack Rating*

*+75% Damage To Undead*

*+50 To Attack Rating Against Undead*

*+120 Fire Damage*

*All Resistances +15*

*10% Reanimate As: Returned*

*75% Extra Gold From Monsters*

### **Famine**

#### **FalOhmOrtJah**

Fal (19) + Ohm (27) + Ort (9) + Jah (31)

Axes & Hammers

*Civl Required: 65*

*+30% Increased Attack Speed*

*+320-370% Enhanced Damage*

*Ignore Target's Defense*

*Adds 180-200 Magic Damage*

*Adds 50-200 Fire Damage*

*Adds 51-250 Lightning Damage*

*Adds 50-200 Cold Damage*

*12% Life Stolen Per Hit*

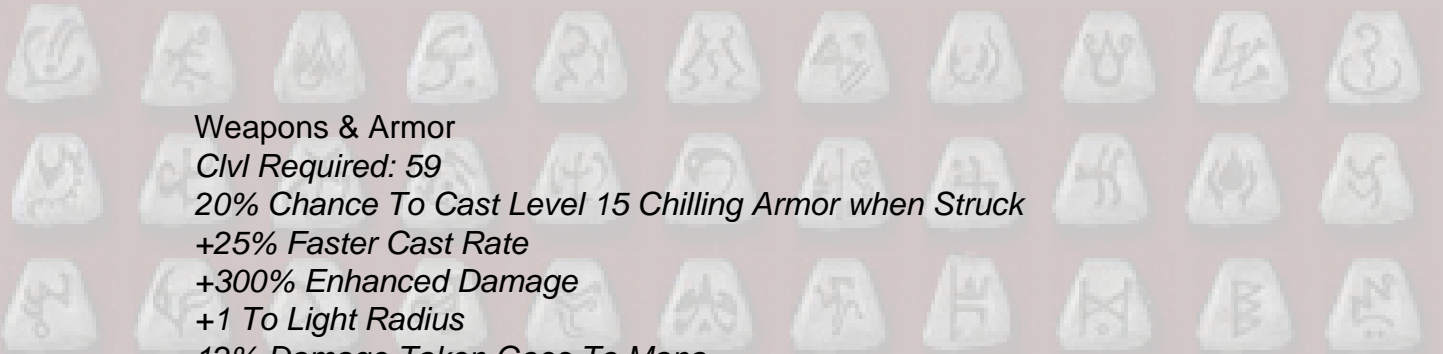
*Prevent Monster Heal*

*+10 To Strength*

### **Fortitude**

#### **EISoIDoLo**

El (1) + Sol (12) + Dol (14) + Lo (28)



### **Weapons & Armor**

*Civl Required: 59*

*20% Chance To Cast Level 15 Chilling Armor when Struck*

*+25% Faster Cast Rate*

*+300% Enhanced Damage*

*+1 To Light Radius*

*12% Damage Taken Goes To Mana*

*All Resistances +25-30 (varies)*

*+200% Enhanced Defense*

*+ To Life (Based on Character Level)\**

### **Weapons**

*+9 To Minimum Damage*

*+50 To Attack Rating*

*20% Deadly Strike*

*Hit Causes Monster To Flee 25%*

### **Armor**

*+15 Defense*

*Replenish Life +7*

*+5% To Maximum Lightning Resist*

*Damage Reduced By 7*

## **Fury**

### **JahGulEth**

*Jah (31) + Gul (25) + Eth (5)*

*All Melee Weapons*

*Civl Required: 65*

*+209% Enhanced Damage*

*40% Increased Attack Speed*

*Prevent Monster Heal*

*66% Chance Of Open Wounds*

*33% Chance Of Deadly Strike*

*Ignores Target Defense*

*-25% Target Defense*

*+20% Attack Rating*

*6% Life Stolen Per Hit*

*+5 To Frenzy (Barbarian Only)*

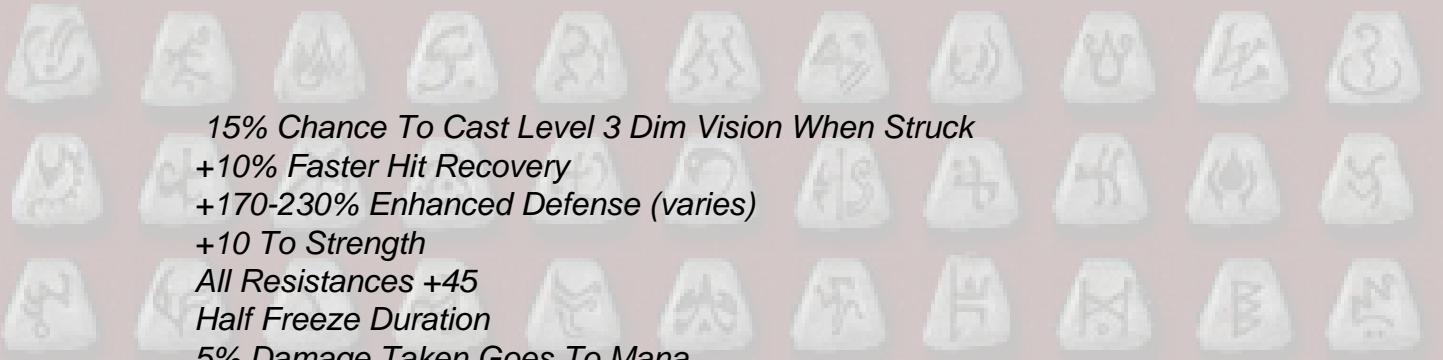
## **Gloom**

### **FalUmPul**

*Fal (19)+ Um (22) + Pul (21)*

*Armor*

*Civl Required: 47*



*15% Chance To Cast Level 3 Dim Vision When Struck*  
*+10% Faster Hit Recovery*  
*+170-230% Enhanced Defense (varies)*  
*+10 To Strength*  
*All Resistances +45*  
*Half Freeze Duration*  
*5% Damage Taken Goes To Mana*  
*-3 To Light Radius*

## **Grief**

### **EthTirLoMalRal**


Eth (5) + Tir (3) + Lo (28) + Mal (23) + Ral (8)  
Swords & Axes  
Civl Required: 59  
*35% Chance To Cast Level 15 Venom On Striking*  
*+30-40% Increased Attack Speed (varies)*  
*Damage +340-400 (varies)*  
*Ignore Target's Defense*  
*-25% Target Defense*  
*+(1.875 per character level) 1.875-185.625%*  
*Damage To Demons (Based on Character Level)*  
*Adds 5-30 Fire Damage*  
*-20-25% To Enemy Poison Resistance (varies)*  
*20% Deadly Strike*  
*Prevent Monster Heal*  
*+2 To Mana After Each Kill*  
*+10-15 Life After Each Kill (varies)*

## **Hand of Justice**

### **SurChamAmnLo**

Sur (29) + Cham (32) + Amn (11) + Lo (28)  
All Weapons  
Civl Required: 67  
*100% Chance To Cast Level 36 Blaze When You Level-Up*  
*100% Chance To Cast Level 48 Meteor When You Die*  
*Level 16 Holy Fire Aura When Equipped*  
*+33% Increased Attack Speed*  
*+280-330% Enhanced Damage*  
*Ignore Target's Defense*  
*7% Life Stolen Per Hit*  
*-20% To Enemy Fire Resistance*  
*20% Deadly Strike*





