

## New Transmuting Formulae

### **Add Sockets**

- Any Item + r 01 = 1 Socket Normal Item
- Any Item + r 02 = 2 Sockets Normal Item
- Any Item + r 03 = 3 Sockets Normal Item
- Any Item + r 04 = 4 Sockets Normal Item
- Any Item + r 05 = 5 Sockets Normal Item
- Any Item + r 06 = 6 Sockets Normal Item
- Magic Item + Jewel = 2 Sockets Magic Item
- Unique/Set/Rare/Crafted Item + Jewel = 1 Socket Unique/Set/Rare/Crafted Item

### **Remove Sockets**

- Socketed Item + Scroll of Identify + r 10 = Unsocketed Item

### **Switch Type**

- Magic Item + Scroll of Identify = Normal Type of Item<sup>1</sup>
- Magic Item + Perfect Skull = Unique Type of Item
- Magic Item + Perfect Emerald = Set Type of Item
- Magic Item + Perfect Topaz = Rare Type of Item

### **Upgrade**

- Any Normal Item + Standard of Heroes = Exceptional Version of Item<sup>2</sup>
- Any Exceptional Item + Standard of Heroes = Elite Version of Item<sup>3</sup>

### **Etherealize**

- Non-Ethereal Item + r 33 = Ethereal Item

### **Repair**

- Non-Ethereal Item + r 10 = Fully Repaired Item

### **Reroll**

- Set Item = Set Item
- Rare Item = Rare Item
- Unique Item = Unique Item
- Magic Item = Magic Item
- Crafted Item + Perfect Sapphire/Ruby/Amethyst/Diamond = Crafted Item

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<sup>1</sup> Excluding rings, amulets and charms

<sup>2</sup> Required character level +5

<sup>3</sup> Required character level +5

## Reroll with Specific Modifiers

### ☉ General Items

- Magic Item + r 09 = **Jeweler's Item**<sup>4</sup>
- Rare Item + r 09 = **Artisan's Item**<sup>5</sup>
- Any Helm + Perfect Sapphire + r 09 = **Artisan's Helm** (Hit Power type)
- Any Armor + Perfect Sapphire + r 09 = **Artisan's Armor** (Hit Power type)
- Any Shield + Perfect Sapphire + r 09 = **Artisan's Shield** (Hit Power type)
- Any Weapon + Perfect Sapphire + r 09 = **Artisan's Weapon** (Hit Power type)
  
- Any Helm + Perfect Ruby + r 09 = **Artisan's Helm** (Blood type)
- Any Armor + Perfect Ruby + r 09 = **Artisan's Armor** (Blood type)
- Any Shield + Perfect Ruby + r 09 = **Artisan's Shield** (Blood type)
- Any Weapon + Perfect Ruby + r 09 = **Artisan's Weapon** (Blood type)
  
- Any Helm + Perfect Amethyst + r 09 = **Artisan's Helm** (Caster type)
- Any Armor + Perfect Amethyst + r 09 = **Artisan's Armor** (Caster type)
- Any Shield + Perfect Amethyst + r 09 = **Artisan's Shield** (Caster type)
- Any Weapon + Perfect Amethyst + r 09 = **Artisan's Weapon** (Caster type)
  
- Any Helm + Perfect Diamond + r 09 = **Artisan's Helm** (Safety type)
- Any Armor + Perfect Diamond + r 09 = **Artisan's Armor** (Safety type)
- Any Shield + Perfect Diamond + r 09 = **Artisan's Shield** (Safety type)
- Any Weapon + Perfect Diamond + r 09 = **Artisan's Weapon** (Safety type)

### ☉ Weapons

- Magic Weapon + r 07 = **Cruel Weapon**
- Magic Weapon + r 08 = **Grandmaster's Weapon**
- Magic Melee Weapon + r 07 + r 08 = **Cruel Melee Weapon of Quickness**
- Magic Ranged Weapon + r 07 + r 09 = **Cruel Ranged Weapon of Alacrity**
- Rare Weapon + r 07 + r 08 = **Merciless + King's Weapon**
- Any Weapon + Perfect Sapphire + r 08 = **Merciless + King's Weapon**  
(Hit Power type)
- Any Weapon + Perfect Ruby + r 08 = **Merciless + King's Weapon**  
(Blood type)
- Any Weapon + Perfect Amethyst + r 08 = **Merciless + King's Weapon**  
(Caster type)
- Any Weapon + Perfect Diamond + r 08 = **Merciless + King's Weapon**  
(Safety type)

