

Zy-El: Trial by Fire

v.4.7 beta

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Изменения в версии 4.7:

- 1) В дроп добавлены Soul - Blue, Gold, Green, Red. Подробнее читайте в руководстве.
- 2) Добавлена доп. синергия к навыкам Charged Bolt, Chain Lightning, Teeth, Bone Spear, Twister, Blade Fury. Они теперь наносят меньший урон, но используют часть урона персонажа и эффекты оружия (live/mana steal, chance to cast spell и тд.)
- 3) EXCEPTIONAL/ELITE RECIPES - рецепты включены.
- 4) Upgrader and Extractor Collectors - рецепты включены.
- 5) Demon Item - рецепты включены.
- 6) В дроп возвращены стандартные свитки куба и рецепты с ними
- 7) Добавлен дроп Зу-Ель свитков и Demon Key (для создания Зу-Ел артефактов)
- 8) Добавлены кнопки сброса навыков и статистики (Горячие клавиши для статистики: Альт или Альт+Шифт)
- 9) Уменьшены требования к Str and Dex и начальные параметры персонажей.
- 10) Команда /players больше не дает резисты монстрам
- 11) Max Resist уменьшен до 90
- 12) Возвращены цены на вещи с доп. атрибутами из 4.5 (продажа superior Item с рунными словами актуальна)
- 13) В рецепт CHOM добавлены свитки. MEGA CHOM теперь имеет размер 3x3 клетки (как и Major, бонусы не изменены)

Мелкие изменения:

- 1) Теперь начальный бонус добавляется к поясу, больше не совмещается от нескольких применений
- 2) Уменьшен манакоост на некоторых навыках ведьмы на 20% и манакоост Poison Nova
- 3) Уменьшена стоимость найма и выкупа наемников
- 4) Новый простой рецепт unsocket item - сохраняются вещи и камни
- 5) Добавлен рецепт для удаления атрибута RIP (<any Item> + <3 x Identify Scroll>)
- 6) Fix bug с низкой скоростью атаки у друида в форме оборотня
- 7) Fix bug с неправильный уроном на ловушках Assassin с атрибутом extra-ltng (урон заменен на магический)

STATS:

Strength is required to equip most armor and weapon (and only elite items can gave 6 sockets).

Strength also boosts physical damage of most weapons (as it did in vanilla D2).

Strength boosts skill physical damage that do not use weapon damage (Teeth, Volcano, etc) by 1% / 4 str

Dexterity is required to equip some weapons.

Dexterity boosts physical damage of ranged weapons and some melee weapons (as it did in vanilla D2).

Dexterity affects block chance (as it did in vanilla D2).

Dexterity past 100 increases damage and magic damage reduction by 1 point / 4 dex (a player with 300 dex would have $(300 - 100) / 4 = 50$ dmg reductions).

Vitality increases health (as it did in vanilla D2).

Vitality greatly affects healing potion effectiveness.

Vitality increases health by 1% / 8 vit.

Vitality boosts health regeneration by 1 point / 8 vit.

Energy increases mana (as it did in vanilla D2).

Energy greatly affects mana potion effectiveness.

Energy increases mana by 1% / 8 enr.

Energy boosts fire, cold, lightning and poison damage by 1% / 4 enr both for skill and weapon damage. Magic damage is boosted for skills only. It should be boosted for weapons as well but that part is bugged atm.

PLAYERS X COMMAND (bring it on!):

The syntax is "/players X" in v1.10 compared to "players X" in v1.09. Maximum player limit is 8.

Monsters on current players 8 are stronger that they used to be on players 127 in v4.4

X	Health	Damage	Attack	Defense	Speed	Exp
2	+300%	+100%	+100%	+100%	+10%	+100%
3	+700%	+200%	+200%	+200%	+20%	+200%
4	+1200%	+300%	+300%	+300%	+30%	+350%
5	+1800%	+400%	+400%	+400%	+40%	+550%
6	+2500%	+500%	+500%	+500%	+50%	+800%
7	+3200%	+600%	+600%	+600%	+60%	+1100%
8	+3900%	+700%	+700%	+700%	+70%	+1500%

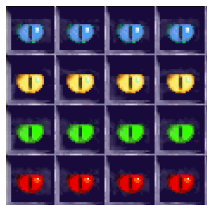
HIRELINGS (good help is hard to find...):

Newly hired mercenaries will use their basic skill most frequently. With each level they gain the chance to use other skills will increase.

Hirelings have the following skills:

Hireling	Basic skill	First skill	Second skill
Act 1 Fire	Normal attack	Fire Arrow	Immolation Arrow
Act 1 Cold	Normal attack	Cold Arrow	Freezing Arrow
Act 2 Combat	Normal attack	Jab	Vengeance
Act 2 Offense	Normal attack	Jab	Might aura
Act 2 Defense	Normal attack	Jab	Defiance aura
Act 3 Cold	Ice Bolt	Ice Blast	Glacial Spike
Act 3 Fire	Fire bolt	Fire Ball	Meteor
Act 3 Lightning	Charged bolt	Lightning	Chain Lightning
Act 5 All	Normal attack	Stun	Whirlwind

SOULS:



Вероятность получить душу при убийстве монстра (в процентах)

	Blue	Gold	Green	Red
Обычный монстр	0.5 - 2	0.1 - 0.5	0.03 - 0.1	0.01 - 0.03
Чемпион	0	8 - 15	2 - 6	0.2 - 1
Уникальный	0	1 - 2	15 - 22	3 - 7
Суперуникальный	0	0 - 1	20 - 30	7 - 15
Актный босс	0	0 - 1	30 - 50	40 - 80

Используйте души монстров для мгновенного добавления бонусов к Charms/Jewels!

Blue и Gold Souls дают небольшие бонусы для начальной игры. Blue Souls содержит 32 разных атрибутов, Gold - 89. Green и Red Souls дают бонусы для поздней игры. Green Souls содержит 146 разных атрибутов, Red - 200.

Шанс выпадения и раритетности повышается в каждом акте. Это значит что в 5 акте легче выбить Souls высокого уровня чем в 1 акте и наоборот.

USE

<Any Soul> + <Any Charm> -> same <Charm> + Bonus
<Any Soul> + <Any Jewel> -> same <Jewel> + Bonus

REROLL

<3 x Blue Soul> -> new <Blue Soul>
<3 x Gold Soul> -> new <Gold Soul>
<3 x Green Soul> -> new <Green Soul>
<3 x Red Soul> -> new <Red Soul>

COLLECTOR

<Collector> + <Blue Soul> -> <Collector> + 10
<Collector> + <Gold Soul> -> <Collector> + 30
<Collector> + <Green Soul> -> <Collector> + 90
<Collector> + <Red Soul> -> <Collector> + 150

DOWNGRADE

<Red Soul> + <key> + <chp Gem> -> <Green Soul>
<Green Soul> + <key> + <chp Gem> -> <Gold Soul>
<Gold Soul> + <key> + <chp Gem> -> <Blue Soul>

MAGIC COLLECTORS:

<Collector> -> <Extractor>
<Extractor> -> <Upgrader>
<Upgrader> -> <Gold Extractor>
<Gold Extractor> -> <Gold Upgrader>
<Gold Upgrader> -> <Collector>...

Collectors accumulate magic from items and can be transformed into static items such as **Gems**, **Runes**, **Elixirs**, **Demon Keys** . . . even **Celebrity Fragments**. Any magic item (that is, Magic, Rare, Crafted, Set or Unique) transmuted in a **Horadric Cube** with a **Magic Collector** will cause the item to disappear. The resulting dispersed magic is absorbed by the **Collector** in the form of Cube Points. Collectors can also be used to collect magic from static items such as gems, jewels, runes, **Demon Boxes**, **Demon Keys**, **Elixirs**, **Cube Scrolls**, **Zy-El Fragments**, **Zy-El Scrolls** and even **Celebrity Items**.

The higher quality item that is input, the more Cube Points are collected. Refer to the **Charge** column of **Appendix C**.

***Note: unidentified magic items do NOT need to be identified prior to using the **Collector** to absorb their magic.

For example, let's say we start with a **Collector** that has 0 Cube Points. Place this **Collector** in the **Horadric Cube** with an **El** rune and press the Transmute button. The **El** rune disappears and all that is left is the **Collector** with 1 Cube Point stored. Do the same thing with a magic jewel and the **Collector** will gain an additional 5 Cube Points for a total of 6. Collector can absorb up to 10 similar items at most during a single transmutation. There is no cap on how many cube points collector can store.

Redeeming Collectors for Items: once sufficient Cube Points have been accumulated they can be redeemed for various items.

To do that you must first change the **Collector** mode. Place a **Collector** into **Horadric Cube** and click transmute. This will change the **Collector** to **Extractor**. **Extractor** can duplicate most items as long as you have enough cube points.

For example, let's say we start with an **Extractor** that has 80 Cube Points. Place this **Extractor** in the **Horadric Cube** with an **El** rune and press the Transmute button. This will result in 2 x **El** runes and **Extractor** with 75 Cube Point. Now take both runes out add a **Magic Jewel** and press transmute. You will get exactly the same **Magic Jewel**, another random **Magic Jewel** and an **Extractor** with 25 Cube points left.

Transmuting an **Extractor** in the **Horadric Cube** will change its mode to **Upgrader**. This is useful when you want to get an item but you cannot duplicate it. **Upgrader** allows you to upgrade gems, runes and cube scrolls or change item quality: magic -> rare -> crafted -> set -> unique.

For example, let's say we start with an **Upgrader** that has 80 Cube Points. Place this **Upgrader** in the **Horadric Cube** with a **Chipped Ruby** and press the Transmute button. This will result in **Flawed Ruby** and **Upgrader** with 60 Cube Point. Transmute again and you will get **Normal Ruby** and an **Upgrader** with 0 Cube Points.

Transmute **Upgrader** back into **Collector** mode to be able to collect more **Cube points**.

NEW BASIC CUBE RECIPES:

In the following sections, there are several categories of Cube recipes that have been added. Just put the input ingredients in the Cube and hit the **Transform** button to get the output item.