*Hit Blinds Target*  
*Freezes Target*

### **Harmony**

#### **TirlthSolKo**

Tir (3) + lth (6) + Sol (12) + Ko (18)

Missile Weapons

*Cvl Required: 39*

*Level 10 Vigor Aura When Equipped*

*+200-275% Enhanced Damage (varies)*

*+9 To Min & Max Damage*

*Adds 55-160 Lightning Damage*

*Adds 55-160 Cold & Fire Damage*

*+2-6 To Valkyrie (varies)*

*+10 To Dexterity*

*Regenerate Mana 20%*

*+2 To Mana After Each Kill*

*+2 To Light Radius*

*Level 20 Revive (25 Charges)*

### **Heart of the Oak**

#### **KoVexPulThul**

Ko (18) + Vex (26) + Pul (21) + Thul (10)

Staves & Maces

*Cvl Required: 55*

*+3 To All Skills*

*+40% Faster Cast Rate*

*+75% Damage To Demons*

*+100 To Attack Rating Against Demons*

*Adds 3-14 Cold Damage*

*7% Mana Stolen Per Hit*

*+10 To Dexterity*

*Replenish Life +20*

*Increase Maximum Mana 15%*

*All Resistances +30-40 (varies)*

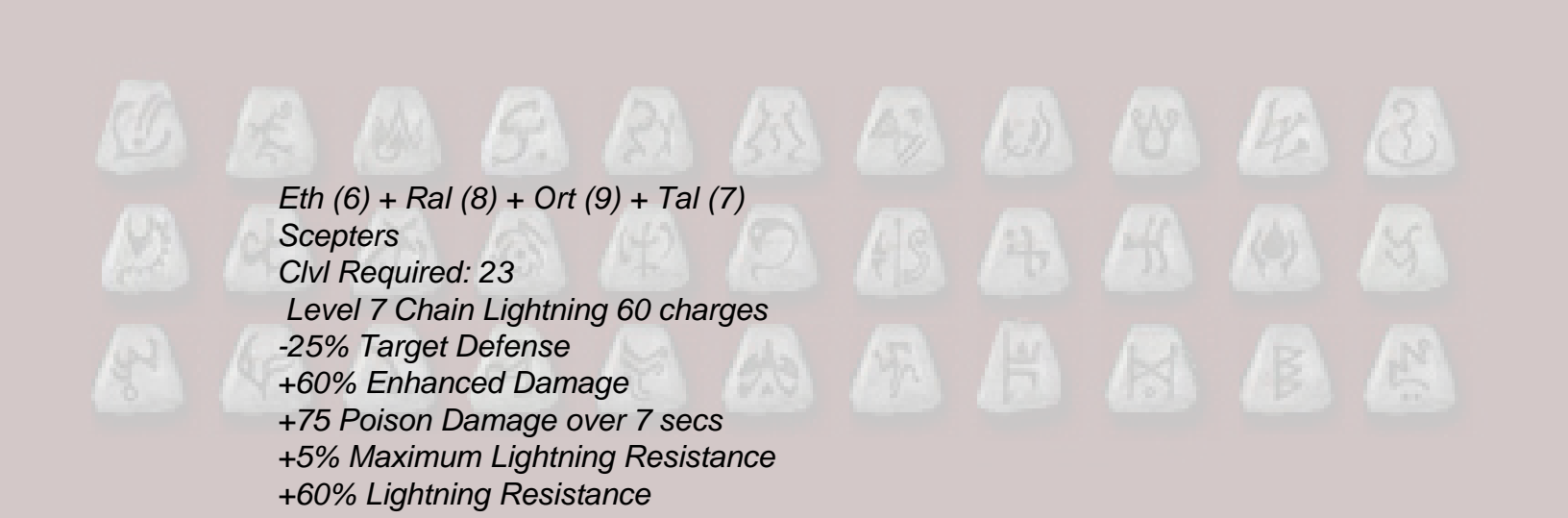
*Level 4 Oak Sage (25 Charges)*

*Level 14 Raven (60 Charges)*

*+50% Damage To Undead*

### **Holy Thunder**

#### **EthRalOrtTal**



*Eth (6) + Ral (8) + Ort (9) + Tal (7)*

*Scepters*

*Civl Required: 23*

*Level 7 Chain Lightning 60 charges*

*-25% Target Defense*

*+60% Enhanced Damage*

*+75 Poison Damage over 7 secs*

*+5% Maximum Lightning Resistance*

*+60% Lightning Resistance*

*+21-110 Lightning Damage*

*+5-30 Fire Damage*

*+3 to Holy Shock*

*150% Damage vs. Undead*

### **Honor**

#### **AmnEllthTirSol**

*Amn (11) + El (1) + lth (6) + Tir (3) + Sol (12)*

*All Melee Weapons*

*Civl Required: 27*

*+160% Enhanced Damage*

*+250 Attack Rating*

*+9 Minimum Damage*

*+9 Maximum Damage*

*25% Deadly Strike*

*7% Life Stolen per Hit*

*+1 to all skill levels*

*+2 Mana per kill*

*+1 Light Radius*

*Replenish life +10*

*+10 to Strength*

### **Ice**

#### **AmnShaelJahLo**

*Amn (11) + Shael (13) + Jah (31) + Lo (28)*

*Missile Weapons*

*Civl Required: 65*

*100% Chance To Cast Level 40 Blizzard When You Level-up*

*25% Chance To Cast Level 22 Frost Nova On Striking*

*Level 18 Holy Freeze Aura When Equipped*

*+20% Increased Attack Speed*

*+140-210% Enhanced Damage (varies)*

*Ignore Target's Defense*

+25-30% To Cold Skill Damage (varies)  
-20% To Enemy Cold Resistance  
7% Life Stolen Per Hit  
20% Deadly Strike  
3.125-309.375 Extra Gold From Monsters (Based on Character Level)

### Infinity

#### **BerMalBerIst**

Ber (30) + Mal (23) + Ber (30) + Ist (24)

Polearms

Civl Required: 63

50% Chance To Cast Level 20 Chain Lightning When You Kill An Enemy

Level 12 Conviction Aura When Equipped

+35% Faster Run/Walk

+255-325% Enhanced Damage (varies)

-(45-55)% To Enemy Lightning Resistance (varies)

40% Chance of Crushing Blow

Prevent Monster Heal

0.5-49.5 To Vitality (Based on Character Level)

30% Better Chance of Getting Magic Items

Level 21 Cyclone Armor (30 Charges)

### Insight

#### **RalTirTalSol**

Ral (8) + Tir (3) + Tal (7) + Sol (12)

Polearms & Staves

Civl Required: 27

Level 10-17 Meditation Aura When Equipped (varies)

+35% Faster Cast Rate

+200-260% Enhanced Damage (varies)

+9 To Minimum Damage

180-250% Bonus to Attack Rating (varies)

Adds 5-30 Fire Damage

+75 Poison Damage Over 5 Seconds

+1-6 To Critical Strike (varies)

+5 To All Attributes

+2 To Mana After Each Kill

23% Better Chance of Getting Magic Items

### King's Grace

#### **AmnRalThul**

Amn (11) + Ral (8) + Thul (10)

Swords & Scepters

Civl Required: 25

+100% Enhanced Damage

+150 Attack Rating

+100 Attack Rating vs. Undead

150% Damage vs. Undead

+100 Attack Rating vs. Demons

200% Damage vs. Demons

7% life steal

+3-14 Cold damage (3 sec)

