

Zy-El: Trial by Fire

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D2Common.DLL, D2Client.DLL, PlugY.DLL
D2Launch.DLL, D2Net.DLL
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DESCRIPTION (why I made this mod):

I made this Mod to play the game the way I like to play it. Maybe for you too.

Who is Zy-El? She was my first Assassin that I played up to level 89 using the un-modded, off-the-shelf version of Diablo2-LOD. After slaying Diablo and his brothers a few times, I was left asking myself: is this all there is? Then I heard about some of the neat stuff happening on Battlenet and felt ripped off in single player mode. That's why I created this mod and I name it after Zy-El. This also explains all the pics of babes with blades!

This Mod is not a cake-walk. Act I Normal is the hardest when your character is running from Skels and has a hard time killing QuillRats. I don't want to hear any whining about how tough this Mod is to play! If you want an easier game, go back to "vanilla" LOD or play some other Mod. Better yet - go make your own Mod!

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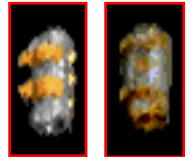


THE GOOD NEWS (Some features to spice things up):

- **Item drops are more generous than regular LOD.** Drop rate and drop quality increase with player level, game difficulty and Act. There's more likelihood of set, rare, and unique items being dropped. No less than flawed gems nor any runes lower than Ith will drop in Nightmare. No less than standard gems nor runes lower than Sol will drop in Hell. *(Better stuff and less garbage!)*
- **New players start with the HORADRIC CUBE, an empty Collector, a few Cube Scrolls and a chipped gem!!!** No other equipment! *(Use some of those cube recipes right away!)*
- **Modified quest rewards.** Akara, Charsi, Ormus, the HellForge, Qualkek, Andariel, Cow King, Halls of the Dead now give perfect gems and/or better runes as rewards. NOT available for Macs. *(It's worth completing more of those quests now!)*
- **Infinite stash pages with Yohann's PlugY.** We are all soooo grateful to Yohann for developing his wonderful infinite stash plug-in. We can now collect to our hearts' content. *(Yowsa!! How are gonna keep track of all our stuff??)*
- **Increased stash (10x10), inventory (10x10) and cube (10x10) sizes using the plug-in.** *(More room to haul more stuff!! Thanks to Fusman and Zhoulumcrist!)*
- **Certain runes, gems, jewels and charms may be purchased at various shops.** Each successive Act offers better and more of these items for sale. Prices for these items are **VERY EXPENSIVE**. *(Yeah! No more searching under every rock and killing countless hordes just to get the same old garbage.)*
- **Enabled Elixirs!** These are rare potions used extensively in the new cube recipes. There are an entire section of recipes dedicated to the use of **Elixirs**. These **Elixirs** can no longer be consumed as they were in LOD. If you can't find an **Elixir**, make it using the cube recipe in the Basic Recipes section. *(Wow! Something different!)*
- **Enabled Demon Keys!** These keys are imbued with a demon spirits and can be used in the Cube recipes described below to create Demon items and other unique recipes. Or, they can be sold to merchants for a hefty sum! **Beware! These keys can open chests if you don't have any regular keys.** Be sure to always have regular Keys. Where to find Demon Keys? You might find one after killing, say . . . a big demon. *(Wowee! Something more different!)*
- **Created Cube Scrolls!** These rare scrolls contain **1-shot cube recipes**. Place the Cube Scroll in the Cube along with the stated input ingredient(s). Click the **Transform** button, the Cube Scroll disappears along with the base item(s) and the stated output item is left behind. The cryptic recipe on the Cube Scroll will override any other recipes in effect. Simply stated, the Cube Scroll instructs the Cube how to Transform. There are 960+ different Cube Scrolls and they come in four distinct flavors: **Common, Uncommon, Secret** and **Arcane**. And there are cube recipes to transform **Common** Cube Scrolls to **Uncommon** and **Uncommon** to **Secret** and **Secret** to **Arcane**! *(Wow! A new item type! Different graphics too! Thanks to Shadow Talon, Riparious and JBouley!)*
- **Created Demon Boxes!** These mystery boxes can only be opened by transmuting with a Demon Key in the Horadric Cube. **Sometimes good, sometimes not.** These boxes themselves will provide a clue about what they contain; if the box could talk - this is what it would say to you. It is up to the player to decide whether or not to open it or sell to a merchant for a hefty chunk of change. *(Do you feel lucky, punk?)*
- **Merchant maximum buyback limit increased.** Item maximum buyback limits for merchants has been increased to 100 million gold. Magic, Rare, Set and Unique items are worth more gold too. Repair costs have been quartered! *(Better value for good stuff sold back and cheaper to fix and recharge stuff.)*