- <same heal potion> x 3 -> <heal potion> next higher
- <same mana potion> x 3 -> <mana potion> next higher
- <super heal potion> + <super mana potion> -> <rejuv potion>
- <rejuv potion> x 3 -> <Full rejuv potion>
- <Arrow quiver> x 2 -> <Bolt quiver> (applies to Normal missiles, Poison Quills and Magic Missiles)
- <Bolt quiver> x 2 -> <Arrow quiver> (applies to Normal missiles, Poison Quills and Magic Missiles)
- <Wirt's Leg> + <Town Portal Book> -> Cow Portal OR <Elixir> x 6 + <Town Portal Book> -> Cow Portal
- <same Rune> x 2 -> <Rune> next higher (works all the way up to Zy - yes, I've renamed the Zod rune to Zy.)
- <same Rune> x 4 -> <Rune> two steps higher quality
- <same Gem> x 3 -> <Gem> next higher quality (3 chipped Gems -> 1 flawed Gem of same Gem type)
- <same Gem> x 9 -> <Gem> two steps higher quality (9 chipped Gems - 1 standard Gem of same Gem type)
- <1 of each Gem type> -> <Skull> same quality (1 of each chipped Gem -> 1 chipped Skull)
- <any Item> + <Zy Rune> -> same <Item> indestructible (great for eliminating repair costs on those crafted items)
- <any Thrown Weapon> + <Zy Rune> -> same <Item> + Replenish great for restoring thrown
- <any Set Item> x 3 -> <Uncommon Cube Scroll>
- <Demon Box> + <perfect Gem> x 3 + <Elixir> x 3 -> <Demon Key> (Demon Key without having to kill a Demon)
- <Zy Rune> + <imperial Gem> x 3 + <Elixir> x 3 ----> <Cube Lock>

- <any chipped Gem> x 5 -> random <flawed Gem> great way to clean up your inventory of those random gem)
- <any flawed Gem> x 5 -> random <standard Gem>
- <any standard Gem> x 5 -> random <flawless Gem>
- <any flawless Gem> x 5 -> random <perfect Gem>
- <any perfect Gem> x 5 -> random <royal Gem>
- <any royal Gem> x 5 -> random <imperial Gem>

- <same Rune> x 3 + <same Rune+1> x 2 -> <Rune+2> (eg. <El Rune> x 3 + <Eld Rune> x 2 -> <Tir Rune>)
- <same Rune> x 6 + <same Rune+1> -> <Rune+2>
- <same Rune> x 3 + <same Rune+1> x 2 + <same Rune+2> x 2 -> <Rune+3>
- <same Rune> x 6 + <same Rune+1> + <same Rune+2> x 2 -> <Rune+3>
- <same Rune> x 9 -> <Rune+2> (eg. <El Rune> x 9 -> <Tir Rune>)

UPGRADE ITEM RECIPES (upgrade item types):

These recipes upgrade the item type of the input items to an item of higher quality with new attributes. Please note that these recipes will generate new items with new attributes.

<mag Ring> x 3 -> new <mag Amulet>
<mag Amulet> x 3 -> new <mag Ring>
<rar Ring> x 3 -> new <rar Amulet>
<rar Amulet> x 3 -> new <rar Ring>
<crf Ring> x 3 -> new <crf Amulet>
<crf Amulet> x 3 -> new <crf Ring>
<uni Ring> x 3 -> new <uni Amulet>
<uni Amulet> x 3 -> new <uni Ring>
<mag Ring> + <mag Amulet> -> new <mag Jewel>
<rar Ring> + <rar Amulet> -> new <rar Jewel>
<crf Ring> + <crf Amulet> -> new <crf Jewel>
<uni Ring> + <uni Amulet> -> new <uni Jewel>

How to upgrade Non-Magic Items:

<low-quality Item> + <mag Ring> + <mag Amulet> + <mag Jewel> -> new <nor Item> (Can we fix it? Yes, we can!)
<ethereal Item> + <mag Ring> + <mag Amulet> + <mag Jewel> -> new <nor Item>
<normal Item> + <mag Ring> + <mag Amulet> + <mag Jewel> -> new <superior Item>
<normal Charm> x 9 + <mag Ring> + <mag Amulet> + <mag Jewel> -> new <mag Charm> (the easy way!)
<superior Item> + <rar Ring> + <rar Amulet> + <rar Jewel> -> new <mag Item>
<normal Charm> + <rar Ring> + <rar Amulet> + <rar Jewel> -> new <mag Charm> (Charms are special!)

How to make better Cube Scrolls:

<Common Cube Scroll> x 9 -> new <Uncommon Cube Scroll>
<Common Cube Scroll> x 8 + <Elixir> -> new <Uncommon Cube Scroll>
<Common Cube Scroll> x 7 + <Elixir> x 2 -> new <Uncommon Cube Scroll>
<Common Cube Scroll> x 6 + <Elixir> x 3 -> new <Uncommon Cube Scroll>
<Uncommon Cube Scroll> x 9 -> new <Secret Cube Scroll>
<Uncommon Cube Scroll> x 8 + <Demon Box> -> new <Secret Cube Scroll>
<Uncommon Cube Scroll> x 7 + <Demon Box> x 2 -> new <Secret Cube Scroll>
<Uncommon Cube Scroll> x 6 + <Demon Box> x 3 -> new <Secret Cube Scroll>
<Secret Cube Scroll> x 9 -> new <Arcane Cube Scroll>
<Secret Cube Scroll> x 8 + <Demon Key> -> new <Arcane Cube Scroll>
<Secret Cube Scroll> x 7 + <Demon Key> x 2 -> new <Arcane Cube Scroll>
<Secret Cube Scroll> x 6 + <Demon Key> x 3 -> new <Arcane Cube Scroll>

How to make Rare Items (must be same mag Item - ie 3 mag Handaxes or 3 mag Leather armors):

<mag Ring> x 6 -> new <rar Ring> OR <mag Ring> + <Hel Rune> -> new <rar Ring>
<mag Amulet> x 6 -> new <rar Amulet> OR <mag Amulet> + <Ko Rune> -> new <rar Amulet>
<mag Jewel> x 6 -> new <rar Jewel> OR <mag Jewel> + <Hel Rune> -> new <rar Jewel>
<mag Charm> x 6 + <mag Ring> + <mag Amulet> + <mag Jewel> -> new <rar Charm> (Charm size matters**)
<mag Weapon> x 3 + <mag Ring> + <mag Amulet> + <mag Jewel> -> new <rar Weapon>
<mag Armor> x 3 + <mag Ring> + <mag Amulet> + <mag Jewel> -> new <rar Armor>
<mag Shield> x 3 + <mag Ring> + <mag Amulet> + <mag Jewel> -> new <rar Shield>

How to make Crafted Items (must be same rar Item - ie 3 rare Short Swords):

<rar Ring> x 6 + <rar Jewel> -> new <crf Ring>
<mag Ring> + <rar Jewel> + <Hel Rune> x 3 -> new <crf Ring>
<rar Amulet> x 6 + <rar Jewel> -> new <crf Amulet>
<mag Amulet> + <rar Jew> + <Ko Rune> x 3 -> new <crf Amulet>
<rar Jewel> x 6 -> new <crf Jewel> OR <mag Jewel> + <Hel Rune> x 3 + <Elixir> -> new <crf Jewel>
<rar Charm> x 3 + <rar Ring> + <rar Amulet> + <rar Jewel> -> new <crf Charm> (Charm size matters**)
<rar Weapon> x 3 + <rar Ring> + <rar Amulet> + <rar Jewel> -> new <crf Weapon>
<rar Armor> x 3 + <rar Ring> + <rar Amulet> + <rar Jewel> -> new <crf Armor>
<rar Shield> x 3 + <rar Ring> + <rar Amulet> + <rar Jewel> -> new <crf Shield>

How to make smaller Charms from larger Charms (easier if you have a spare Elixir or Demon Key kicking around):

<nor Hex Chm> x 3 -> new <nor Tall Chm>
<nor Tall Chm> x 3 -> new <nor Quad Chm>
<nor Quad Chm> x 6 -> new <nor Narrow Chm>
<mag Hex Chm> x 3 -> new <mag Tall Chm>
<mag Tall Chm> x 3 -> new <mag Quad Chm>
<mag Quad Chm> x 3 -> new <mag Grand Chm>
<mag Grand Chm> x 3 -> new <mag Large Chm>
<mag Large Chm> x 3 -> new <mag Small Chm>
<mag Small Chm> x 3 -> new <mag Narrow Chm>
<rar Hex Chm> x 3 -> new <rar Tall Chm>
<rar Tall Chm> x 3 -> new <rar Quad Chm>
<rar Quad Chm> x 3 -> new <rar Grand Chm>
<rar Grand Chm> x 3 -> new <rar Large Chm>
<rar Large Chm> x 3 -> new <rar Small Chm>
<rar Small Chm> x 3 -> new <rar Narrow Chm>
<crf Hex Chm> x 3 -> new <crf Tall Chm>
<crf Tall Chm> x 3 -> new <crf Quad Chm>
<crf Quad Chm> x 3 -> new <crf Grand Chm>
<crf Grand Chm> x 3 -> new <crf Large Chm>
<crf Large Chm> x 3 -> new <crf Small Chm>
<crf Small Chm> x 3 -> new <crf Narrow Chm>
<uni Hex Chm> x 3 -> new <uni Tall Chm>
<uni Tall Chm> x 3 -> new <uni Quad Chm>
<uni Quad Chm> x 3 -> new <uni Grand Chm>
<uni Grand Chm> x 3 -> new <uni Large Chm>
<uni Large Chm> x 3 -> new <uni Small Chm>
<uni Small Chm> x 3 -> new <uni Narrow Chm>

<mag Hex Chm> x 2 + <Elixir>-> new <mag Tall Chm>
<mag Tall Chm> x 2 + <Elixir>-> new <mag Quad Chm>
<mag Quad Chm> x 2 + <Elixir> -> <mag Grand Chm>
<mag Grand Chm> x 2 + <Elixir> -> <mag Large Chm>
<mag Large Chm> x 2 + <Elixir>-> <mag Small Chm>
<mag Small Chm> x 2 + <Elixir>-> <mag Narrow Chm>
<rar Hex Chm> x 2 + <Elixir>-> new <rar Tall Chm>
<rar Tall Chm> x 2 + <Elixir>-> new <rar Quad Chm>
<rar Quad Chm> x 2 + <Elixir>-> new <rar Grand Chm>
<rar Grand Chm> x 2 + <Elixir>-> new <rar Large Chm>
<rar Large Chm> x 2 + <Elixir>-> new <rar Small Chm>
<rar Small Chm> x 2 + <Elixir> -> new <rar Narrow Chm>
<crf Hex Chm> x 2 + <Elixir>-> new <crf Tall Chm>
<crf Tall Chm> x 2 + <Elixir>-> new <crf Quad Chm>
<crf Quad Chm> x 2 + <Elixir>-> new <crf Grand Chm>
<crf Grand Chm> x 2 + <Elixir>-> new <crf Large Chm>
<crf Large Chm> x 2 + <Elixir> -> new <crf Small Chm>
<crf Small Chm> x 2 + <Elixir> -> new <crf Narrow Chm>
<uni Hex Chm> x 2 + <DKey>-> new <uni Tall Chm>
<uni Tall Chm> x 2 + <DKey>-> new <uni Quad Chm>
<uni Quad Chm> x 2 + <DKey>-> new <uni Grand Chm>
<uni Grand Chm> x 2 + <DKey>-> new <uni Large Chm>
<uni Large Chm> x 2 + <DKey> -> new <uni Small Chm>
<uni Small Chm> x 2 + <DKey> -> new <uni Narrow Chm>