+5-30 Fire Damage

### **Kingslayer**

MalUmGulFal

Mal (23) + Um (22) + Gul (25) + Fal (19)

Swords & Axes

Civl Required: 53

+30% Increased Attack Speed

+230-270% Enhanced Damage (varies)

-25% Target Defense

20% Bonus To Attack Rating

33% Chance of Crushing Blow

50% Chance of Open Wounds

+1 To Vengeance

Prevent Monster Heal

+10 To Strength

40% Extra Gold From Monsters

### **Last Wish**

JahMalJahSurJahBer

Jah (31) + Mal (23) + Jah (31) + Sur (29) + Jah (31) + Ber (30)

Axes, Hammers & Swords

Civl Required: 65

6% Chance To Cast Level 11 Fade When Struck

10% Chance To Cast Level 18 Life Tap On Striking

20% Chance To Cast Level 20 Charged Bolt On Attack

Level 17 Might Aura When Equipped

+330-375% Enhanced Damage (varies)

Ignore Target's Defense

60-70% Chance of Crushing Blow (varies)

Prevent Monster Heal

### 0.5-49.5% Chance of Getting Magic Items (Based on Character Level)

## 75% Extra Gold From Monsters

## +3 Warmth

**+30% to All Resistances**



*+50 Hit Points*

*+10 Energy*

*+20 Vitality*

*+15 Dexterity*

*+25 Strength*

### **Lore**

### **OrtSol**

*Ort (9) + Sol (12)*

*Headgear (all types)*

*Cvl Required: 27*

*+1 to all skill levels*

*+2 Mana per Kill*

*Lowers Damage by 7*

*30% Lightning Resistance*

*+10 Energy*

*+2 Light Radius*

### 3. Runewords (Extended)

#### Malice

##### **lthElEth**

lth (6) + El (1) + Eth (5)

*All Melee Weapons*

*Civl Required: 15*

*+33% Enhanced Damage*

*+9 Maximum Damage*

*+50 to Attack Rating*

*100% Chance of Open wounds*

*-100 to Monster Defense per Hit*

*Prevents Monster Heal*

*-25% Target Defense*

*Drain Life -5*

*Life drain is the opposite of life regeneration, with this you will lose 1 hp about every 2 seconds.*

#### Melody

##### **ShaelKoNef**

Shael (13) + Ko (18) + Nef (4)

*Bows & Xbows*

*Civl Required: 39*

*+300% Damage vs. Undead*

*+50% Enhanced Damage*

*+10 Dexterity*

*20% Increased Attack Speed*

*Knockback*

*+3 Bow and Crossbow Skills*

*+3 Slow Missiles*

*+3 Dodge*

*+3 Critical Strike*

#### Memory


##### **LumloSolEth**

Lum (17) + lo (16) + Sol (12) + Eth (5)

*Staves (Not Orbs).*

*Civl Required: 37*

*Lowers Target's Defense by 25%*



*33% Faster Cast Rate*  
*+3 Sorceress Skill Levels*  
*+50% Enhanced Defense*  
*-7 Magic Damage*  
*+20% Max Mana*  
*+9 Minimum Damage*  
*+10 Energy*  
*+10 Vitality*  
*+2 Static Field*  
*+2 Energy Shield*

### **Myth**

#### **HelAmnNef**

Hel (15) + Amn (11) + Nef (4)

Armor

*Civil Required: 25*

*3% Chance To Cast Level 1 Howl When Struck*

*10% Chance To Cast Level 1 Taunt On Striking*

*+2 To Barbarian Skill Levels*

*+30 Defense Vs. Missile*

*Replenish Life +10*

*Attacker Takes Damage of 14*

*Requirements -15%*

*Barbarian Yes No No*

### **Nadir**

#### **NefTir**

Nef (4) + Tir (3)

Headgear (all types)

*Civil Required: 13*

*Level 13 Cloak of Shadows (9 charges)*

*+50% Enhanced Defense*

*+2 mana per kill*

*-3 light radius*

*+30 Defense vs. missile*

*+10 Defense*

*+5 Strength*

*-33% gold from monsters*

### **Oath**





### **ShaelPulMalLum**

Shael (13) + Pul (21) + Mal (23) + Lum (17)

Axes, Maces & Swords

Civl Required: 59

*30% Chance To Cast Level 20 Bone Spirit On Striking  
Indestructible*

*+50% Increased Attack Speed*

*+210-340% Enhanced Damage (varies)*

*+75% Damage To Demons*

*+100 To Attack Rating Against Demons*

*Prevent Monster Heal*

*+10 To Energy*

*+10-15 Magic Absorb (varies)*

*Level 16 Heart of Wolverine (20 Charges)*

*Level 17 Iron Golem (14 Charges)*

### **Obedience**

#### **HelKoThulEthFal**

Hel (15) + Ko (18) + Thul (10) + Eth (5) + Fal (19)

Polearms

Civl Required: 41

*30% Chance To Cast Level 21 Enchant When You Kill An Enemy*

*40% Faster Hit Recovery*

*+370% Enhanced Damage*

*-25% Target Defense*

*Adds 3-14 Cold Damage 3 Second Duration (Normal)*

*-25% To Enemy Fire Resistance*

*40% Chance of Crushing Blow*

*+200-300 Defense (varies)*

*+10 To Strength & Dexterity*

*All Resistances +20-30 (varies)*

*Requirements -20%*

### **Passion**

#### **DolOrtEldLem**

Dol (14) + Ort (9) + Eld (2) + Lem (20)

All Weapons

Civl Required: 43

*+25% Increased Attack Speed*

*+160-210% Enhanced Damage*

*50-80% Bonus To Attack Rating*

*+75% Damage To Undead*



*+50 To Attack Rating Against Undead*  
*Adds 1-50 Lightning Damage*  
*+1 To Berserk*  
*+1 To Zeal*  
*Hit Blinds Target +10*  
*Hit Causes Monster To Flee 25%*  
*75% Extra Gold From Monsters*  
*Level 3 Heart of Wolverine (12 Charges)*

## **Peace**

### **ShaelThulAmn**

Shael (13) + Thul (10) + Amn (11)

Armor

*Cvl Required: 29*

*4% Chance To Cast Level 5 Slow Missiles When Struck*

*2% Chance To Cast level 15 Valkyrie On Striking*

*+2 To Amazon Skill Levels*

*+20% Faster Hit Recovery*

*+2 To Critical Strike*

*Cold Resist +30%*

*Attacker Takes Damage of 14*

*Amazon*

## **Phoenix**

### **VexVexLoJah**

Vex (26) + Vex (26) + Lo (28) + Jah (31)

Weapons & Shields

*Cvl Required: 65*

*Both*

*100% Chance To Cast level 40 Blaze When You Level-up*

*40% Chance To Cast Level 22 Firestorm On Striking*

*Level 10-15 Redemption Aura When Equipped (varies)*

*-28% To Enemy Fire Resistance*

*+15-21 Fire Absorb (varies)*

*+350-400 Defense Vs. Missile (varies)*

*+350-400% Enhanced Damage (varies)*

Weapons


*Ignores Target's Defense*

*14% Mana Stolen Per Hit*

*20% Deadly Strike*

Shields

*+50 To Life*



*+5% To Maximum Lightning Resist*

*+10% To Maximum Fire Resist*

### **Pride**

#### **ChamSurloLo**

Cham (32) + Sur (29) + lo (16) + Lo (28)