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<sup>4</sup> Excluding throwing weapons

<sup>5</sup> Excluding throwing weapons

- Magic Scepter + Perfect Diamond + r 07 = **Priest's Scepter of the Magus**
- Rare Scepter + Perfect Diamond + r 07 = **Monk's Scepter of Apprentice**
- Any Scepter + Perfect Sapphire + r 06 = **Monk's Scepter of Apprentice**  
(Hit Power type)
- Any Scepter + Perfect Ruby + r 06 = **Monk's Scepter of Apprentice**  
(Blood type)
- Any Scepter + Perfect Amethyst + r 06 = **Monk's Scepter of Apprentice**  
(Caster type)
- Any Scepter + Perfect Diamond + r 06 = **Monk's Scepter of Apprentice**  
(Safety type)
- Magic Wand + Perfect Skull + r 07 = **Necromancer's Wand of the Magus**
- Rare Wand + Perfect Skull + r 07 = **Summoner's Wand of Apprentice**
- Any Wand + Perfect Sapphire + r 06 = **Summoner's Wand of Apprentice**  
(Hit Power type)
- Any Wand + Perfect Ruby + r 06 = **Summoner's Wand of Apprentice**  
(Blood type)
- Any Wand + Perfect Amethyst + r 06 = **Summoner's Wand of Apprentice**  
(Caster type)
- Any Wand + Perfect Diamond + r 06 = **Summoner's Wand of Apprentice**  
(Safety type)
- Magic Orb + Perfect Emerald + r 07 = **Arch-Angel's Orb of the Magus**
- Rare Orb + Perfect Emerald + r 07 = **Angel's Orb of Apprentice**
- Any Orb + Perfect Sapphire + r 06 = **Angel's Orb of Apprentice** (Hit Power type)
- Any Orb + Perfect Ruby + r 06 = **Angel's Orb of Apprentice** (Blood type)
- Any Orb + Perfect Amethyst + r 06 = **Angel's Orb of Apprentice** (Caster type)
- Any Orb + Perfect Diamond + r 06 = **Angel's Orb of Apprentice** (Safety type)

#### © Shields

- Magic Shield + r 07 = **Chromatic Shield**
- Rare Shield + r 07 = **Scintillating Shield**
- Magic Shield + r 08 = **Shield of Deflecting**
- Rare Shield + r 08 = **Shield of Blocking**
- Magic Shield + r 07 + r 08 = **Chromatic Shield of Deflecting**
- Rare Shield + r 07 + r 08 = **Scintillating Shield of Blocking**
- Any Shield + Perfect Sapphire + r 06 = **Scintillating Shield of Blocking**  
(Hit Power type)
- Any Shield + Perfect Ruby + r 06 = **Scintillating Shield of Blocking**  
(Blood type)
- Any Shield + Perfect Amethyst + r 06 = **Scintillating Shield of Blocking**  
(Caster type)

- Any Shield + Perfect Diamond + r 06 = **Scintillating Shield of Blocking**  
(Safety type)

#### ◎ Armors

- Magic Armor + r 07 = **Godly** Armor
- Rare Armor + r 07 = **Awesome** Armor
- Any Armor + Perfect Sapphire + r 07 = **Awesome** Armor (Hit Power type)
- Any Armor + Perfect Ruby + r 07 = **Awesome** Armor (Blood type)
- Any Armor + Perfect Amethyst + r 07 = **Awesome** Armor (Caster type)
- Any Armor + Perfect Diamond + r 07 = **Awesome** Armor (Safety type)

#### ◎ Gloves

- Magic Glove + r 07 = Glove **of Alacrity**
- Rare Glove + r 07 = Glove **of Readiness**
- Any Glove + Perfect Sapphire + r 07 = Glove **of Readiness** (Hit Power type)
- Any Glove + Perfect Ruby + r 07 = Glove **of Readiness** (Blood type)
- Any Glove + Perfect Amethyst + r 07 = Glove **of Readiness** (Caster type)
- Any Glove + Perfect Diamond + r 07 = Glove **of Readiness** (Safety type)