DOWNGRADE ITEM RECIPES (downgrade item types to Normal):

These recipes can be used to downgrade hi-quality, magic, rare, crafted, set and unique items. The purpose for doing this is to allow these items to be socketted and subsequently turned into runic items. As many have discovered, only Normal or Superior or Magic or Rare type items can be socketted with runewords. The generated normal item comes devoid of sockets. Unique, runic, crafted and set items will have re-rolled attributes. **Do not use these recipes with items that have Runewords; you will not like the results!!!**

Here are the recipes to downgrade an item to normal:

<any hi-quality item> + <key> + <chp Gem> -> normal <item>
<any magic item> + <key> + <chp Gem> -> normal <item>
<any rare item> + <key> + <chp Gem> -> new <magic item>
<any crafted item> + <key> + <chp Gem> -> new <rare item>
<any set item> + <key> + <chp Gem> -> new <crafted item>
<any unique item> + <key> + <chp Gem> -> new <crafted item>

Why in the world would anyone want a lower quality rune? Well, runes are very expensive and sometimes you need a rune of one lower quality in order to complete a runeword - to make that all-important runic item!

Use the following recipe to reduce the quality of a rune or gem to previous rune/gem:

<any Rune> + <key> -> <Rune> previous
<any Gem> + <key> -> <Gem> lower quality

SOCKETING RECIPES:

These recipes can add sockets to any item. These recipes work for weapons, armor, helmets, shields, gloves, belts, boots, charms, rings, amulets and thrown weapons. **Flawless gems are now required ingredients. Jewel quality is now a required factor to consider for different item types.**

<mag, nor, eth Item> + <flawless Gem> + <mag Jewel> -> add 1 socket to no socket item
<mag, nor, eth Item> + <flawless Gem> x 2 + <mag Jewel> x 2 -> add 2 sockets to no socket item
<mag, nor, eth Item> + <flawless Gem> x 3 + <mag Jewel> x 3 -> add 3 sockets to no socket item
<mag, nor, eth Item> + <flawless Gem> x 4 + <mag Jewel> x 4 -> add 4 sockets to no socket item
<mag, nor, eth Item> + <flawless Gem> x 5 + <mag Jewel> x 5 -> add 5 sockets to no socket item
<mag, nor, eth Item> + <flawless Gem> x 6 + <mag Jewel> x 6 -> add 6 sockets to no socket item

<rar Item> + <flawless Gem> + <rar Jewel> -> add 1 socket to no socket item
<rar Item> + <flawless Gem> x 2 + <rar Jewel> x 2 -> add 2 sockets to no socket item
<rar Item> + <flawless Gem> x 3 + <rar Jewel> x 3 -> add 3 sockets to no socket item
<rar Item> + <flawless Gem> x 4 + <rar Jewel> x 4 -> add 4 sockets to no socket item
<rar Item> + <flawless Gem> x 5 + <rar Jewel> x 5 -> add 5 sockets to no socket item
<rar Item> + <flawless Gem> x 6 + <rar Jewel> x 6 -> add 6 sockets to no socket item

<crf, uni, set Item> + <perfect Gem> + <crf Jewel> -> add 1 socket to no socket item
<crf, uni, set Item> + <perfect Gem> x 2 + <crf Jewel> x 2 -> add 2 sockets to no socket item
<crf, uni, set Item> + <perfect Gem> x 3 + <crf Jewel> x 3 -> add 3 sockets to no socket item
<crf, uni, set Item> + <perfect Gem> x 4 + <crf Jewel> x 4 -> add 4 sockets to no socket item
<crf, uni, set Item> + <perfect Gem> x 5 + <crf Jewel> x 5 -> add 5 sockets to no socket item
<crf, uni, set Item> + <perfect Gem> x 6 + <crf Jewel> x 6 -> add 6 sockets to no socket item

If an item already has sockets, use a higher numbered socket recipe to add more empty sockets. For example, if an item has one socket, use a three-socket recipe on it and two additional empty sockets will be added leaving the first socket intact with whatever is already in it!!! Recipes work all the way up to 6 sockets maximum. **Makes your old items even better!!!**

UNSOCKETING RECIPES:

Рецепты для извлечения рун/камней/драгоценных камней из вещей с гнездами:

<any Item with 1 socket> + <Identify Scroll>+ <Key> -> <same Item with empty sockets> + <all socketed items>
<any Item with 2 socket> + <Identify Scroll>+ <Key> -> <same Item with empty sockets> + <all socketed items>
<any Item with 3 socket> + <Identify Scroll>+ <Key> -> <same Item with empty sockets> + <all socketed items>
<any Item with 4 socket> + <Identify Scroll>+ <Key> -> <same Item with empty sockets> + <all socketed items>
<any Item with 5 socket> + <Identify Scroll>+ <Key> -> <same Item with empty sockets> + <all socketed items>
<any Item with 6 socket> + <Identify Scroll>+ <Key> -> <same Item with empty sockets> + <all socketed items>

UNIQUE ITEM REROLL RECIPES (extra special):

These recipes allow players to re-roll for a new Unique item based on an existing Unique item. Ever find a Unique item that your character can't use? How many Nagelrings do you have? Well, now players can re-roll for a different Unique item in the hopes of obtaining one that can be of use. These recipes are not cheap - more akin to gambling for high level characters. There are two variations of these recipes.

The following recipe allows re-rolling for a Unique item based on generic item type:

<Uni Weapon> + <Demon Key> + <Perf Gem> x 3 + <Elixir> x 3 -> new <Uni Weapon>
<Uni Armor> + <Demon Key> + <Perf Gem> x 3 + <Elixir> x 3 -> new <Uni Armor>
<Uni Ring> + <Demon Key> + <Perf Gem> x 3 + <Elixir> x 3 -> new <Uni Amulet>
<Uni Amulet> + <Demon Key> + <Perf Gem> x 3 + <Elixir> x 3 -> new <Uni Ring>
<Uni Jewel> + <Demon Key> + <Perf Gem> x 3 + <Elixir> x 3 -> new <Uni Jewel>
<Uni Charm> + <Demon Key> + <Perf Gem> x 3 + <Elixir> x 3 -> new <Uni Charm> same as input Charm size
<Uni Ring> + <Uni Amulet> + <DKey> + <Perf Gem> x 3 + <Elixir> x 3 + <El rune>-> new <Uni Small Charm>
<Uni Ring> + <Uni Amulet> + <DKey> + <Perf Gem> x 3 + <Elixir> x 3 + <Eld rune>-> new <Uni Large Charm>
<Uni Ring> + <Uni Amulet> + <DKey> + <Perf Gem> x 3 + <Elixir> x 3 + <Tir rune>-> new <Uni Grand Charm>
<Uni Ring> + <Uni Amulet> + <DKey> + <Perf Gem> x 3 + <Elixir> x 3 + <Nef rune>-> new <Uni Quad Charm>
<Uni Ring> + <Uni Amulet> + <DKey> + <Perf Gem> x 3 + <Elixir> x 3 + <Eth rune>-> new <Uni Tall Charm>
<Uni Ring> + <Uni Amulet> + <DKey> + <Perf Gem> x 3 + <Elixir> x 3 + <Ith rune>-> new <Uni Hex Charm>
<Uni Ring> + <Uni Amulet> + <DKey> + <Perf Gem> x 3 + <Elixir> x 3 + <Tal rune>-> new <Uni Narrow Charm>

Weapon can be any kind of weapon - melee or missile, generic or class-specific. Using a unique short sword, one could end up with a unique Amazon javelin or a Sorceress orb or a hyperion spear. **Armor** can be any kind of defensive armor worn on any part of the body. Using a unique belt, one could get a unique helmet or a Necro head or a Paladin's auric shield or chain boots or shadow plate.

For more precise results, players may opt to use the specific form of the recipe:

<Unique Item> + <DKey> + <DBox> + <Perfect Skull> x 3 + <Elixir> x 3 -> new <Unique Item> of same item type
OR
<Uni Ring> + <Uni Amulet> + <DKey> + <DBox> + <Perfect Skull> x 3 + <Elixir> x 3 + <Rune> -> new <Unique Item> of same item type

where **Item** can be any of type orb, head, auric shield, primal helm, pelt, Amazon bow-spear-javelin, circlet, thrown knife, thrown axe, hammer, polearm, katar/claw, scepter, wand, staff, sword, mace, spear, axe, bow, crossbow, club, knife, javelin, ring, amulet, jewel, charm, belt, boot, glove, shield, torso or helm. For Charms, the output Unique Charm is the same size as the input Unique Charm. For Rings, the output is a random Unique Ring with an empty socket. For Amulets, the output is a random Amulet with an empty socket. For Jewels, the output is a truly Unique Jewel.

****For Charms, add a rune to the recipe as in the unfocused recipe to determine the exact charm type.** The resulting Unique charm will have maximum empty sockets.

Got too many Unique Charms? You can opt to reduce your Unique Charms into Unique Rings, Amulets or Jewels. **Use one of the following reduction re-roll recipes:**

<Unique Charm> + <Demon Box> + <Key> -> random <Unique Ring>
<Unique Charm> + <Demon Box> + <Rune> -> random <Unique Amulet>
<Unique Charm> + <Demon Box> + <Chipped Gem> -> random <Unique Jewel>

where <Key> is an ordinary key; <Rune> is any Rune; <Chipped> is any chipped gem.

UNIQUE ITEM FIND RECIPES:

These recipes generate unique items of the same input item type. Valid item types include: Boot, Glove, Torso, Helmet, Shield, Ring, Amulet, Belt, Knife, Sword, Mace, Axe, Club, Scepter, Maul, Hammer, Staff, Spear, Polearm, Bow, Crossbow, Thrown knife, Thrown axe, Katar, Wand, Orb, Claws, Preserved head, Primal helm, Pelt, Auric Shield, Ama Spear, Ama Javelin, Ama Bow, Circlet. With 700+ uniques, there's now something special for everyone. There's even a possibility of acquiring one of Zy-El's Artifacts . . . though unlikely! Bear in mind that the crafted source items must be of the same type but they don't have to be the same item specifically. So, you can put in a crafted sash, a crafted heavy belt and a crafted light belt and wind up with some form of unique belt!