Polearms

*Civl Required: 67*

*25% Chance To Cast Level 17 Fire Wall When Struck*

*Level 16-20 Concentration Aura When Equipped (varies)*

*260-300% Bonus To Attack Rating (varies)*

*+1-99% Damage To Demons (Based on Character Level)*

*Adds 50-280 Lightning Damage*

*20% Deadly Strike*

*Hit Blinds Target*

*Freezes Target +3*

*+10 To Vitality*

*Replenish Life +8*

*1.875-185.625% Extra Gold From Monsters (Based on Character Level)*

### **Principle**

#### **RalGulEld**

Ral (8) + Gul (25) + Eld (2)

Armor

*Civl Required: 55*

*100% Chance To Cast Level 5 Holy Bolt On Striking*

*+2 To Paladin Skill Levels*

*15% Slower Stamina Drain*

*+5% To Maximum Poison Resist*

*Fire Resist +30%*

*Paladin*

### **Prudence**

#### **MalTir**

Mal (23) + Tir (3)

Armor


*Civl Required: 49*

*+25% Faster Hit Recovery*

*+140-170% Enhanced Defense (varies)*

*All Resistances +25-35 (varies)*

*Damage Reduced by 3*



*Magic Damage Reduced by 17*  
*+2 To Mana After Each Kill*  
*+1 To Light Radius*  
*Repairs Durability 1 In 4 Seconds*

### **Radiance**

#### **NefSollth**

Nef (4) + Sol (12) + Ith (6)

Headgear (All types)

Cvl Required: 27

*15% Melee Damage Taken Goes to Mana*

*+75% Enhanced Defense*

*Magic Damage Reduced by 3*

*Physical Damage Reduced by 7*

*+30 Defense vs. Missiles*

*+33 Mana*

*+10 Energy*

*+10 Vitality*

*+5 Light Radius*

### **Rain**

#### **OrtMallth**

Ort (9) + Mal (23) + Ith (6)

Armor

Cvl Required: 49

*5% Chance To Cast Level 15 Cyclone Armor When Struck*

*5% Chance To Cast Level 15 Twister On Striking*

*+2 To Druid Skills*

*+100-150 To Mana (varies)*

*Lightning Resist +30%*

*Magic Damage Reduced By 7*

*15% Damage Taken Goes to Mana*

*Druid*

### **Rhyme**

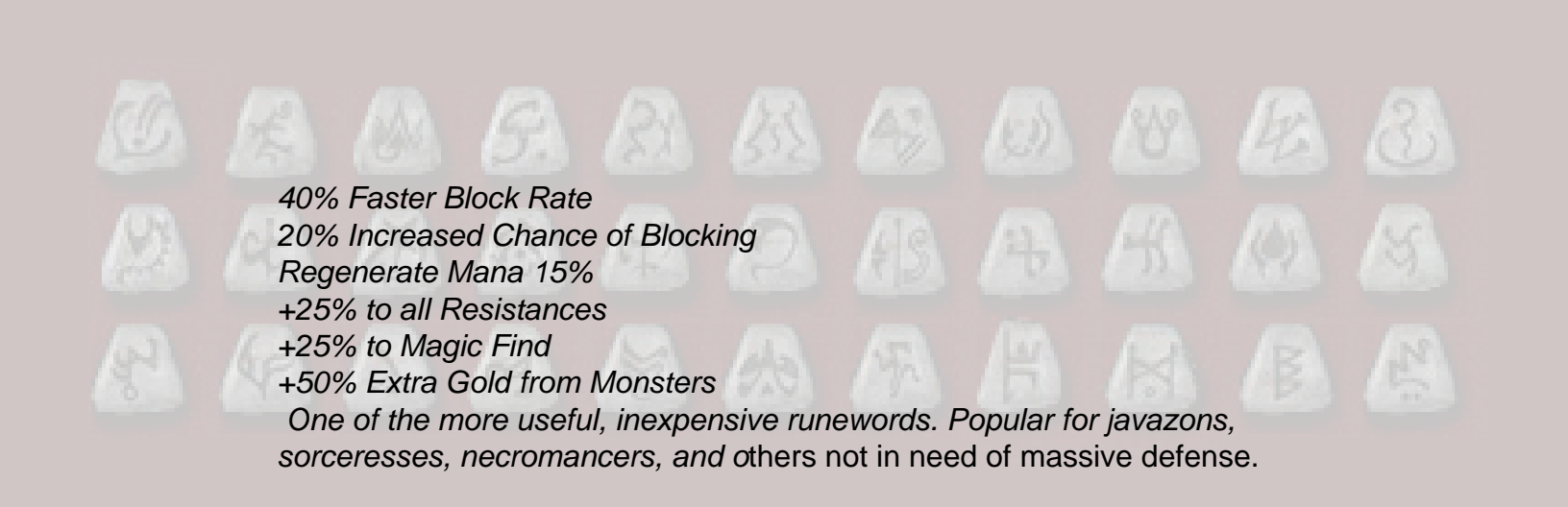
#### **ShaelEth**

Shael (13) + Eth (5)

Shields (All types)

Cvl Required: 29

*Cannot be Frozen*



*40% Faster Block Rate*  
*20% Increased Chance of Blocking*  
*Regenerate Mana 15%*  
*+25% to all Resistances*  
*+25% to Magic Find*  
*+50% Extra Gold from Monsters*  
*One of the more useful, inexpensive runewords. Popular for javazons, sorceresses, necromancers, and others not in need of massive defense.*

## **Rift**

### **HelKoLemGul**

Hel (15) + Ko (18) + Lem (20) + Gul (25)  
Polearms & Scepters  
*Civl Required: 53*  
*20% Chance To Cast Level 16 Tornado On Striking*  
*16% Chance To Cast Level 21 Frozen Orb On Attack*  
*20% Bonus To Attack Rating*  
*Adds 160-250 Magic Damage*  
*Adds 60-180 Fire Damage*  
*+5-10 To All Stats (varies)*  
*+10 To Dexterity*  
*38% Damage Taken Goes To Mana*  
*75% Extra Gold From Monsters*  
*Level 15 Iron Maiden (40 Charges)*  
*Requirements -20%*

## **Sanctuary**

### **KoKoMal**

Ko (18) + Ko (18) + Mal (23)  
Shields  
*Civl Required: 49*  
*+20% Faster Hit Recovery*  
*+20% Faster Block Rate*  
*20% Increased Chance of Blocking*  
*+130-160% Enhanced Defense (varies)*  
*+250 Defense vs. Missile*  
*+20 To Dexterity*  
*All Resistances +50-70 (varies)*  
*Magic Damage Reduced By 7*  
*Level 12 Slow Missiles (60 Charges)*

## **Silence**



### **DolEldHellstTirVex**

Dol (14) + Eld (2) + Hel (15) + Ist (24) + Tir (3) + Vex (26)

All Weapons

*Cvl Required: 55*

*+200% Enhanced Damage*

*175% Damage vs. Undead*

*+50 to Attack Rating Against Undead*

*11% Mana Steal*

*Hit Blinds Target*

*20% Faster Hit Recovery*

*+2 to All Skills*

*All Resistances +75*

*20% Increased Attack Speed*

*+2 to Mana After Each Kill*

*Hit Causes Monster to Flee 25%*

*Requirements -20%*

*30% Better Magic Find*

### **Smoke**

#### **NefLum**

Nef (4) + Lum (17)