- **Gem attributes have been enhanced with higher bonuses.** Diamond and amethyst modifiers have been tweaked. *(Always felt that gems became eclipsed by the advent of runes and jewels.)*
- **No xp penalty for dying in Nightmare and Hell difficulties.** NOT available for Mac users - sorry. *(That always ticked me off . . . to no end!!)*
- **Higher probability for class specific item drops.** NOT available for Mac users - sorry. *(Formerly used to be only 1/3 as likely as non-class, a little better now.)*
- **Skill levels maximum extended from 20 all the way up to 100!** NOT available for Mac users - sorry. Warning: not all skills will work beyond a certain level - haven't figured them all out yet. *(Yeah! Level 100 Fireballs!!)*
- **Added new Bracer class weapons - unarmed combat.** These weapons act as two-handed weapons for non-Barb classes and may also have Barb skill bonuses. Bracers are very fast and utilize full Strength and Dexterity bonuses. Bracers may have one socket to allow for some player customization. In game, characters will appear to be unarmed - don't be fooled! *(For those who want to build a non-weapon Hercules type - real men need only apply!)*
- **New monster graphics!** Thanks to Har'lea'quinn, FoxBat, Incandescent One, Joel, BlackHeart and Phrozen Heart. Some of the monsters harken back to the days of Diablo 1, for those of you who remember. *(Look for them! You'll love 'em!!)*
- **Maximum gold capacity on character and in stash significantly increased!** Storing gold is no longer such a problem. Starting characters can store 400,000 gold in the stash at level 1!!! At level 50, a character can store 2.0/10.4 million in backpack/stash and a level 100 character 8.0/20.4 million! And a level 500 character 40.0/100.4 million!! And at level 1000, 80.0/200.4 million!!! *(Grab all the gold you can, now that you can!!)*
- **Characters may now level up to level 10,000.** Experience on Nightmare and Hell difficulties have been scaled to ensure that you can play your characters for a veeeery loooooong time to come. *(I AM IMMORTAL!!! Haven't gone that far yet . . . but we'll see. Can invest in all the skills on every skill page.)*
- **Assassin class weapons (Katars, Claws and the like) now can be imbued with Assassin skill bonuses when dropped by monsters.** Also added a few new four-socket Star and Fang weapons for Assys. The Star weapons are a new class of weapons. Exceptional and Elite recipes can be applied: Blade Star -> Blood Star -> Death Star -> Blood Fang *(Always felt that the Assassin got ripped off when everyone else got these bonuses.)*



- **Increased various item stacking limits.** Keys, books, arrows and bolts now stack to 500. Thrown potions also stack to 500. Thrown weapons have 3 x Maxstack limit. *(Equipped to go on those long expeditions.)*
- **All missiles and arrows travel 75% faster.** All missiles fired from bows, crossbows or spells are 75% faster. This also applies to monster missiles too!! Beware of BloodRaven and those Burning Skeletal archers! *(Zip-zip-zip! Can't outrun arrows anymore!)*

- **Poisoned quill arrow/bolts can be purchased from arms merchants.** These special missile weapons are poison quills modified to be fired from bows and crossbows. The cost for these poisoned quills is more than standard arrows but provide low-level characters with a different option to regular physical damage arrows. Bolt quills for crossbows are shorter than the full arrow quills. *(Poison damage just like a Quillrat and worse!!!)*