<crf Item> x 3 + <perf Gem> x 3 + <Elixir> x 3 + <DKey> + <Zy Rune> + <El Rune> + <crf Jewel> x 3 -> Unique Item (eg. Any 3 crafted Belts + 3 perf Gems + 3 Elixirs + DKey + Zy + El + 3 crafted Jewels -> a unique Belt)

<rar Ring> x 3 + <rar Amulet> x 3 + <perf Gem> x 3 + <rar Jewel> x 3 + <Elixir> -> Stone of Jordan (Yeah!)

To craft Unique Jewels: <crf Jewel> x 3 + <perf Gem> x 3 + <Elixir> x 3 -> <uni Jewel>

OR: <crf Jewel> x 6 -> <uni Jewel>

To craft Unique Arrows/Bolts: <mag Arrow/Bolt> x 3 + <perf Gem> x 3 + <Elixir> x 3 -> <uni Arrow/Bolt>

To craft Unique Charms: <crf Charm> x 3 + <Demon Key> + <perf Gem> x 3 + <Elixir> x 3 -> <uni Charm>

(Note: the three input charms must be of the same size; the resulting output charm will be the same size as well)

QUEST ITEM RECIPES:

Tired of searching for those Quest items or leaving those minor Quests uncompleted? Well, here's another way to complete some of those quests and move on to the next Act. It still might be easier just to complete the quest, but if you got some spare stuff lying around - why not? (I hate unfinished business.)

Here are the recipes to generate Quest items:

<Town Portal Scroll> + <std Gem> + <rar Jewel> + <Elixir> -> Bark Scroll

<rar Kris> + <std Gem> + <rar Jewel> + <Elixir> -> Gidbinn

<rar Quarterstaff> + <std Gem> + <rar Jewel> + <Elixir> -> Horadric Staff

<Identify Scroll Tome> + <std Gem> + <rar Jewel> + <Elixir> -> Lam Esen's Tome

<rar Flail> + <std Gem> + <rar Jewel> + <Elixir> -> Kalim's Super Flail

<perf Gem> + <std Gem> + <rar Jewel> + <Elixir> -> Mephisto's Soulstone

<rar Maul> + <std Gem> + <rar Jewel> + <Elixir> -> Hellforge Hammer

<rar War Hammer> + <std Gem> + <rar Jewel> + <Elixir> -> Horadric Malus

<Full Rejuv Potion> + <std Gem> + <rar Jewel> + <Elixir> -> Malah's Thawing Potion

ETHEREAL ITEM RECIPES (modify item types to Ethereal):

These recipes can be used to modify normal, hi-quality, magic, rare, crafted, set, runic and unique items to be ethereal. Why the heck would you ever want an item to become Ethereal? As everyone knows, Ethereal items have limited durability and eventually break. However, Ethereal items also tend to have higher attributes than base items. Ideally, Ethereal weapons are best suited for hirelings who never break their equipment.

Here are the recipes to modify an item to be Ethereal:

<any hi-quality item> + key + <Elixir> -> Ethereal <item>

<any magic item> + key + <Elixir> -> Ethereal <item>

<any rare item> + key + <Elixir> -> Ethereal <item>

<any crafted item> + key + <Elixir> -> Ethereal <item>

<any set item> + key + <Elixir> -> Ethereal <item>

<any unique item> + key + <Elixir> -> Ethereal <item>

EXCEPTIONAL/ELITE RECIPES (making regular stuff better):

These recipes transform Regular items into their Exceptional equivalents and Exceptional items into their Elite versions. Exceptional and Elite items have higher strength and dexterity requirements. So, be careful when using these recipes. You may wind up with an item you can't use for a long while. Only Regular items can be used to transform into Exceptional items and only Exceptional items can be used to transform into Elite items. Take note that the source items can be of any quality. **Input item quality has no bearing in these recipes.** Got this cube recipe idea from MikeMayhem, but had to tweak it to fit this Mod.

To transform Regular items to Exceptional or Exceptional items to Elite, use the following recipes:

<Regular Item> x 3 + <rar Ring> + <rar Amulet> + <rar Jewel> + <Perf Gem> -> <nor Exceptional Item>

<Exceptional Item> x 3 + <crf Ring> + <crf Amulet> + <crf Jewel> + <Royal Gem> + <Elixir> -> <nor Elite Item>

For example, put in 3 Gloves, a rare ring, a rare amulet, a rare jewel and any perfect gem and the result will be a Normal Demonhide Glove. Afterwards, you can transform these Normal items to Magic items using the Upgrade recipe noted above.

CRAFTED RING & AMULET RECIPES (get-hit and hit-skill):

Rings and Amulets can be enchanted with additional abilities as well. To begin, you must have a crafted Ring or crafted Amulet created using the Upgrade recipes mentioned above. **Cube Locks and Cube Adders may NOT be used with these recipes for crafted rings/amulets.** Once you have a crafted Ring/Amulet, it can be enchanted with hit/gethit skill attributes using one of these recipes:

<Crafted Ring> + <gem> + <jewel> + <Elixir> -> new <Crafted Ring> with hit skill

<Crafted Amulet> + <gem> + <jewel> + <Elixir> -> new <Crafted Amulet> with get hit skill

where: <gem> determines the elemental attack type and the quality of the gem also determines the attack level.

<jewel> quality determines the chance of activation - 3% for **Mag** jewel and 5% for **Rare**, 7% for **Crafted** and 10% for **Unique** for Rings (4%, 7%, 10% and 14% for Amulets).

For example, a crf Ring with flawless topaz, rare jewel and Elixir will yield a new crafted Ring with a level 15 lightning get-hit skill that activates on a 5% chance after a successful hit against a target. Amulets are similar except that they activate when character is hit by enemy attacks.

Use <Demon Key> for even more vicious skill combos!!! Beware! Any use of a Demon Keys comes at a price.

And the demonic (Demon Key + Box) recipe is:

<Crafted Ring> + <gem> + <Demon Key> + <Elixir> + <Rar jewel> -> new <Crafted Ring> with hit skill

<Crafted Amulet> + <gem> + <Demon Key> + <Elixir> + <Rar jewel> -> new <Crafted Amulet> with get hit skill

CRAFTED ITEM RECIPES (charges and more):

These recipes are generic formulas that allow players to add special non-gem abilities to Crafted items. Can make very powerful items but also very expensive to repair. Spell charges are also very costly. **ONLY CRAFTED ITEMS CAN BE ENCHANTED WITH THESE RECIPES - not Magic, Rare, Runic, Unique or Set items.** The recipes only work for items of type: Weapons, Torsos, Helmets, Gloves, Belts and Boots (NOT Rings, Amulets, Jewels or Charms - crafting these items is covered in other sections).

You must first create a Crafted item using the How to make Crafted Item Recipes above. Once you have a <Crafted Item> it can be enchanted with abilities and/or spell charges. Crafted items require minimum character about level 30 to use.

The cube formula for enchanting Crafted items is as follows:

<Crafted Item> + <Flwls Gem> + <mag Ring> + <mag Amulet> + <Key> --> new <Crafted Item> + <added ability>

<Crafted Item> + <Perf Gem> + <rar Ring> + <rar Amulet> + <Key> --> new <Crafted Item> + <added ability>

<Crafted Item> + <Royal Gem> + <crf Ring> + <crf Amulet> + <Key> --> new <Crafted Item> + <added ability>

<Crafted Item> + <Imper Gem> + <uni Ring> + <uni Amulet> + <Key> --> new <Crafted Item> + <added ability>

<Crafted Item> any Crafted item of type belt, helm, weapon, armor, glove, boot or shield

<added ability> either spell charges or an attack form or stat bonus depending on the Gem type

<Key> just a single, ordinary key

The specific ability and level will vary for each combination of ingredients. For example, cubing a crafted full helm, a perfect sapphire, a rare ring and a rare amulet will produce a new crafted full helm with up to 24 charges of Dire Wolf XVI. A pair of crafted heavy boots with a flawless diamond, magic ring, and magic amulet will produce a new crafted heavy boot with fast run/walk speed. The higher quality items and ingredients will add higher level abilities.

Please note that each time the above recipes are used, a **NEW** crafted item is created. The new crafted item will have some randomly determined attributes in addition to the <added ability> granted by this cube recipe.

DEMON ITEM RECIPES (for your hirelings):

Demon items are items imbued with one or more demon spirits. These spirits are captured in Demon Keys. The Cube enchanting binds the demon(s) to the base item. Demon items are **very** powerful but have an exacting toll on the user. There are three levels of Demon items: **Minor**, **Major** and **Trinity**. Carrying too many Demon items can be very "draining". **Cube Locks and Cube Adders will NOT work with these recipes.**

Use one of the following Cube recipes to create Demon Items:

<any Item> + <Perf Gem> + <Demon Key> + <Elixir> -> new <mag Minor Demon Item> + <attbs> + <penalties>

<any Item> + <Royal Gem> + <Demon Key> x 2 + <Elixir> x 2 -> new <rar Major Demon Item> + <attbs> + <penalties>

<any Item> + <Imper Gem> + <Demon Key> x 3 + <Elixir> x 3 -> new <crf Trinity Demon Item> + <attbs> + <penalties>

where:

<any Item> means any item of type weapon, armor, shield, belt, glove, boot, helmet, ring or amulet; item quality doesn't matter

<attbs> depend on item type. Weapons gain damage and attack. Torso Armors gain armor class and elemental resistances. Shields gain block speed and armor class. Belts grant reduced damage taken and reduced poison length. Gloves grant increased attack speed and inflict open wounds. Helms grant faster hit recovery and casting speed. Rings grant extra gold find and bonus to all skills. Amulets grant extra magic find and bonus to all skills. Class-specific items are granted additional class-specific bonuses.

<penalties> include life regen drain, energy drain and vitality drain. Penalties are additive for additional Demon Items equipped. Don't rely too heavily on Demon Items; they'll be the death of you!

Minor Demon Items transform the base item into a Magic item. **Major Demon Items** transform the base item into a Rare item which has significantly higher drain penalties. And **Trinity Demon Items** are the ultimate in demonic weapons, harnessing the raw fury of three entrapped Demons in a Crafted item. Can even the most steadfast warrior be corrupted?

The Dark Side beckons! Use with extreme caution!

CHARM OF MAKING (nice bonus):

a special class of Charms that can be pre-programmed to a specific set of attributes to suit whatever situation the player deems necessary. Like any other type of charm, a **Charm of Making (ChoM)** must be present in the character's inventory in order to be active. Unlike other charms, the **Charm of Making cannot** be socketted. Unlike most charms, each **Charm of Making** will impose penalties upon the character using it - draining Strength, Dexterity, Vitality and/or Mana in various combinations and amounts depending on the nature of the Charm itself. Characters may carry more than one **Charm of Making** limited only by the availability of space in their inventory.