Armor

*Cvl Required: 37*

*Level 6 Weaken, 18 charges*

*+20% Faster Hit Recovery*

*-1 to Light Radius*

*+75% Enhanced Defense*

*+50% to all Resistances*

*+280 Defense vs. Missiles*

*+10 to Energy*

### **Spirit**

#### **TalThulOrtAmn**

Tal (7) + Thul (10) + Ort (9) + Amn (11)

Shields & Swords

*Cvl Required: 25*


*+2 To All Skills*

*+25-35% Faster Cast Rate (varies)*

*+55% Faster Hit Recovery*

*+22 To Vitality*

*+250 Defense Vs. Missile*



*+89-112 To Mana (varies)*  
*+3-8 Magic Absorb (varies)*  
*Shields*  
*Cold Resist +35%*  
*Lightning Resist +35%*  
*Poison Resist +35%*  
*Attacker Takes Damage of 14*  
*Swords*  
*Adds 1-50 Lightning Damage*  
*Adds 3-14 Cold Damage 3 Second Duration (Normal)*  
*+75 Poison Damage Over 5 Seconds*  
*7% Life Stolen Per Hit*

### **Splendor**

#### **EthLum**

*Eth (5) + Lum (17)*  
*Shields*  
*Civl Required: 37*  
*+1 To All Skills*  
*+10% Faster Cast Rate*  
*+20% Faster Block Rate*  
*+60-100% Enhanced Defense (varies)*  
*+10 To Energy*  
*Regenerate Mana 15%*  
*50% Extra Gold From Monsters*  
*20% Better Chance of Getting Magic Items*  
*+3 To Light Radius*

### **Stealth**

#### **TalEth**

*Tal (7) + Eth (5)*  
*Armor*  
*Civl Required: 17*  
*25% Faster Casting Rate*  
*25% Faster Hit Recovery*  
*25% Faster run/walk speed*  
*-3 magical damage taken*  
*+15% Mana Regeneration Rate*  
*+30% Poison Resistance*  
*+15% Maximum Stamina*  
*+6 Dexterity*



## **Steel**

### **TirEI**

Tir (3) + EI (1)

Works: Sword, Axe, Mace

*Doesn't work: Maul, Great Maul, War Hammer, Barbed Club, Partizan, Dagger type*

*Civl Required: 13*

*+20% Enhanced Damage*

*+3 Minimum Damage*

*+3 Maximum Damage*

*+50 Attack Rating*

*50% Chance of Open Wounds*

*+1 light radius*

*+2 mana per kill*

*25% Increased Attack Speed*

## **Stone**

### **ShaelUmPulLum**

Shael (13) + Um (22) + Pul (21) + Lum (17)

Armor

*Civl Required: 47*

*+60% Faster Hit Recovery*

*+250-290% Enhanced Defense (varies)*

*+300 Defense Vs. Missile*

*+16 To Strength*

*+16 To Vitality*

*+10 To Energy*

*All Resistances +15*

*Level 16 Molten Boulder (80 Charges)*

*Level 16 Clay Golem (16 Charges)*

## **Strength**

### **AmnTir**

Amn (11) + Tir (3)

Melee Weapons

*Civl Required: 25*

*+35% Enhanced Damage*

*25% chance of Crushing Blow*

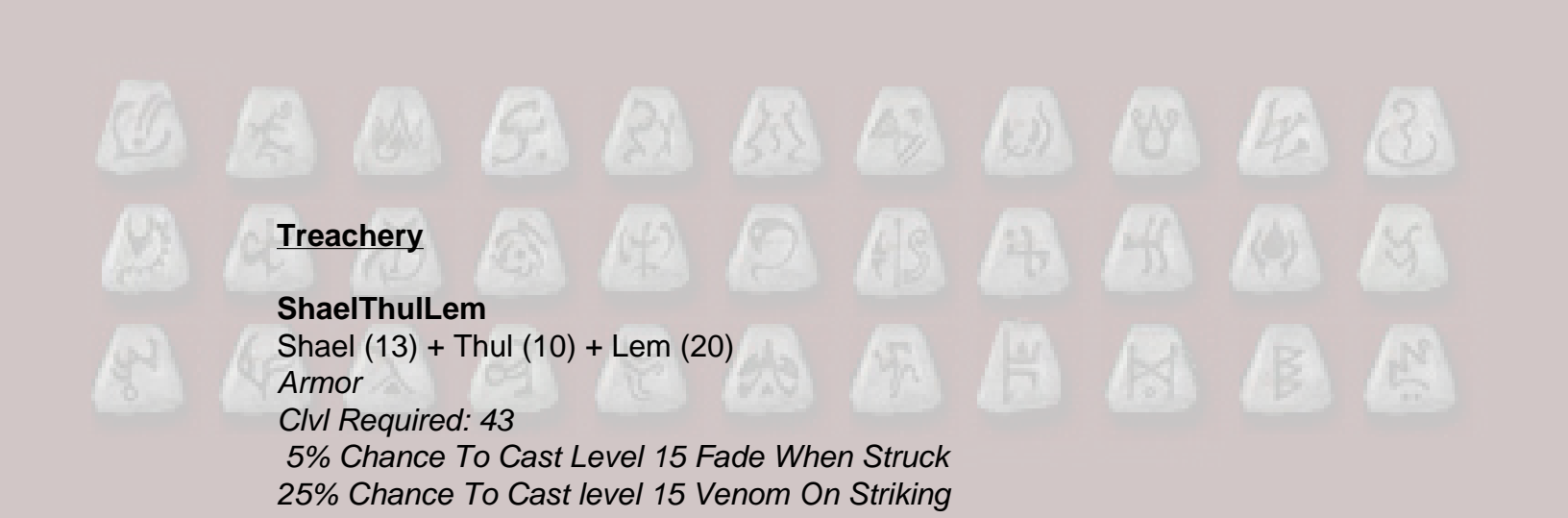
*7% life steal*

*+2 mana per kill*

*+10 vitality*

*+20 strength*





### Treachery

#### **ShaelThulLem**

Shael (13) + Thul (10) + Lem (20)

*Armor*

*Civl Required: 43*

*5% Chance To Cast Level 15 Fade When Struck*

*25% Chance To Cast level 15 Venom On Striking*

*+2 To Assassin Skills*

*+45% Increased Attack Speed*

*+20% Faster Hit Recovery*

*Cold Resist +30%*

*50% Extra Gold From Monsters*

*Assassin*

### Venom

#### **TalDolMal**

Tal (7) + Dol (14) + Mal (23)

*All Weapons*

*Civl Required: 49*

*288 Poison Damage Over 6 Seconds*

*Hit Causes Monster To Flee 25%*

*Prevent Monster Heal*

*Ignore Target's Defense*

*7% Mana Stolen Per Hit*

*Level 15 Poison Explosion (27 Charges)*

*Level 13 Poison Nova (11 Charges)*

### Voice of Reason

#### **LemKoEIEld**

Lem (20) + Ko (18) + El (1) + Eld (2)

*Maces & Swords*

*Civl Required: 43*

*15% Chance To Cast Level 13 Frozen Orb On Striking*

*18% Chance To Cast Level 20 Ice Blast On Striking*

*+50 To Attack Rating*


*+220-350% Damage To Demons*

*+355-375% Damage To Undead (varies)*

*+50 To Attack Rating Against Undead*

*Adds 100-220 Cold Damage*

*-24% To Enemy Cold Resistance*



+10 To Dexterity  
Cannot Be Frozen  
75% Extra Gold From Monsters  
+1 To Light Radius