- **Magic arrows/bolts can be purchased from arms merchants.** There will always be a quiver of magic arrows/bolts available for purchase at a higher price than normal arrows/bolts. They come with **some** magical abilities but can be specifically enchanted using the Magic Missile Cube Recipes below. All magic quivers start with 500. **Certain merchants can recharge partial quivers** - sell back a partial quiver to a merchant (*who doesn't normally sell them*) for a pittance and buy back a full quiver for a higher cost - note: this only works with non-socketed quivers. Don't shoot that last arrow or else the entire quiver disappears! Notice that magic bolt quivers are indeed smaller than normal bolts. Read the section on Magic Missile Recipes for more detailed information *(Real Magic Missiles! Bows for everyone!)*



- **Experience point costs for each level have been reduced.** As a result, level ups are a lot quicker. Be careful how you distribute your stat points. *(This ought to make it easier to get up to level 10,000.)*
- **Minor improvements/tweaks to some classes/skills/spells.** With the drastic increased nastiness of monsters, some skills were effectively nerfed. Skill effects beyond level 20 had to be set up. Some minor, some major changes were required to all classes. *(Characters will not be the same as they were in vanilla LOD; is that a bad thing?)*
- **Belts, gloves, boots, rings and amulets are now socket-able.** Gloves(2/3 sockets) acts as weapons; belts(2 sockets) acts as armor; boots(2/3 sockets) acts as shield modifiers; rings (1 socket) acts as weapons and amulets (1 socket) acts as armor. Use the cube recipe to add sockets. Gloves and boots can have up to 3 sockets on Nightmare and Hell difficulties. *(Yeah! More sockets!!)*



- **All Armors has been improved.** Maximum AC for all armor types have been increased 40%. Most armors have been given additional sockets, particularly Exceptional and Elite armors. Also, **all** armor types will absorb 2 or more points of damage. *(Better armor counts for something now!)*
- **New Charms have been added.** There are now 2x2 (Quad), 1x4(Tall), 2x1 (Narrow) and 2x3(Hex) sized charms. These particular charms may drop as Normal, Magic or Rare. Normal charms may drop **WITH** sockets! And, yes, there are runewords for these particular charms!!! *(Wow!)*
- **Charms are also socket-able.** Small = shield (max 1 socket), Large = armor (max 2 sockets), Grand = weapon (max 3 sockets), Quad = weapon (max 4 sockets), Tall = armor(max 4 sockets), Hex=shield(max 6 sockets), Narrow=weapon(max 2 sockets). Sockets can be created using the cube socketing recipes below. *(Yeah! Even more sockets!!! You won't see this on Bnet!!)*
- **Thrown weapons are socket-able!** Throwing knives and axes (2), javelins (3) and throwing spears (4) can have the stated number of sockets. Remember, don't throw that last dagger or last axe or you will lose the socketed pieces!

Socketed thrown weapons will **NOT** drop. Use the cube recipe to add sockets. *(Yowsa! Major missile damage!)*

- **Upgraded hirelings with higher starting levels, more skills, more hps, more defense and faster level up.** Much more expensive to hire and resurrect also. Fire Rogue can hurl Baal-Inferno! Desert Mercs can use Charged Strike! Sorcerer Mercs can drop Meteor! Barbarian Mercs can go Berserk! All Mercs now also have passive skills. **Mercs can also use more weapon types now!** *(You'll definitely NOT see this on Bnet!!)*
- **Shrines are now more likely to be better and all shrine effect durations have been greatly increased.** Shrine effects also more powerful in most cases. *(Makes it worthwhile to visit a shrine now!)*