There are three classes of **Charm of Making**: **Minor**, **Major** and **Mega**. Each class has the same attributes but with successively higher degrees of magnitude. All **Charm of Making** can switch to one of several modes - each mode possesses a set number of attributes. This switching of modes is done through the **Horadric Cube** by inserting the **Charm of Making** and the appropriate gem or gems. Different classes require higher quality gems - **Minor class require Chipped gems**, **Major class require Standard gems** and the **Mega require Perfect gems**.

Changing modes for **ChoM's** is relatively cheap. For example, put a **Minor ChoM** into the Horadric cube along with 2 x chipped Emeralds, press the Transmute button and you have a **ChoM** set to **Venom** mode. It does not matter what the current mode of the **ChoM** is when you put it in the Cube.

How to make a Charm of Making

3 x <Standard Gem> + 3 x <Elixir> + <rar Charm> + <rar Jewel>

+ 3 x <Common Cube Scroll> ----> <Minor Charm of Making>

3 x <Minor Charm of Making> + 3 x <Perfect Gem> + <crf Charm> + <crf Jewel>

+ 3 x <Uncommon Cube Scroll> ----> <Major Charm of Making>

3 x <Major Charm of Making> + 3 x <Imperial Gem> + <unq Charm> + <unq Jewel>

+ 3 x <Secret Cube Scroll> ----> <Mega Charm of Making>

Each successive level of **ChoM** includes all the attributes of the lower level **ChoM's** plus an added attribute or two. While these items are not overpowering or as powerful as players can craft using other means in this mod, **ChoM's** offer a greater flexibility to character development. For example, a Barbarian finds that he needs more offensive attributes, may initially use a **ChoM** set to **Destroyer** mode but later on discover that he needs more elemental resistance and switch the **ChoM** to **Defender** mode.

Some of the **ChoM** modes include limited spell charges. Removing the **ChoM** from the character's inventory will negate any lasting effects of the spell charges. For instance, the **Skull** mode has Summon Skeleton charges. If the **ChoM** is moved out of the inventory for any reason, any summoned creatures will be dispelled. If the **ChoM** runs out of charges, simply put the **ChoM** back into the **Horadric Cube** and put in the required gem(s) to regenerate the same mode as you had previously used and a random number of charges will be generated for each spell.

Listed below are the currently available modes for **ChoM's** in this version of the mod. In later versions, additional modes may be created as Kato sees fit to do so. No attribute numbers have been included since these are likely to change. Besides, players should not be allowed to know everything - a sense of discovery is what keeps a mod fresh in players' minds.

Mode	Switch	Attributes
Buzzer	Topaz x 2	+Lightning damage +Light radius +Resist Lightning
Crusader	Diamond x 3	+Attack vs Demons +Attack vs Undead +Damage vs Undead +Ignore AC +No Monster Heal +Normal Damage

Mode	Switch	Attributes
Psycho	Diamond, Emerald, Ruby, Sapphire, Topaz	+Fire damage +Cold damage +Lightning damage +Poison damage +Weapon swing speed
Shield	Diamond	+Armor Class +Life +Reduce Damage

Defender	Diamond x 2	+Armor Class +Reduce Damage +Resist All +Hit Recovery +Half Freeze
Destroyer	Amethyst x 3	+Deadly Strike +Crushing Blow +Open Wounds +Normal Damage
Finder	Diamond, Topaz	+Extra gold +Magic find +All Skills
Flamer	Ruby x 2	+Fire damage +Open Wounds +Resist Fire
Healer	Emerald	+Resist All +Reduced poison duration +Regen Life +Regen Mana
Icer	Sapphire x 2	+Cold damage +Freeze target +Resist Cold
Master	Amethyst, Diamond	+All Skills +Strength +Dexterity +Vitality +Energy

Skull	Skull	+Summon Skeleton +Summon Mage Skeleton +Summon Golem
Slayer	Amethyst, Ruby	+Ignore AC +Crushing Blow +Magic Damage
Slogger	Sapphire	+Slow target +Freeze target +Target Flee +Blind target
Speed	Topaz x 3	+Run/Walk speed +Weapon swing speed +Spell cast speed +Block speed
Sponge	Ruby, Sapphire, Topaz	+Absorb Fire +Absorb Cold +Absorb Lightning +Dmg to Mana
Summoner	Skull, Diamond	+Summon Wolf +Summon Spirit +Summon Vine +Summon Raven
Venom	Emerald x 2	+Poison damage +Thorns +Resist Poison

REATTRIBUTE/RE-ROLL RECIPES:

These recipes regenerate attributes of magic, rare and crafted items and regenerate cube scrolls. Don't like the abilities on an item or the output of a cube scroll? Or maybe you goofed when you crafted an item with the wrong ingredients and want to start over again. Items include weapons, armors, rings, amulets and charms. Cube scrolls apply as listed.

<mag Item> + <mag Jewel> + <Elixir> -> new <mag Item>
 <rar Item> + <rar Jewel> + <Elixir> -> new <rar Item>
 <crf Item> + <crf Jewel> + <Elixir> -> new <crf Item>
 <Demon Box> x 3 -> new <Demon Box>
 <Demon Box> + <crf Jewel> + <Elixir> -> new <Demon Box>
 <Common Cube Scroll> x 3 -> new <Common Cube Scroll>
 <Common Cube Scroll> + <mag Ring> + <mag Amulet> + <mag Jewel> -> new <Common Cube Scroll>
 <Uncommon Cube Scroll> x 3 -> new <Uncommon Cube Scroll>
 <Uncommon Cube Scroll> + <rar Ring> + <rar Amulet> + <rar Jewel> -> new <Uncommon Cube Scroll>
 <Secret Cube Scroll> x 3 -> new <Secret Cube Scroll>
 <Secret Cube Scroll> + <crf Ring> + <crf Amulet> + <crf Jewel> -> new <Secret Cube Scroll>
 <Arcane Cube Scroll> x 3 -> new <Arcane Cube Scroll>
 <Arcane Cube Scroll> + <uni Ring> + <uni Amulet> + <uni Jewel> -> new <Arcane Cube Scroll>

ZY-EL SCROLLS (END-game stuff):

A <Zy-El Scroll> is an artifact which will never drop from any monster. However, fragments of these scrolls can be found from certain high-level monsters or through arcane means. A completed scroll can be assembled once an entire set of 7 fragments is transmuted within the Horadric Cube. Each fragment is numbered 1 through 7; one of each fragment must be placed into the Horadric Cube in order to successfully transmute into a <Zy-El Scroll>.

Not all fragments can be found in the same difficulty. The completion of a Scroll may require venturing to different difficulties and visiting different map levels. You will never find all the fragments just doing Cow runs - that's for sure. Only those who are worthy will be able to find all the fragments - a true quest to test the most stalwart heroes!

Zy-El Scrolls can be used to generate random unique items:

<Zy-El Scroll> + <uni Jewel> + <Elixir> + <any Weapon, Armor, Charm, Ring, Amulet> -> random <unique Item> of same item type (Item quality does not matter! One side benefit - Unique item generated will come with maximum sockets!)

Zy-El Scrolls can be used to generate crafted items:

<Zy-El Scroll> + <crf Jewel> + <Elixir> + <any Weapon, Armor, Charm, Ring, Amulet> -> <crf Item> of same item type (Item quality does not matter! One side benefit - Unique item generated will come with maximum sockets!)

In the course of searching for Zy-El Scroll Fragments, you may come across more than one of the same numbered Fragment. What a pity! Players may sell Fragments to vendors for a chunk of change. Or, players may opt to re-roll a spare Fragment into a different Fragment using this recipe:

<Zy-El Scroll Fragment> + <imperial Gem> + <Elixir> -> new <Zy-El Scroll Fragment>

(Beware though! The new Fragment may turn out to be the same numbered Fragment as the original. Randomness!!!)

ZY-EL ARTIFACTS RECIPES (END-game items):

Of course, there are Unique items specific to the Zy-El mod that can be had by players through these cube recipes. These items are extremely powerful and any player (especially an Assassin) equipped with two or three of these items can cause serious mayhem! These Artifacts are **NOT Set items**. There is **no Set bonus** bestowed by having more than one of these items equipped. Each Artifact is a standalone item capable of transforming any character into a minor god. As such, some of these items require a minimum character level of 240, others 255. Yes, you must have 3 Unique Jewels in order to complete the recipe:

<Zy-El Scroll> + <Demon Key> x 3 + <uni Jewel> x 3 + Zy (rune33) + El (rune01) + <Crafted Item> -> ZY-EL Artifact

where the <Crafted Item> listed below will generate the named Unique item (some are Unknown and may change from version to version - only the Arcanes know for sure):

Zy-El's Requiem (Diadem)
Zy-El's Repose (Spiderweb Sash)
Zy-El's Vise (Vambraces)
Zy-El's Stride (Mirrored Boots)
Zy-El's Embrace (Archon Plate)
Zy-El's Decorum (Shadow Plate)
Zy-El's Defense (Luna)
Zy-El's Memory (Ring)
Zy-El's Legacy (Ring) - add a Key
Zy-El's Lament (Amulet)
Zy-El's Marker (Sm Charm)
Zy-El's Mourning (Gorgon Crossbow)
Zy-El's DeathSong (Bloodfang)
Zy-El's WindSong (Winged Knife)

Zy-El's Pride (Death Star)
Zy-El's Cleavage (Colossal Sword)
Zy-El's Finger (Shadow Bow)
Zy-El's Edge (Hydra Edge)
Zy-El's Reach (Partizan)
Zy-El's Recall (Decapitator)
Zy-El's Spite (Unknown)
Zy-El's Anthem (Unknown)
Zy-El's Caress (Unknown)
Zy-El's Fury (Unknown)
Zy-El's Child (Unknown)
Zy-El's Honor (Unknown)
Zy-El's Promise (Unknown)
Zy-El's Strike (Unknown)

Zy-El's Rage (Unknown)
Zy-El's Vengeance (Unknown)
Zy-El's Ransom (Unknown)
Zy-El's Deceit (Unknown)
Zy-El's Element (Unknown)
Zy-El's Angst (Unknown)
Zy-El's Afterthought (Unknown)
Zy-El's Suffrage (Unknown)
Zy-El's Idea (Unknown)
Zy-El's Victory (Unknown)
Zy-El's Quest (Unknown)
Zy-El's Might (Unknown)

ATTRIBUTE REDUCTION RECIPES:

These recipes can be used to reduce and remove specific attributes from items. Why would players want to do this? Well, there is a built-in limitation with Diablo2 in which items can only have a **maximum 44 lines of attributes**. Any additional attributes are ignored. Often, items come with attributes that are of no benefit to characters and it is better to remove them. Each application of the reduction recipe will incrementally remove the attribute bonus. It may be necessary to use the recipe more than once to completely remove the attribute line. Some of these recipes are very costly. Attribute reduction is a very fine art of item sculpting apt for high level characters who wish to put the final touches to prized items- pruning off useless attributes.