### **Wealth**

#### **LemKoTir**

Lem (20) + Ko (18) + Tir (3)

*Armor*

*Civl Required: 43*

*100% Better Chance of Getting Magic Items*

*300% Extra Gold From Monsters*

*+2 to Mana After Each Kill*

*+10 to Dexterity*

*Not a lot of bonuses, but a very large one to magic find and gold. Get rich quick.*

### **White**

#### **Dollo**

Dol (14) + lo (16)

*Wands*

*Civl Required: 35*

*Hit causes monster to flee 25%*

*20% Faster Cast Rate*

*Magic Damage Reduced by 4*

*+13 to mana*

*+10 to vitality*

*+3 to Poison and Bone Skills*

*+4 to Skeleton Mastery*

*+2 to Bone Spear*

*+3 to Bone Armor*

### **Wind**

*SurEl*

Sur (29) + El (1)

*Melee Weapons*

*Civl Required: 61*


*10% Chance To Cast Level 9 Tornado On Striking*

*+20% Faster Run/Walk*

*+40% Increased Attack Speed*

*+15% Faster Hit Recovery*

*+120-160% Enhanced Damage (varies)*



*-50% Target Defense  
+50 To Attack Rating  
Hit Blinds Target  
+1 To Light Radius  
Level 13 Twister (127 Charges)*

### **Wrath**

#### **PulLumBerMal**

Pul (21) + Lum (17) + Ber (30) + Mal (23)  
Missile Weapons  
*Cvl Required: 63*  
*30% Chance To Cast Level 1 Decrepify On Striking*  
*5% Chance To Cast Level 10 Life Tap On Striking*  
*+375% Damage To Demons*  
*+100 To Attack Rating Against Demons*  
*+250-300% Damage To Undead (varies)*  
*Adds 85-120 Magic Damage*  
*Adds 41-240 Lightning Damage*  
*20% Chance of Crushing Blow*  
*Prevent Monster Heal*  
*+10 To Energy*  
*Cannot Be Frozen*

### **Zephyr**

#### **OrtEth**

Ort (9) + Eth (5)  
Bows & Xbows  
*Cvl Required: 21*  
*7% Chance to Cast Slvl 1 Twister When Struck*  
*+33% Enhanced Damage*  
*+1-50 lightning damage*  
*Increased Attack Speed (25)*  
*-25% Target Defense*  
*Faster Run (25)*  
*+25 Defense*  
*+66 Attack Rating*



## 4. Diablo II Secrets

### Mephisto's Lair

Adventurers fighting in the Durance of Hate may have spotted strange, ghost-like creatures. These "Evil Forces" guard Mephisto and the Infernal gate to the Pandemonium Fortress. Evil Forces can attack and kill those who dare to stick around after Mephisto's demise. The most skilled and tenacious warriors might be able to kill an Evil Force, however, they will discover that the reward is not worth the effort. Some speculate that Evil Forces have some other purpose such as to reveal the way to a hidden world however they are simply a mindless pawn of Mephisto like many of the people of Kurast.

### Cain's Corner - Secret Rooms in the Monastery

The Rogues were careful when designing the Monastery, creating a series of "secret" rooms. These hidden alcoves were constructed in their Jail to hide both gold and treasure from would-be thieves. Many of these rooms have not yet been discovered by the forces of Andariel that took over the Monastery. Adventurers can gain access to these secret rooms (if they can find them) and then take the treasures stored there for themselves.

To find a secret room, closely watch the Automap for a room-sized area that appears to have no doors. Walk around the "room", clicking on the exterior walls. If there is a secret room, a door will slide away revealing the secret entrance. Particularly attentive adventurers can even spot the correct wall to click as it looks slightly different than the rest.

A walled area is in a good location to hold a secret room.

Clicking on the wall reveals the secret door.



A room filled with treasure!

There appears to be gold behind this wall, but there is no door to get to the treasure -- or is there?

Clicking on the wall reveals a secret door.

**Cain's Corner** - Just as the **Lord of all Terror** brings life to nightmares, so too can he imbue inanimate objects with his vile presence. Culled from the desecrated churches, Stained Glass Windows can sometimes be found on the Mesas in Hell. These panes of colored glass are not what they appear, however -- they are actually alive! Don't worry, adventurer, they lack both mobility and knowledge of the arcane arts and so, they cannot attack you. Perhaps, they too are used to alert the demons of the underworld of unwanted visitors...

**Cain's Corner** - The agents of evil are everywhere in these dark days and, whether you have been aware of it or not, you are being watched! Between the River of Flame and the Archangel Hadriel stands a row of statues, guarding the way to The Chaos Sanctuary. As you pass each statue, take notice as they turn their head and follow you with their icy stares. What purpose could they serve? Perhaps they are the eyes of Diablo himself!

## **5. Toon Build Guides**

**Master Link:** <http://www.d2tomb.com/strategy.shtml>

## **6. Game Tools**

**Zonfire Hero Editor:**

<http://www.d2sector.net/downloads/index.php?dlid=161>

[http://diablorealm.net/index.php?act=downloads&CODE=view\\_dl&id=1](http://diablorealm.net/index.php?act=downloads&CODE=view_dl&id=1)

<http://modsreloaded.com/hero-editor>

**Diablo II Skill Planner**

<http://www.diablofans.com/page/tools/skill/>

## **7. Diablo II Extras**

**All Items In Diablo II & Lord Of Destruction:**

<http://classic.battle.net/diablo2exp/items/>

**Diablo II : Lord of Destruction Stories**

[http://www.d2tomb.com/fan\\_fiction.shtml](http://www.d2tomb.com/fan_fiction.shtml)

**Official Game Story:**

[http://www.d2tomb.com/diablo\\_ii\\_story.shtml](http://www.d2tomb.com/diablo_ii_story.shtml)



# Crafted Items

***Crafted items are similar to rare items, but cannot be Gambled, dropped by Monsters or found in Chests. They can only be created with The Horadric Cube. Crafted Items are a form of Gambling for high level players or "hardcore" players. These serious players can have the ingredients and time to create a good Crafted Item. Crafted Items have the potential to be better than Rare Items and possibly certain Set or Unique Items.***

Items in **Orange** are Crafted Items.

## ***Crafted Items have 3-4 Fixed Properties***

Each Crafted Item has one or more fixed properties. For example, there are some Crafted Items guaranteed to have from 5-10% Chance of Crushing Blow. Often the Fixed Properties are not available normally on Magic or Rare Items. It's also nice to be able to create an item knowing which fixed magical bonuses are going to always appear which is not the case with Magic or Rare Items.

## ***Crafted Items have 1-4 Random Magical Prefixes/Suffixes***

On top of those fixed properties, a Crafted Item can have from 1-4 standard Rare and Magic Prefix and Suffixes. These are generated pretty much the same way as a Rare item.

*At ilvl's 1-30, there's a 40% chance of 1 affix and a 20% chance each of 2, 3 or 4 affixes.*

*At ilvl's 31-50, there's a 60% chance of 2 affixes and a 20% chance each of 3 or 4 affixes.*

*At ilvl's 51-70, there's an 80% chance of 3 affixes and a 20% chance of 4 affixes.*

*At ilvl's 71+, there's a 100% chance of 4 affixes.*

When you Craft an item it loses all of its original Magical Prefixes/Suffixes. Creating a Crafted Item is just like the Imbue quest reward in that it takes the base item, and creates a new one with new properties.