#### ◎ Boots

- Magic Boot + r 07 = Boot **of Acceleration**
- Magic Boot + r 08 = Boot **of Transportation**
- Rare Boot + r 07 = Boot **of Rushing**
- Any Boot + Perfect Sapphire + r 07 = Boot **of Rushing** (Hit Power type)
- Any Boot + Perfect Ruby + r 07 = Boot **of Rushing** (Blood type)
- Any Boot + Perfect Amethyst + r 07 = Boot **of Rushing** (Caster type)
- Any Boot + Perfect Diamond + r 07 = Boot **of Rushing** (Safety type)

#### ◎ Circlets

- Magic Circlet + r 07 = **Prismatic** Circlet
- Rare Circlet + r 07 = **Rainbow** Circlet
- Any Circlet + Perfect Sapphire + r 08 = **Rainbow** Circlet (Hit Power type)
- Any Circlet + Perfect Ruby + r 08 = **Rainbow** Circlet (Blood type)
- Any Circlet + Perfect Amethyst + r 08 = **Rainbow** Circlet (Caster type)
- Any Circlet + Perfect Diamond + r 08 = **Rainbow** Circlet (Safety type)

#### Amazon

- Magic Circlet + Perfect Ruby + r 07 = **Valkyrie's** Circlet
- Rare Circlet + Perfect Ruby + r 07 = **Maiden's** Circlet
- Any Circlet + Perfect Sapphire + r 01 = **Maiden's** Circlet (Hit Power type)
- Any Circlet + Perfect Ruby + r 01 = **Maiden's** Circlet (Blood type)

- Any Circlet + Perfect Amethyst + r 01 = **Maiden's** Circlet (Caster type)
- Any Circlet + Perfect Diamond + r 01 = **Maiden's** Circlet (Safety type)

#### Assassin

- Magic Circlet + Perfect Amethyst + r 07 = **Witch-hunter's** Circlet
- Rare Circlet + Perfect Amethyst + r 07 = **Mage-killer's** Circlet
- Any Circlet + Perfect Sapphire + r 02 = **Mage-killer's** Circlet (Hit Power type)
- Any Circlet + Perfect Ruby + r 02 = **Mage-killer's** Circlet (Blood type)
- Any Circlet + Perfect Amethyst + r 02 = **Mage-killer's** Circlet (Caster type)
- Any Circlet + Perfect Diamond + r 02 = **Mage-killer's** Circlet (Safety type)

#### Barbarian

- Magic Circlet + Perfect Topaz + r 07 = **Berserker** Circlet
- Rare Circlet + Perfect Topaz + r 07 = **Slayer** Circlet
- Any Circlet + Perfect Sapphire + r 03 = **Slayer** Circlet (Hit Power type)
- Any Circlet + Perfect Ruby + r 03 = **Slayer** Circlet (Blood type)
- Any Circlet + Perfect Amethyst + r 03 = **Slayer** Circlet (Caster type)
- Any Circlet + Perfect Diamond + r 03 = **Slayer** Circlet (Safety type)

#### Druid

- Magic Circlet + Perfect Sapphire + r 07 = **Hierophant's** Circlet
- Rare Circlet + Perfect Sapphire + r 07 = **Shaman's** Circlet
- Any Circlet + Perfect Sapphire + r 04 = **Shaman's** Circlet (Hit Power type)
- Any Circlet + Perfect Ruby + r 04 = **Shaman's** Circlet (Blood type)
- Any Circlet + Perfect Amethyst + r 04 = **Shaman's** Circlet (Caster type)
- Any Circlet + Perfect Diamond + r 04 = **Shaman's** Circlet (Safety type)

#### Necromancer

- Magic Circlet + Perfect Skull + r 07 = **Necromancer's** Circlet
- Rare Circlet + Perfect Skull + r 07 = **Summoner's** Circlet
- Any Circlet + Perfect Sapphire + r 05 = **Summoner's** Circlet (Hit Power type)
- Any Circlet + Perfect Ruby + r 05 = **Summoner's** Circlet (Blood type)
- Any Circlet + Perfect Amethyst + r 05 = **Summoner's** Circlet (Caster type)
- Any Circlet + Perfect Diamond + r 05 = **Summoner's** Circlet (Safety type)

#### Paladin

- Magic Circlet + Perfect Diamond + r 07 = **Priest's** Circlet
- Rare Circlet + Perfect Diamond + r 07 = **Monk's** Circlet
- Any Circlet + Perfect Sapphire + r 06 = **Monk's** Circlet (Hit Power type)
- Any Circlet + Perfect Ruby + r 06 = **Monk's** Circlet (Blood type)