<any Item> + <Thaw potion> + <key> -> same <Item> - <Half Freeze>
<any Item> + <Cham Rune> + <Town Portal Scroll> -> same <Item> - <Cannot Be Frozen>
<any Item> + <Arrow> + <Bolt> + <key> -> same <Item> - <Exploding Arrows>
<any Item> + <Mal Rune> + <key> -> same <Item> - <Prevent Monster Heal>
<any Item> + <Sur Rune> + <key> -> same <Item> - <Blinds Target>
<any Item> + <flawed gem> + <Identify Scroll> -> same <Item> - <1 Class Level Bonus>
<any Item> + <standard gem> + <Identify Scroll> -> same <Item> - <3 Class Level Bonuses>
<any Item> + <flawless gem> + <Identify Scroll> -> same <Item> - <10 Class Level Bonuses>
<any Item> + < 3 x Identify Scroll> -> same <Item> - RIP

where:

<gem> = Skull (Amazon), Amethyst (Paladin), Topaz (Necromancer), Sapphire (Sorceress), Emerald (Barbarian), Ruby (Druid), Diamond (Assassin). An item which has +4 Sorceress skills would require one application of the recipe using a standard Sapphire and a second application using a flawed Sapphire and Identify Scrolls to completely remove the attribute.

<any Item> + <Stamina potion> + <key> -> same <Item> - <5 Reduced Stamina Drain>
<any Item> + <Stamina potion> x 2 + <key> -> same <Item> - <20 Reduced Stamina Drain>
<any Item> + <Stamina potion> x 3 + <key> -> same <Item> - <50 Reduced Stamina Drain>
<any Item> + <Antidote potion> + <key> -> same <Item> - <5% Ease>
<any Item> + <Antidote potion> x 2 + <key> -> same <Item> - <20% Ease>
<any Item> + <Antidote potion> x 3 + <key> -> same <Item> - <50% Ease>
<any Item> + <Cham rune> + <key> -> same <Item> - <1 Freeze Target>
<any Item> + <Cham rune> + <key> x 2 -> same <Item> - <5 Freeze Target>
<any Item> + <Cham rune> + <key> x 3 -> same <Item> - <50 Freeze Target>
<any Item> + <El rune> + <key> -> same <Item> - <1 Light Radius>
<any Item> + <El rune> x 2 + <key> -> same <Item> - <3 Light Radius>
<any Item> + <Tir rune> + <key> -> same <Item> - <1 Mana After Kill>
<any Item> + <Tir rune> x 2 + <key> -> same <Item> - <3 Mana After Kill>
<any Item> + <Dol rune> + <key> -> same <Item> - <1% Target Flees>
<any Item> + <Dol rune> + <key> x 2 -> same <Item> - <5% Target Flees>
<any Item> + <Dol rune> + <key> x 3 -> same <Item> - <20% Target Flees>

*** Note: must reduce Target Flees to 0% and then once more -1% to remove the attribute line.

<any Item> + <Eld rune> + <key> -> same <Item> - <1 Attack-vs-Undead>
<any Item> + <Eld rune> + <key> x 2 -> same <Item> - <5 Attack-vs-Undead>
<any Item> + <Eld rune> + <key> x 3 -> same <Item> - <20 Attack-vs-Undead>
<any Item> + <Eld rune> + <key> x 4 -> same <Item> - <100 Attack-vs-Undead>
<any Item> + <Ith rune> + <key> -> same <Item> - <1 Attack-vs-Demon>
<any Item> + <Ith rune> + <key> x 2 -> same <Item> - <5 Attack-vs-Demon>
<any Item> + <Ith rune> + <key> x 3 -> same <Item> - <20 Attack-vs-Demon>
<any Item> + <Ith rune> + <key> x 4 -> same <Item> - <100 Attack-vs-Demon>
<any Item> + <Amn rune> + <Key> -> same <Item> - <1 Attacker Takes Damage>
<any Item> + <Amn rune> + <Key> x 2 -> same <Item> - <5 Attacker Takes Damage>
<any Item> + <Amn rune> + <Key> x 3 -> same <Item> - <20 Attacker Takes Damage>
<any Item> + <Amn rune> + <Minor Heal> -> same <Item> - <1 Attacker Takes Lightning Damage>
<any Item> + <Amn rune> + <Minor Heal> x 2 -> same <Item> - <5 Attacker Takes Lightning Damage>
<any Item> + <Amn rune> + <Minor Heal> x 3 -> same <Item> - <20 Attacker Takes Lightning Damage>
<any Item> + <Eth rune> + <Minor Heal> -> same <Item> - <1 Life Regen>

<any Item> + <Eth rune> + <Minor Heal> x 2 -> same <Item> - <5 Life Regen>
 <any Item> + <Eth rune> + <Minor Heal> x 3 -> same <Item> - <20 Life Regen>
 <any Item> + <Eth rune> + <Minor Heal> x 4 -> same <Item> - <100 Life Regen>
 <any Item> + <Tal rune> + <Minor Heal> -> same <Item> - <1 Damage Reduced>
 <any Item> + <Tal rune> + <Minor Heal> x 2 -> same <Item> - <5 Damage Reduced>
 <any Item> + <Tal rune> + <Minor Heal> x 3 -> same <Item> - <20 Damage Reduced>
 <any Item> + <Tal rune> + <Minor Heal> x 4 -> same <Item> - <100 Damage Reduced>
 <any Item> + <Tal rune> + <Minor Mana> -> same <Item> - <1 Magic Damage Reduced>
 <any Item> + <Tal rune> + <Minor Mana> x 2 -> same <Item> - <5 Magic Damage Reduced>
 <any Item> + <Tal rune> + <Minor Mana> x 3 -> same <Item> - <20 Magic Damage Reduced>
 <any Item> + <Tal rune> + <Minor Mana> x 4 -> same <Item> - <100 Magic Damage Reduced>

DAMAGE REDUCTION RECIPES (reduces damage bonuses):

These recipes can be used to reduce and remove physical and elemental damage bonuses bestowed by items. Specifically, bonuses to Fire, Cold, Lightning, Poison and Physical damage can be reduced. If the bonus is reduced to zero, the entire damage attribute line is removed. Be careful not to incur negative bonuses as they will indeed subtract from the characters' damage capability.

<any Item> + <Gem> + <Antidote potion> -> same <Item> - <Max Damage Bonus>

where:

<Gem/Rune> type = <Gem> quality =

Ruby (Fire Max) Chipped (-1)

Topaz (Lightning Max) Flawed (-5)

Emerald (Poison Max) Standard (-20)

Sapphire (Cold Max) Flawless (-100)

Diamond (Physical Max) Perfect (-500)

Skull (Fire, Ltng, Cold, Poison, Phys Max)

<any Item> + <Gem> + <Thawing potion> -> same <Item> - <Min Damage Bonus>

where:

<Gem> type = <Gem> quality =

Ruby (Fire Min) Chipped (-1)

Topaz (Lightning Min) Flawed (-5)

Emerald (Poison Min) Standard (-20)

Sapphire (Cold Min) Flawless (-100)

Diamond (Physical Min) Perfect (-500)

Skull (Fire, Ltng, Cold, Poison, Phys Min)

In order to remove an entire damage bonus attribute, it may be necessary to remove the minimum and maximum damage range values.

For example, a dagger with a bonus fire damage of 5-20 will require a number of application of the above recipes. One set of recipes must be used to remove the minimum 5 Fire damage and the other set of recipes to remove the maximum 20 Fire damage. In this case, use a Flawed Ruby along with an Antidote potion to remove the minimum 5 Fire damage; this will cause the display to change to +20 Max Fire damage. This remaining attribute can be removed by using a Standard Ruby and a Thawing potion. The maximum 20 Fire damage bonus will be removed along with the attribute line.

RESISTANCE REDUCTION RECIPES (reduces resistance bonuses):

These recipes can be used to reduce and remove elemental resistance bonuses bestowed by items. Specifically, bonuses to Fire, Cold, Lightning, Poison and Physical damage resistance can be reduced and subsequently removed when reduced to zero. Be careful not to incur negative resistances as they will indeed cause additional damage to be suffered from the specified attack forms by monsters.

<any Item> + <Gem> + <Rejuvenation potion> -> same <Item> - <Resistance Bonus>

where:

<Gem> type = <Gem> quality =

Ruby (Fire Resist) Chipped (-1)

Topaz (Lightning Resist) Flawed (-5)

Emerald (Poison Resist) Standard (-20)

Sapphire (Cold Resist) Flawless (-100)

Diamond (Physical Resist)

Amethyst (Magic Resist)

Skull (Fire, Ltng, Cold, Poison Resist)

Please note that Amethyst will reduce damage resistance to Magic damage. Skulls only remove the basic four elemental damage forms - not Physical or Magic damage resistances since these are uncommon. Physical resistance is often referred to as Percent Damage Reduction by players.

STAT REDUCTION RECIPES (reduces character stat bonuses):

These recipes can be used to reduce and remove stat bonuses bestowed by items. Specifically, bonuses to the character's Strength, Dexterity, Vitality, Energy, Attack Rating, Defense, Stamina, Mana and Life can be reduced. Reduce the stat bonus to zero and the bonus attribute line will disappear. Be careful not to incur negative bonuses as they will indeed subtract from the characters' stats.

<any Item> + <Gem/Rune> + <Stamina potion> -> same <Item> - <Stat Bonus>

where:

<Gem/Rune> type = <Gem> quality = <Rune> quantity =

Ruby (Strength) Chipped (-1) One (-1)

Topaz (Dexterity) Flawed (-5) Two (-5)

Emerald (Vitality) Standard (-20) Three (-20)

Tir Rune (Energy) Flawless (-100) Four (-100)

Diamond (Stamina) Perfect (-500) Five (-500)

El Rune (Attack)

Eld Rune (Defense)

Amethyst (Life)

Sapphire (Mana)

Skull (Strength, Dexterity, Vitality, Energy)

For example, take a sword with **+165 Attack**. Place the sword in the cube along with four El Runes and a Stamina potion. Press Transmute and the Attack bonus will be reduced to **+65**. Place three El Runes and a Stamina - the bonus is reduced to **+45**; do it again will reduce it to **+25** and yet again, the bonus will be only **+5**. Lastly, put in two El Runes to remove this last **+5** bonus and the entire Attack bonus line will then be removed.