The Level Requirement of crafted items will be higher than that of a rare item even if they have the same random prefixes/suffixes.



Crafted Items are pretty much a free shot of creating a Rare Item. You don't know if you'll get a "good" item since the bonuses are random but you do have a better chance than trying to find a Rare Item or Gambling for a Rare Item.

Because Crafted Items have fixed stats you have much more control over what magical bonuses will appear as opposed to finding or Gambling a Rare Item.

You can stack the "fixed" Magical Prefixes/Suffixes with regular Magical Prefixes/Suffixes that can appear on Rare Items to create bonuses that are much higher than would normally appear on a Rare Item. Note: this does not mean you will keep the Magical Bonuses on the item you place in the cube, this simply means that it's possible to combine the "fixed" Crafted Bonuses with normal Magic Prefixes and Suffixes.

To determine which pre- and suffixes can spawn on the Crafted Item the affix level has to be calculated. All pre- and suffixes with a level up to the calculated affix level can spawn on the Crafted Item.

The basis for the calculation of the affix level is the item level. The *ilvl* of a Crafted Item is equal to half the level of the crafting character (rounded down) plus half the *ilvl* of the input item (rounded down). Put another way:

$$(1) \text{ ilvl} = \text{int}(.5 * \text{clvl}) + \text{int}(.5 * \text{ilvl})$$

The *ilvl* calculated in (1) has to undergo two checks and possible modifications. First, *ilvl* is capped at 99:

$$(2) \text{ if } \text{ilvl} > 99 \text{ then } \text{ilvl} = 99$$

Then *qlvl* and *ilvl* are compared. The higher number is used for further calculations:

$$(3) \text{ if } \text{qlvl} > \text{ilvl} \text{ then } \text{ilvl} = \text{qlvl}$$

The final step is to determine the affix level. If the *ilvl* is smaller than  $99 - \text{int}(\text{qlvl}/2)$  then the affix level is  $\text{ilvl} - \text{int}(\text{qlvl}/2)$ . Otherwise the affix level is  $\text{ilvl} * 2 - 99$ :

$$(4) \text{ if } \text{ilvl} < (99 - \text{int}(\text{qlvl}/2)) \text{ then affix level} = \text{ilvl} - \text{int}(\text{qlvl}/2) \text{ else affix level} = \text{ilvl} * 2 - 99.$$

It's also worth noting that the *ilvl*, the quality and the properties of the jewel are completely irrelevant and don't affect the outcome at all.

### Example

The Blood Weapon Recipe is used to craft a Berserker Axe (qlvl = 86) that was dropped by a monster in the Worldstone Tower in hell difficulty (ilvl = 85). The character used for crafting has level 78 (clvl = 78).

First, ilvl has to be calculated:  $ilvl = \text{int}(.5 * 78) + \text{int}(.5 * 85) = 39 + 42 = 81$ .

Then it's checked if the calculated ilvl is higher than 99. This is not the case, so ilvl remains 81. But qlvl 86 is higher than ilvl 81, so the ilvl is set to 86.

Finally, the affix level can be determined: Since 86 is not smaller than  $(99 - \text{int}(86 / 2)) = 56$  the affix level is  $ilvl * 2 - 99$ , in our example  $86 * 2 - 99 = 73$ .

So all pre- and suffixes with a level up to 73 can spawn on the Crafted Item.

Note: Since the qlvl of amulets is 1 the term  $\text{int}(qlvl/2)$  is always 0, so the affix level is effectively determined by ilvl, so  $\text{affix level} = ilvl = \text{int}(.5 * clvl) + \text{int}(.5 * ilvl)$ .

### **Crafted Item Formulae**

Place the listed Ingredients in the Horadric Cube and Transmute them. The ingredients must be exact, using the listed exact piece of Armor or Weapon.

For more questions and answers look at the bottom of this page.

The following complete list of Crafted Formulae require Diablo II: LOD v1.10

### **Hit Power Items**

#### **Blood Items**

#### **Caster Items**

#### **Safety Items**

The Crafted Recipe did not work

Make sure you use a Magic item, if it says Magic. Make sure you use the correct item type. If it's looking for a Belt, it's looking for the specific item "Belt" not any kind of Belt. It doesn't matter if the jewel is magic, rare, or even unique. They all work. If it doesn't work, you are probably doing

something wrong. Make sure you have read all of the requirements.

Some Crafted Recipes were in the game for a time but have since been removed or changed.

### **Hit Power Items**

*You can use the Normal, Exceptional, or Elite versions of items.*

#### **Hit Power Helm *Magic Full Helm/Basinet/Giant Conch***

Ith Rune

Perfect Sapphire

Any Jewel

(25-50) Defense vs. Missiles

5% Chance To Cast Level 4 Frost Nova When Struck

Attacker Takes Damage of (3-7)

#### **Hit Power Boots *Magic Chain/Mesh/Boneweave Boots***

Ral Rune

Perfect Sapphire

Any Jewel

(25-50) Defense vs. Melee

5% Chance To Cast Level 4 Frost Nova When Struck

Attacker Takes Damage of (3-7)

#### **Hit Power Gloves *Magic Chain Gloves/Heavy Bracers/Vambraces***

Ort Rune

Perfect Sapphire

Any Jewel

Knockback

5% Chance To Cast Level 4 Frost Nova When Struck

Attacker Takes Damage of (3-7)

#### **Hit Power Belt *Magic Heavy Belt/Battle Belt/Troll Belt***

Tal Rune

Perfect Sapphire

Any Jewel

(5-10) % Damage Goes to Mana

5% Chance To Cast Level 4 Frost Nova When Struck

Attacker Takes Damage of (3-7)

**Hit Power Shield *Magic Gothic Shield/Ancient Shield/Ward***

Eth Rune

Perfect Sapphire

Any Jewel

(5-10%) Increased Chance of Blocking

5% Chance To Cast Level 4 Frost Nova When Struck

Attacker Takes Damage of (3-10)

**Hit Power Body *Magic Field Plate/Sharktooth Armor/Kraken Shell***

Nef Rune

Perfect Sapphire

Any Jewel

10-20% Faster Hit Recovery

5% Chance To Cast Level 4 Frost Nova When Struck

Attacker Takes Damage of (3-10)

**Hit Power Amulet *Magic Amulet***

Thul Rune

Perfect Sapphire

Any Jewel

Hit Causes Monster To Flee (3-11)%

5% Chance To Cast Level 4 Frost Nova When Struck

Attacker Takes Damage of (3-10)

**Hit Power Ring *Magic Ring***

Amn Rune

Perfect Sapphire

Any Jewel

+ (1-5) To Dexterity

5% Chance To Cast Level 4 Frost Nova When Struck

Attacker Takes Damage of (3-6)

**Hit Power Weapon *Magic Normal/Exceptional/Elite Blunt Weapon***

Tir Rune

Perfect Sapphire

Any Jewel

+ (35-60%) Enhanced Damage

5% Chance To Cast Level 4 Frost Nova When Struck

Attacker Takes Damage of (3-7)

Note: Blunt Weapons are Clubs, Hammers, Maces, Scepters, Staves and Wands. Hammers are War Hammer, Maul, Great Maul. Clubs are Club and Spiked Club. Maces are Mace, Flail, and Morning Star.