- Any Circlet + Perfect Amethyst + r 06 = **Monk's** Circlet (Caster type)
- Any Circlet + Perfect Diamond + r 06 = **Monk's** Circlet (Safety type)

#### Sorceress

- Magic Circlet + Perfect Emerald + r 07 = **Arch-Angel's** Circlet
- Rare Circlet + Perfect Emerald + r 07 = **Angel's** Circlet
- Any Circlet + Perfect Sapphire + r 10 = **Angel's** Circlet (Hit Power type)
- Any Circlet + Perfect Ruby + r 10 = **Angel's** Circlet (Blood type)
- Any Circlet + Perfect Amethyst + r 10 = **Angel's** Circlet (Caster type)
- Any Circlet + Perfect Diamond + r 10 = **Angel's** Circlet (Safety type)

#### © Rings

- Magic Ring + r 07 = **Chromatic** Ring
- Rare Ring + r 07 = **Scintillating** Ring
- Any Ring + Perfect Sapphire + r 07 = **Scintillating** Ring (Hit Power type)
- Any Ring + Perfect Ruby + r 07 = **Scintillating** Ring (Blood type)
- Any Ring + Perfect Amethyst + r 07 = **Scintillating** Ring (Caster type)
- Any Ring + Perfect Diamond + r 07 = **Scintillating** Ring (Safety type)
- Magic Ring + r 08 = Ring **of the Zodiac**
- Rare Ring + r 08 = Ring **of the Stars**
- Magic Ring + r 07 + r 08 = **Chromatic** Ring **of the Zodiac**
- Rare Ring + r 07 + r 08 = **Scintillating** Ring **of the Stars**

#### © Amulets

- Magic Amulet + r 07 = **Chromatic** Amulet
- Rare Amulet + r 07 = **Scintillating** Amulet
- Any Amulet + Perfect Sapphire + r 07 = **Scintillating** Amulet (Hit Power type)
- Any Amulet + Perfect Ruby + r 07 = **Scintillating** Amulet (Blood type)
- Any Amulet + Perfect Amethyst + r 07 = **Scintillating** Amulet (Caster type)
- Any Amulet + Perfect Diamond + r 07 = **Scintillating** Amulet (Safety type)
- Magic Amulet + r 08 = Amulet **of the Zodiac**
- Rare Amulet + r 08 = Amulet **of the Stars**
- Magic Amulet + r 07 + r 08 = **Chromatic** Amulet **of the Zodiac**
- Rare Amulet + r 07 + r 08 = **Scintillating** Amulet **of the Stars**
- Magic Amulet + r 01 = **Valkyrie's** Amulet
- Rare Amulet + r 01 = **Maiden's** Amulet
- Any Amulet + Perfect Sapphire + r 01 = **Maiden's** Amulet (Hit Power type)
- Any Amulet + Perfect Ruby + r 01 = **Maiden's** Amulet (Blood type)
- Any Amulet + Perfect Amethyst + r 01 = **Maiden's** Amulet (Caster type)
- Any Amulet + Perfect Diamond + r 01 = **Maiden's** Amulet (Safety type)

- Magic Amulet + r 02 = **Witch-hunter's** Amulet
- Rare Amulet + r 02 = **Mage-killer's** Amulet
- Any Amulet + Perfect Sapphire + r 02 = **Mage-killer's** Amulet (Hit Power type)
- Any Amulet + Perfect Ruby + r 02 = **Mage-killer's** Amulet (Blood type)
- Any Amulet + Perfect Amethyst + r 02 = **Mage-killer's** Amulet (Caster type)
- Any Amulet + Perfect Diamond + r 02 = **Mage-killer's** Amulet (Safety type)
  
- Magic Amulet + r 03 = **Berserker** Amulet
- Rare Amulet + r 03 = **Slayer** Amulet
- Any Amulet + Perfect Sapphire + r 03 = **Slayer** Amulet (Hit Power type)
- Any Amulet + Perfect Ruby + r 03 = **Slayer** Amulet (Blood type)
- Any Amulet + Perfect Amethyst + r 03 = **Slayer** Amulet (Caster type)
- Any Amulet + Perfect Diamond + r 03 = **Slayer** Amulet (Safety type)
  
- Magic Amulet + r 04 = **Hierophant's** Amulet
- Rare Amulet + r 04 = **Shaman's** Amulet
- Any Amulet + Perfect Sapphire + r 04 = **Shaman's** Amulet (Hit Power type)
- Any Amulet + Perfect Ruby + r 04 = **Shaman's** Amulet (Blood type)
- Any Amulet + Perfect Amethyst + r 04 = **Shaman's** Amulet (Caster type)
- Any Amulet + Perfect Diamond + r 04 = **Shaman's** Amulet (Safety type)
  