Use Skull(s) to simultaneously remove from Strength, Dexterity, Vitality and Energy. A Chipped Skull with a Stamina potion will remove 1 from each of the four base stats. A Flawed Skull will remove 5 stat points from each base stat. A Standard Skull 20 stat points. Flawless Skull 100 stat points and a Perfect Skull, 500 stat points!

ABSORPTION REDUCTION RECIPES (reduces elemental absorption bonuses):

These recipes will reduce and remove elemental damage absorption bonuses. Specifically, these bonuses are absorb fire damage, absorb cold damage, absorb lightning damage and absorb magic damage. These attributes are very uncommon and are stated like: +12 Fire Absorb or +7 Cold Absorb.

<any Item> + <Gem> + <Healing potion> -> same <Item> - <Absorption Bonus>

where:

<Gem> type = <Gem> quality =

Ruby (Fire Absorb) Chipped (-1)

Topaz (Lightning Absorb) Flawed (-5)

Amethyst (Magic Absorb) Standard (-20)

Sapphire (Cold Absorb) Flawless (-100)

Skull (Fire, Ltng, Cold Absorb)

Please note that Skulls will only remove Fire, Cold and Lightning Absorbs simultaneously - but not Magic (which is not as common).

A variation of these recipes using a **<Greater Healing Potion>** rather than a **<Healing Potion>** will remove **elemental absorption bonuses based on character level**. Note that there is recipe to remove Magic Absorb/level - this attribute does not exist in the current patch 1.09 version of Diablo 2. These attributes are very, very uncommon and will appear on items like: +16 Fire Absorb (Based on Character Level).

<any Item> + <Gem> + <Greater Healing potion> -> same <Item> - <Absorption Level-Based Bonus>

where:

<Gem> type = <Gem> quality =

Ruby (Fire Absorb/level) Chipped (-1)

Topaz (Lightning Absorb/level) Flawed (-5)

Sapphire (Cold Absorb/level) Standard (-20)

Skull (Fire, Ltng, Cold Absorb/level) Flawless (-100)

A variation of these recipes using a <Super Healing Potion> rather than a <Healing Potion> will remove **elemental absorption percent bonuses**. These attributes are extremely rare and will appear on items like: 16% Fire Damage Absorb.

<any Item> + <Gem> + <Super Healing potion> -> same <Item> - <Absorption Level-Based Bonus>

where:

<Gem> type = <Gem> quality =

Ruby (Fire Absorb Percent) Chipped (-1)

Topaz (Lightning Absorb Percent) Flawed (-5)

Amethyst (Magic Absorb Percent) Standard (-20)

Sapphire (Cold Absorb Percent) Flawless (-100)

Skull (Fire, Ltng, Cold Absorb Percent)

LEVEL-BASED REDUCTION RECIPES:

These recipes will reduce and eliminate the attribute bonuses which are calculated based on character level. The bonuses affected by these recipes are like: defense based on character level, attack based on character level, life based on character level, etc. These bonuses are applied in increments of one-eighth (1/8) - 1 point of bonus attribute per 8 character levels. Some items may have higher multiples of eighths.

For instance, a charm may grant 1 life per 2 character levels - this item has 4 multiples of one eighth. To remove this attribute, it must be reduced by a -4/level modifier. Some more powerful items may have even higher multiples. An item that grants 2 mana per character level actually has 16 multiples of one eighth and a -16/level modifier must be applied to remove it.

<any Item> + <Gem/Rune> + <Full Rejuvenation potion> -> same <Item> - <Level-Based Bonus>

where:

<Gem> type = <Rune> type = <Gem> quality = <Rune> quantity =

Ruby (Life/level) El (Str/level) Chipped (-1/level) One (-1/level)

Topaz (Mana/level) Eld (Dex/level) Flawed (-3/level) Two (-3/level)

Emerald (Attack/level) Tir (Vit/level) Standard (-10/level) Three (-10/level)

Sapphire (Defense/level) Nef (Enr/level) Flawless (-50/level) Four (-50/level)

Diamond (Damage/level) Eth (Gold%/level)

Amethyst (Stamina/level) Ith (Magic%/level)

Skull (Attack%/level) Tal (Defense%/level)

Some players may question why anyone would want to remove these very beneficial attributes. For very high level characters, the bonuses per character level are more of a hindrance than a bonus. The most powerful characters in the **Zy-El** mod have to be aware of damage and stat caps which exist within the game. These limits are normally never breached within "vanilla" LOD. The **Zy-El** mod pushes the limits, however, and sometimes too far.

Players may also choose to remove lesser attributes on several items and consolidate the same attribute bonuses on a single item. Rather than having three items with +1 life/8 levels, it is better to have a single item with +3 life/8 levels. At the higher levels, some bonuses become irrelevant. There is no need for a higher attack value when your Guided Arrow always hits.

*** THERE IS NO WAY THAT CHARACTERS FROM ORIGINAL LOD AND OTHER MODS WILL WORK IN THIS MOD. CHARACTERS FROM PREVIOUS VERSIONS OF ZY-EL WILL NOT LOAD IN THIS NEW MOD VERSION. KATO IS NOT RESPONSIBLE FOR ANY DAMAGE DONE TO YOUR EXISTING CHARACTERS SHOULD YOU ATTEMPT TO LOAD THEM. YOU'VE BEEN WARNED!

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Appendix A: Gem Socket Attributes:

name	level	weapon	length	Min	Max	armor	Min	Max	shield	Min	Max
Chipped Amethyst	4	att		30	30	str	5	5	ac	30	30
Flawed Amethyst	8	att		60	60	str	10	10	ac	60	60
Amethyst	16	att		90	90	str	15	15	ac	90	90
Flawless Amethyst	32	att		120	120	str	20	20	ac	120	120
Perfect Amethyst	64	att		150	150	str	25	25	ac	150	150
Royal Amethyst	128	att		180	180	str	30	30	ac	180	180
Imperial Amethyst	255	att		210	210	str	35	35	ac	210	210
Chipped Sapphire	4	dmg-cold	1 sec	4	6	mana	20	20	res-cold	10	10
Flawed Sapphire	8	dmg-cold	2 sec	8	12	mana	40	40	res-cold	20	20
Sapphire	16	dmg-cold	3 sec	12	18	mana	60	60	res-cold	30	30
Flawless Sapphire	32	dmg-cold	4 sec	16	24	mana	80	80	res-cold	40	40
Perfect Sapphire	64	dmg-cold	5 sec	20	30	mana	100	100	res-cold	50	50
Royal Sapphire	128	dmg-cold	6 sec	24	36	mana	120	120	res-cold	60	60
Imperial Sapphire	255	dmg-cold	7 sec	28	42	mana	140	140	res-cold	70	70
Chipped Emerald	4	dmg-pois	2 sec	52	52	dex	5	5	res-pois	10	10
Flawed Emerald	8	dmg-pois	2 sec	103	103	dex	10	10	res-pois	20	20
Emerald	16	dmg-pois	2 sec	154	154	dex	15	15	res-pois	30	30
Flawless Emerald	32	dmg-pois	2 sec	205	205	dex	20	20	res-pois	40	40
Perfect Emerald	64	dmg-pois	2 sec	256	256	dex	25	25	res-pois	50	50
Royal Emerald	128	dmg-pois	2 sec	308	308	dex	30	30	res-pois	60	60
Imperial Emerald	255	dmg-pois	2 sec	359	359	dex	35	35	res-pois	70	70
Chipped Ruby	4	dmg-fire		4	8	hp	25	25	res-fire	10	10
Flawed Ruby	8	dmg-fire		8	16	hp	50	50	res-fire	20	20
Ruby	16	dmg-fire		12	24	hp	75	75	res-fire	30	30
Flawless Ruby	32	dmg-fire		16	32	hp	100	100	res-fire	40	40
Perfect Ruby	64	dmg-fire		20	40	hp	125	125	res-fire	50	50
Royal Ruby	128	dmg-fire		24	48	hp	150	150	res-fire	60	60
Imperial Ruby	255	dmg-fire		28	56	hp	175	175	res-fire	70	70
Chipped Diamond	4	dmg-mag		4	5	red-mag	2	2	res-magic	10	10
Flawed Diamond	8	dmg-mag		8	10	red-mag	5	5	res- magic	20	20
Diamond	16	dmg-mag		12	15	red-mag	9	9	res- magic	30	30
Flawless Diamond	32	dmg-mag		16	20	red-mag	14	14	res- magic	40	40
Perfect Diamond	64	dmg-mag		20	25	red-mag	20	20	res- magic	50	50
Royal Diamond	128	dmg-mag		24	30	red-mag	27	27	res- magic	60	60
Imperial Diamond	255	dmg-mag		28	35	red-mag	35	35	res- magic	70	70
Chipped Topaz	4	dmg-ltng		1	12	red-dmg	2	2	res-ltng	10	10
Flawed Topaz	8	dmg-ltng		2	24	red-dmg	5	5	res-ltng	20	20
Topaz	16	dmg-ltng		3	36	red-dmg	9	9	res-ltng	30	30
Flawless Topaz	32	dmg-ltng		4	48	red-dmg	14	14	res-ltng	40	40
Perfect Topaz	64	dmg-ltng		5	60	red-dmg	20	20	res-ltng	50	50
Perfect Topaz	128	dmg-ltng		6	72	red-dmg	27	27	res-ltng	60	60
Perfect Topaz	255	dmg-ltng		7	84	red-dmg	35	35	res-ltng	70	70

Chipped Skull	4	lifesteal	1	1	regen-hp	3	3	thorns	10	10
		manasteal	1	1	regen-mana	5	5			
Flawed Skull	8	lifesteal	2	2	regen-hp	6	6	thorns	20	20
		manasteal	2	2	regen-mana	10	10			
Skull	16	lifesteal	3	3	regen-hp	9	9	thorns	40	40
		manasteal	3	3	regen-mana	15	15			
Flawless Skull	32	lifesteal	4	4	regen-hp	12	12	thorns	80	80
		manasteal	4	4	regen-mana	20	20			
Perfect Skull	64	lifesteal	5	5	regen-hp	15	15	thorns	140	140
		manasteal	5	5	regen-mana	25	25			
Royal Skull	128	lifesteal	6	6	regen-hp	18	21	thorns	220	220
		manasteal	6	6	regen-mana	30	30			
Imperial Skull	255	lifesteal	7	7	regen-hp	21	21	thorns	320	320
		manasteal	7	7	regen-mana	35	35			

