

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:

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

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

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

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 $\text{ilvl} * 2 - 99$:

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

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)