- Magic Amulet + r 05 = **Necromancer's** Amulet
- Rare Amulet + r 05 = **Summoner's** Amulet
- Any Amulet + Perfect Sapphire + r 05 = **Summoner's** Amulet (Hit Power type)
- Any Amulet + Perfect Ruby + r 05 = **Summoner's** Amulet (Blood type)
- Any Amulet + Perfect Amethyst + r 05 = **Summoner's** Amulet (Caster type)
- Any Amulet + Perfect Diamond + r 05 = **Summoner's** Amulet (Safety type)
  
- Magic Amulet + r 06 = **Priest's** Amulet
- Rare Amulet + r 06 = **Monk's** Amulet
- Any Amulet + Perfect Sapphire + r 06 = **Monk's** Amulet (Hit Power type)
- Any Amulet + Perfect Ruby + r 06 = **Monk's** Amulet (Blood type)
- Any Amulet + Perfect Amethyst + r 06 = **Monk's** Amulet (Caster type)
- Any Amulet + Perfect Diamond + r 06 = **Monk's** Amulet (Safety type)
  
- Magic Amulet + r 10 = **Arch-Angel's** Amulet
- Rare Amulet + r 10 = **Angel's** Amulet
- Any Amulet + Perfect Sapphire + r 10 = **Angel's** Amulet (Hit Power type)
- Any Amulet + Perfect Ruby + r 10 = **Angel's** Amulet (Blood type)
- Any Amulet + Perfect Amethyst + r 10 = **Angel's** Amulet (Caster type)
- Any Amulet + Perfect Diamond + r 10 = **Angel's** Amulet (Safety type)

© Jewels

- Magic Jewel + r 07 = **Shimmering** Jewel
- Rare Jewel + r 07 = **Shimmering** Jewel
- Magic Jewel + r 08 = Jewel **of Fervor**
- Rare Jewel + r 08 = Jewel **of Fervor**
- Magic Jewel + r 06 = **Rosy** Jewel
- Rare Jewel + r 06 = **Rusty** Jewel
- Magic Jewel + r 07 + r 08 = **Shimmering** Jewel **of Fervor**
- Rare Jewel + r 07 + r 08 = **Shimmering** Jewel **of Fervor**
- Magic Jewel + r 06 + r 08 = **Rosy**<sup>6</sup> Jewel **of Fervor**
- Rare Jewel + r 06 + r 08 = **Rusty** Jewel **of Fervor**

#### Amazon

- Magic Jewel + r 08 + Perfect Ruby = Jewel **of Agility**<sup>7</sup>
- Magic Jewel + r 07 + Perfect Ruby = **Shimmering** Jewel **of Agility**

#### Assassin

- Magic Jewel + r 08 + Perfect Amethyst = Jewel **of Shadow**<sup>8</sup>
- Magic Jewel + r 07 + Perfect Amethyst = **Shimmering** Jewel **of Shadow**

#### Barbarian

- Magic Jewel + r 08 + Perfect Topaz = Jewel **of Frenzy**<sup>9</sup>
- Magic Jewel + r 07 + Perfect Topaz = **Shimmering** Jewel **of Frenzy**

#### Druid

- Magic Jewel + r 08 + Perfect Sapphire = Jewel **of Nature**<sup>10</sup>
- Magic Jewel + r 07 + Perfect Sapphire = **Shimmering** Jewel **of Nature**

#### Necromancer

- Magic Jewel + r 08 + Perfect Skull = Jewel **of Voodoo**<sup>11</sup>
- Magic Jewel + r 07 + Perfect Skull = **Shimmering** Jewel **of Voodoo**

#### Paladin

- Magic Jewel + r 08 + Perfect Diamond = Jewel **of Faith**<sup>12</sup>
- Magic Jewel + r 07 + Perfect Diamond = **Shimmering** Jewel **of Faith**

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<sup>6</sup> Renamed vanilla LoD prefix “Realgar” (+ Enhanced Damage)