### **Blood Items**

*You can use the Normal, Exceptional, or Elite versions of items.*

#### **Blood Helm *Magic Helm/Casque/Armet***

Ral Rune

Perfect Ruby

Any Jewel

5-10% Deadly Strike

(1-3)% Life Stolen Per Hit

+(10-20) To Life

#### **Blood Boots *Magic Light Plated Boots/Battle Boots/Mirrored Boots***

Eth Rune

Perfect Ruby

Any Jewel

Replenish Life + (5-10)

(1-3)% Life Stolen Per Hit

+(10-20) To Life

#### **Blood Gloves *Magic Heavy Gloves/Sharkskin Gloves/Vampirebone***

Gloves

Nef Rune

Perfect Ruby

Any Jewel

Crushing Blow (5-10)%

(1-3)% Life Stolen Per Hit

+(10-20) To Life

#### **Blood Belt *Magic Belt/Mesh Belt/Mithril Coil***

Tal Rune

Perfect Ruby

Any Jewel

Open Wounds (5-10)%

(1-3)% Life Stolen Per Hit

+(10-20) To Life

#### **Blood Shield *Magic Spiked Shield/Barbed Shield/Blade Barrier***

Ith Rune

Perfect Ruby

Any Jewel

Attacker Takes Damage of (4-7)

(1-3)% Life Stolen Per Hit

+(10-20) To Life

**Blood Body *Magic Plate Mail/Templar Coat/Hellforge Plate***

Thul Rune

Perfect Ruby

Any Jewel

+ (1-3) Life Per Demon Kill

(1-3)% Life Stolen Per Hit

+(10-20) To Life

**Blood Amulet *Magic Amulet***

Amn Rune

Perfect Ruby

Any Jewel

5-10% Faster Run/Walk

(1-4)% Life Stolen Per Hit

+(10-20) To Life

**Blood Ring *Magic Ring***

Sol Rune

Perfect Ruby

Any Jewel

+ (1-5) To Strength

(1-3)% Life Stolen Per Hit

+(10-20) To Life

**Blood Weapon *Magic Normal/Exceptional/Elite Axe***

Ort Rune

Perfect Ruby

Any Jewel

+ (35-60%) Enhanced Damage

(1-4)% Life Stolen Per Hit

+(10-20) To Life

**Caster Items**

*You can use the Normal, Exceptional, or Elite versions of items.*

**Caster Helm *Magic Mask/Death Mask/Demonhead Mask***

Nef Rune

Perfect Amethyst

Any Jewel

(1-4)% Mana Stolen Per Hit

Regenerate Mana (4-10)%  
+ (10-20) To Mana

**Caster Boots** ***Magic Boots/Demonhide Boots/Wyrmhide Boots***

Thul Rune  
Perfect Amethyst  
Any Jewel  
Increase Maximum Mana (2-5)%  
Regenerate Mana (4-10)%  
+ (10-20) To Mana

**Caster Gloves** ***Magic Leather Gloves/Demonhide Gloves/Bramble Mitts***

Ort Rune  
Perfect Amethyst  
Any Jewel  
+ (1-3) Mana Per Kill  
Regenerate Mana (4-10)%  
+ (10-20) To Mana

**Caster Belt** ***Magic Light Belt/Sharkskin Belt/Vampirefang Belt***

Ith Rune  
Perfect Amethyst  
Any Jewel  
5-10% Faster Cast Rate  
Regenerate Mana (4-10)%  
+ (10-20) To Mana

**Caster Shield** ***Magic Small Shield/Round Shield/Luna***

Eth Rune  
Perfect Amethyst  
Any Jewel  
+ (5-10)% Increased Chance Of Blocking  
Regenerate Mana (4-10)%  
+ (10-20) To Mana

**Caster Body** ***Magic Light Plate/Mage Plate/Archon Plate***

Tal Rune  
Perfect Amethyst  
Any Jewel  
+ (1-3) Mana Per Kill  
Regenerate Mana (4-10)%  
+ (10-20) To Mana

**Caster Amulet *Magic Amulet***

Ral Rune  
Perfect Amethyst  
Any Jewel  
(5-10)% Faster Cast Rate  
Regenerate Mana (4-10)%  
+ (10-20) To Mana

**Caster Ring *Magic Ring***

Amn Rune  
Perfect Amethyst  
Any Jewel  
+ (1-5) To Energy  
Regenerate Mana (4-10)%  
+ (10-20) To Mana

**Caster Weapon *Magic Normal/Exceptional/Elite Rod\*\****

Tir Rune  
Perfect Amethyst  
Any Jewel  
Increase Maximum Mana (1-5)%  
Regenerate Mana (4-10)%  
+ (10-20) To Mana

**Safety Items**

*You can use the Normal, Exceptional, or Elite versions of items.*

**Safety Helm *Magic Crown/Grand Crown/Corona***

Ith Rune  
Perfect Emerald  
Any Jewel  
+ (10-30)% Enhanced Defense  
Lightning Resist + (5-10)%  
Magic Damage Reduced By (1-2)  
Damage Reduced By (1-4)

**Safety Boots *Magic Greaves/War Boots/Myrmidon Boots***

Ort Rune  
Perfect Emerald  
Any Jewel



+ (10-30)% Enhanced Defense  
Fire Resist + (5-10)%  
Magic Damage Reduced By (1-2)  
Damage Reduced By (1-4)

**Safety Gloves *Magic Gauntlets/War Gauntlets/Ogre Gauntlets***

Ral Rune  
Perfect Emerald  
Any Jewel  
+ (10-30)% Enhanced Defense  
Cold Resist + (5-10)%  
Magic Damage Reduced By (1-2)  
Damage Reduced By (1-4)

**Safety Belt *Magic Sash/Demonhide Sash/Spiderweb Sash***

Tal Rune  
Perfect Emerald  
Any Jewel  
+ (10-30)% Enhanced Defense  
Poison Resist +(5-10)%  
Magic Damage Reduced By (1-2)  
Damage Reduced By (1-4)

**Safety Shield *Magic Kite Shield/Dragon Shield/Monarch***

Nef Rune  
Perfect Emerald  
Any Jewel  
+ (10-30)% Enhanced Defense  
Magic Resistance +(5-10)%  
Magic Damage Reduced By (1-2)  
Damage Reduced By (1-4)

**Safety Body *Magic Breast Plate/Cuirass/Great Hauberk***

Eth Rune  
Perfect Emerald  
Any Jewel  
+ (10-30)% Enhanced Defense  
Half Freeze Duration  
Magic Damage Reduced By (1-2)  
Damage Reduced By (1-4)

**Safety Amulet *Magic Amulet***

Thul Rune  
Perfect Emerald  
Any Jewel

+ (1-10)% Increased Chance Of Blocking  
Magic Damage Reduced By (1-2)  
Damage Reduced By (1-4)

**Safety Ring *Magic Ring***

Amn Rune  
Perfect Emerald  
Any Jewel  
+ (1-5) To Vitality  
Magic Damage Reduced By (1-2)  
Damage Reduced By (1-4)

**Safety Weapon *Magic Normal/Exceptional/Elite Spear or Javelin***

Sol Rune  
Perfect Emerald  
Any Jewel  
+ (5-10%) Enhanced Defense  
Magic Damage Reduced By (1-2)  
Damage Reduced By (1-4)