Appendix B: Rune Socket Attributes:

name	level	weapon	length	Min	Max	armor	Min	Max	shield	Min	Max
El	2	ease		-10	-10	ease	-10	-10	ease	-10	-10
Eld	4	slow		25	25	stamdrain	15	15	block	7	7
Tir	6	mana-kill		2	2	mana-kill	2	2	mana-kill	2	2
Nef	8	heal-kill		10	10	heal-kill	10	10	heal-kill	10	10
Eth	10	reduce-ac		-25	-25	ac	25	25	ac	25	25
Ith	15	dmg-max		20	20	res-mag	30	30	res-mag	30	30
Tal	20	dmg-pois	1 sec	307	307	res-pois	30	30	res-pois	30	30
Ral	25	dmg-fire		5	30	res-fire	30	30	res-fire	30	30
Ort	30	dmg-ltng		1	50	res-ltng	30	30	res-ltng	30	30
Thul	35	dmg-cold	2 sec	10	20	res-cold	30	30	res-cold	30	30
Amn	40	lifesteal		5	5	regen	7	7	regen	7	7
Sol	45	dmg-min		15	15	red-dmg	7	7	red-dmg	7	7
Shael	50	swing cast		20 20	20 20	balance2	20	20	block2	20	20
Dol	60	openwounds		25	25	thorns light-thorns	15 15	15 15	thorns light-thorns	15 15	15 15
Hel	70	att%		20	20	ac%	20	20	ac%	20	20
Io	80	vit		20	20	vit	20	20	vit	20	20
Lum	90	enr		20	20	enr	20	20	enr	20	20
Ko	100	dex		20	20	dex	20	20	dex	20	20
Fal	110	str		20	20	str	20	20	str	20	20
Lem	120	mag%		15	15	mag%	15	15	mag%	15	15
Pul	130	deadly		20	20	regen-mana	15	15	regen-mana	15	15
Um	140	crush		20	20	res-all	15	15	res-all	15	15
Mal	150	dmg-mag		20	30	red-mag	15	15	red-mag	15	15
Ist	160	extra-mag		2	2	res-mag-max	3	3	res-mag-max	3	3
Gul	170	extra-pois		2	2	res-pois-max	3	3	res-pois-max	3	3
Vex	180	extra-fire		2	2	res-fire-max	3	3	res-fire-max	3	3
Ohm	190	extra-ltng		2	2	res-cold-max	3	3	res-cold-max	3	3
Lo	200	extra-cold		2	2	res-ltng-max	3	3	res-ltng-max	3	3
Sur	210	manasteal		5	5	mana%	3	3	mana	100	100
Ber	220	dmg%		20	20	red-dmg%	5	5	red-dmg%	5	5
Jah	230	noheal rip		1 1	1 1	hp%	3	3	hp	100	100
Cham	240	freeze		2	2	nofreeze	1	1	nofreeze	1	1
Zy	255	indestruct light		1 1	1 1	indestruct light	1	1	indestruct light	1	1

Appendix C: Collector Costs

Item	Collect	Extract	Upgrade	Item	Collect	Extract	Upgrade
Chipped Gem	2	10	xxx	Chipped Skull	6	30	xxx
Flawed Gem	6	30	20	Flawed Skull	27	85	60
Gem	17	85	60	Skull	50	250	170
Flawless Gem	50	250	170	Flawless Skull	145	725	500
Perfect Gem	145	725	500	Perfect Skull	420	210	1450
Royal Gem	420	2100	1450	Royal Skull	1200	6000	4200
Imperial Gem	1200	6000	4200	Imperial Skull	3400	17000	12000
r01 (El)	1	5	Xxx	r18 (Ko)	90	450	180
r02 (Eld)	2	10	5	r19 (Fal)	120	600	240
r03 (Tir)	3	15	7	r20 (Lem)	160	800	320
r04 (Nef)	4	20	9	r21 (Pul)	200	1000	400
r05 (Eth)	5	25	11	r22 (Um)	250	1250	500
r06 (Ith)	6	30	13	r23 (Mal)	300	1500	600
r07 (Tal)	7	35	15	r24 (Ist)	350	1750	700
r08 (Ral)	8	40	17	r25 (Gul)	400	2000	800
r09 (Ort)	10	50	20	r26 (Vex)	450	2250	900
r10 (Thul)	12	60	25	r27 (Ohm)	500	2500	1000
r11 (Amn)	15	75	30	r28 (Lo)	600	3000	1200
r12 (Sol)	20	100	40	r29 (Sur)	700	3500	1400
r13 (Shael)	25	125	50	r30 (Ber)	800	4000	1600
r14 (Dol)	30	150	60	r31 (Jah)	900	4500	1800
r15 (Hel)	40	200	80	r32 (Cham)	1,100	5500	2200
r16 (Io)	55	275	110	r33 (Zy)	1,500	7500	3000
r17 (Lum)	70	350	140				
Common Cube Scroll	15	150	xxx	Secret Cube Scroll	500	7,000	6000
Rare Cube Scroll	80	1,000	850	Arcane Cube Scroll	3000	50,000	43000
Blue Soul	10	xxx	xxx	Gold Soul	30	xxx	xxx
Green Soul	90	xxx	xxx	Red Soul	150	xxx	xxx
Magic Charm	10	400	350	Magic Jewel	5	50	xxx
Rare Charm	30	3,000	2600	Rare Jewel	15	300	250
Crafted Charm	90	12,000	9000	Crafted Jewel	30	2,000	1700
Unique Charm	150	60,000	48000	Unique Jewel	50	10,000	8000
Magic Ring	5	100		Magic Amulet	5	100	
Rare Ring	10	600	500	Rare Amulet	10	600	500
Crafted Ring	15	3,600	3000	Crafted Amulet	15	3,600	3000
Set Ring	20	10,000	6400	Set Amulet	20	10,000	6400
Unique Ring	30	20,000	10000	Unique Amulet	30	20,000	10000
Normal Any	0	80	xxx	Normal Class	0	200	xxx
Magic Any	0	400	320	Magic Class	0	1000	800
Rare Any	15	2,000	1600	Rare Class	30	5,000	4000

Crafted Any	45	10,000	8000	Crafted Class	90	25,000	20000
Set Any	90	25,000	15000	Set Class	180	50,000	25000
Unique Any	135	50,000	25000	Unique Class	270	100,000	50000
Item	Collect	Extract	Upgrade	Item	Collect	Extract	Upgrade
Treasure Joker	10	xxx	xxx	Minor ChoM	500	5,000	xxx
Treasure Card 2	20	xxx	xxx	Major ChoM	2000	25,000	20000
Treasure Card 3	30	xxx	xxx	Mega ChoM	5,000	100,000	75000
Treasure Card 4	40	xxx	xxx	Minor Celeb Fragm	20	500	xxx
Treasure Card 5	50	xxx	xxx	Minor Celeb Poster	200	xxx	xxx
Treasure Card 6	60	xxx	xxx	Major Celeb Fragm	250	10,000	xxx
Treasure Card 7	70	xxx	xxx	Major Celeb Poster	5,000	xxx	xxx
Treasure Card 8	80	xxx	xxx				
Treasure Card 9	90	xxx	xxx	Cube Adder x2	100	10,000	xxx
Treasure Card 10	100	xxx	xxx	Cube Adder x3	250	15,000	5000
Treasure Card J	200	xxx	xxx	Cube Adder x5	500	25,000	10000
Treasure Card Q	300	xxx	xxx	Cube Adder x10	1000	50,000	25000
Treasure Card K	400	xxx	xxx	Cube Adder x20	2000	100,000	50000
Treasure Card A	500	xxx	xxx	Cube Lock	300	10,000	xxx
Treasure Card E	1,000	xxx	xxx	Demon Box	60	750	xxx
Treasure Card Z	2,000	xxx	xxx	Demon Key	120	1,500	xxx
				Elixir	50	150	xxx
Rej Potion	2	xxx	xxx	Zy-El Frag (upgrade ID book)	5000	15,000	15,000
Full Rej Potion	6	xxx	xxx	Zy-El Scroll (upgrade TP book)	50,000	150,000	150,000

Appendix D: Gold Collector Costs

Item	Extract	Upgrade	Item	Extract	Upgrade
Chipped Gem	5,000	xxx	Chipped Skull	14,500	xxx
Flawed Gem	14,500	10,000	Flawed Skull	42,000	29,000
Normal Gem	42,000	29,000	Normal Skull	120,000	84,000
Flawless Gem	120,000	84,000	Flawless Skull	345,000	240,000
Perfect Gem	345,000	240,000	Perfect Skull	970,000	670,000
Royal Gem	970,000	670,000	Royal Skull	2,700,000	1,940,000
Imperial Gem	2,700,000	1,940,000	Imperial Skull	7,500,000	5,400,000
r01 (El)	2,000	xxx	r18 (Ko)	180,000	140,000
r02 (Eld)	4,000	2,000	r19 (Fal)	240,000	180,000
r03 (Tir)	6,000	4,000	r20 (Lem)	320,000	240,000
r04 (Nef)	8,000	6,000	r21 (Pul)	400,000	320,000
r05 (Eth)	10,000	8,000	r22 (Um)	500,000	400,000
r06 (Ith)	12,000	10,000	r23 (Mal)	600,000	500,000
r07 (Tal)	14,000	12,000	r24 (Ist)	700,000	600,000
r08 (Ral)	16,000	14,000	r25 (Gul)	800,000	700,000
r09 (Ort)	20,000	16,000	r26 (Vex)	900,000	800,000
r10 (Thul)	24,000	20,000	r27 (Ohm)	1,000,000	900,000
r11 (Amn)	30,000	24,000	r28 (Lo)	1,200,000	1,000,000
r12 (Sol)	40,000	30,000	r29 (Sur)	1,400,000	1,200,000
r13 (Shael)	50,000	40,000	r30 (Ber)	1,600,000	1,400,000
r14 (Dol)	60,000	50,000	r31 (Jah)	1,800,000	1,600,000
r15 (Hel)	80,000	60,000	r32 (Cham)	2,200,000	1,800,000
r16 (Io)	110,000	80,000	r33 (Zy)	3,000,000	2,200,000
r17 (Lum)	140,000	110,000			
Magic Amulet	30,000	xxx	Magic Jewel	12,500	xxx
Rare Amulet	180,000	155,000	Rare Jewel	75,000	63,000
Crafted Amulet	1,155,000	1,000,000	Crafted Jewel	450,000	380,000
Magic Ring	15,000	xxx			
Rare Ring	90,000	77,000	Elixir	80,000	80,000
Crafted Ring	615,000	530,000	Cube Lock	10,000,000	10,000,000