<sup>7</sup> New suffix: +1 level to 3 random Amazon skills

<sup>8</sup> New suffix: +1 level to 3 random Assassin skills

<sup>9</sup> New suffix: +1 level to 3 random Barbarian skills

<sup>10</sup> New suffix: +1 level to 3 random Druid skills

<sup>11</sup> New suffix: +1 level to 3 random Necromancer skills

<sup>12</sup> New suffix: +1 level to 3 random Paladin skills



### Sorceress

- Magic Jewel + r 08 + Perfect Emerald = Jewel of **Mystery**<sup>13</sup>
- Magic Jewel + r 07 + Perfect Emerald = **Shimmering** Jewel of **Mystery**

### ☉ Charms

- Small/Medium/Large Charm + r 07 = **Obsidian**<sup>14</sup> Small/Medium/Large Charm

### Amazon

- Large Charm + r 07 + Perfect Ruby = **Fletcher's** Large Charm
- Large Charm + r 08 + Perfect Ruby = **Acrobat's** Large Charm
- Large Charm + r 09 + Perfect Ruby = **Harpoonist's** Large Charm

### Assassin

- Large Charm + r 07 + Perfect Amethyst = **Entrapping** Large Charm
- Large Charm + r 08 + Perfect Amethyst = **Mentalist's** Large Charm
- Large Charm + r 09 + Perfect Amethyst = **Shogukusha's** Large Charm

### Barbarian

- Large Charm + r 07 + Perfect Topaz = **Expert's** Large Charm
- Large Charm + r 08 + Perfect Topaz = **Fanatic** Large Charm
- Large Charm + r 09 + Perfect Topaz = **Sounding** Large Charm

### Druid

- Large Charm + r 07 + Perfect Sapphire = **Trainer's** Large Charm
- Large Charm + r 08 + Perfect Sapphire = **Spiritual** Large Charm
- Large Charm + r 09 + Perfect Sapphire = **Natural** Large Charm

### Necromancer

- Large Charm + r 07 + Perfect Skull = **Hexing** Large Charm
- Large Charm + r 08 + Perfect Skull = **Fungal** Large Charm
- Large Charm + r 09 + Perfect Skull = **Graverobber's** Large Charm

### Paladin

- Large Charm + r 07 + Perfect Diamond = **Lion Branded** Large Charm
- Large Charm + r 08 + Perfect Diamond = **Captain's** Large Charm
- Large Charm + r 09 + Perfect Diamond = **Preserver's** Large Charm

### Sorceress

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<sup>13</sup> New suffix: +1 level to 3 random Sorceress skills

<sup>14</sup> Renamed vanilla prefix "Shimmering" (+ All Resistances)

- Large Charm + r 07 + Perfect Emerald = **Burning** Large Charm
- Large Charm + r 08 + Perfect Emerald = **Sparking** Large Charm
- Large Charm + r 09 + Perfect Emerald = **Chilling** Large Charm

### Crafted Items

- Any Item + Perfect Sapphire = Hit Power Item
- Any Item + Perfect Ruby = Blood Item
- Any Item + Perfect Amethyst = Caster Item
- Any Item + Perfect Diamond = Safety Item

### Tempered Items<sup>15</sup>

- Any Armor + Standard of Heroes + r 08 = Tempered Armor
- Any Weapon + Standard of Heroes + r 08 = Tempered Fighter Weapon
- Any Weapon + Standard of Heroes + r 09 = Tempered Caster Weapon
- Any Circlet + Standard of Heroes + r 07 = Tempered Circlet
- Any Ring + Standard of Heroes + r 08 = Tempered Ring
- Any Amulet + Standard of Heroes + r 08 = Tempered Amulet
- Tempered Item + Standard of Heroes + r 07/08/09 = Enhanced Tempered Item<sup>16</sup>

### Rejuvenation Potions

- 2 Healing Potions + 2 Mana Potions = 1 Minor Rejuvenation Potion
- 2 Super Healing Potions + 2 Super Mana Potions = 1 Major Rejuvenation Potion
- 6 Healing Potions + 6 Mana Potions = 3 Minor Rejuvenation Potions
- 6 Super Healing Potions + 6 Super Mana Potions = 3 Major Rejuvenation Potions
- 6 Minor Rejuvenation Potions = 3 Major Rejuvenation Potions

### Cow Portal

- Scroll of Town Portal = Cow Level Portal

<sup>15</sup> A new item type featured with cumulative enhancement via cube recipe. It was disabled for balance issue in vanilla LoD 1.10 final patch. Refer to *Tempered Items.pdf* for details.

<sup>16</sup> After creating a tempered item, you can use the same formula for further upgrade which additionally increases character level requirement.