- **Corpse explosion death from fire-enchanted Super Unique Monsters has been downgraded or eliminated.** Fire-enchanted Champions still exist, however; so beware! *(Always thought this was a sucky way to die after killing a Superdude.)*
- **More UNIQUE items!** Normal LOD had about 300 Uniques. There are now **4500+** in this mod! A unique for every item type . . . almost. There's also unique charms, jewels and arrows/bolts now and you can socket them too! *(Yeah! Real neat stuff you'll never see on Battle.net!!!)*
- **Unique items can spawn more than once per game session.** NOT available for Mac users - sorry. I guess this doesn't really make them unique anymore. Maybe we'll just call them **Very Important Items**. Actually, I prefer the term "Artifact". *(What the heck!)*
- **All random generated map levels increased in size by 400%.** More rooms, more monsters, more treasure! *(More of a challenge finding your way to the next level!)*
- **Graveyard in Act I modified!** Used **Joel's** modified map plug-in. **Harem in Act II and Travincal in Act III modified!** Used **Deathfile's** map plug-ins. Added a treasure rooms and new layouts. **Bridge Lava in Act IV modified!** Used **Vendanna's** map plug-in. *(Bring on the Bugs!)* Borrowed the Tristram map from **BlackHeart's Wheel of Time Mod**. Made use of **Lord Drekas' Arreat Summit** to form the **Maze of Madness**. **Countess' Lair, Inner Cloister, Cathedral, Maggot Queen, Duriel, WorldStone Throne and WorldStone Keep maps modified!** Used ***Astalion***'s map plug-ins. *(Run the gauntlet!)*
- **Replaced some Act V maps to create elite Insanity levels:** *Killing Grounds, Suicide Sanctum, Wayside of Woe and the Orifice to Oblivion.* These are insanely difficult levels intended only for elite level players. Thanks to **Dezdrehel** for Temple re-design. *(Kill or be killed - your odds are about 50/50 . . . or worse.)*
- **Gambling for rares, sets and uniques modified.** NOT available for Mac users - sorry. There's now an increased chance to gamble for rare, set and unique items as well as magic. *(Take a chance if you've got the gold to spare!)*
- **Cow Portal can be opened multiple times.** NOT available for Mac users - sorry. Player must complete the difficulty to open the portal. *(More cow-hides to brandish!)*
- **Improved inventory graphics.** Over 250+ new graphics added! Most Exceptional and Elite items appear different than Regular item equivalents. Thanks to item packs from **JBouley, Om, Riparious and Shadow Talon**. *(The better items actually look different now!)*



- **Food items drop instead of potions.** By transmuting these food items, players can produce all sorts of potions - healing, mana, stamina, thawing, antidote, flaming and poisonous. The items are divided into "Meats" and "Veggies". *(Make whatever potion you need using your food groups! A flexible system.)*

THE BAD NEWS (I wanted the game to be playable and of some challenge):

- Players gain 3 stat points per level. NOT available for Mac users - sorry. *(You're gonna need 'em!)*
- Characters gain 1 skill points per level. NOT available for Mac users - sorry *(Don't waste 'em!)*
- Players only start with the Horadric Cube, an empty Magic Collector, a few Cube Scrolls and a gem. No other base equipment is given to the starting character. *(Use the Cube Scroll and gem in the Cube! Be careful what you buy with your gold!)*
- Level requirements for Gems and Runes increased. *(Need more levels to use these items!)*
- Stamina costs increased for run/walk all classes. *(Run while you can or else walk)*
- Strength and Dexterity requirements for Weapons and Armor is doubled. *(Are you strong enough?)*
- Merchants are more greedy and charge more for all items. Especially in Harragoth! *(Be careful how you spend!)*
- Resistance penalties drastically INCREASED dramatically on all levels, even Normal is at -100! Nightmare and Hell are even worse!! *(It's a cruel, cruel world out there.)*
- Increased monster walk/run/attack speed. *(Fast buggers!)*
- Increased monster hit points to 8xNormal, 10xNightmare and 12xHell. *(Tough, fast buggers!)*
- Increased monster AC by 2xNormal, 4xNightmare and 8xHell. *(Hard, tough, fast buggers!)*
- Increased monster levels by 3xNormal, 6xNightmare and 12xHell. *(Wicked, hard, tough, fast buggers!)*
- Increased monster attack rating to 3xNormal, 5xNightmare and 8xHell. *(Nasty, wicked, hard, tough, fast buggers!)*
- Increased damage inflicted to 2xNormal, 3xNightmare and 5xHell. *(Vicious, nasty, wicked, hard, tough, fast buggers!)*
- Increased monster density up to 3 times. *(Lots of vicious, nasty, wicked, hard, tough, fast buggers! Bring 'em on!!!)*
- Re-enabled some monsters Blizzard left out. Re-enabled the Quill Bears, Spike Fiends and their ilk with added poison attack. Also re-enabled Sand Fishers, Assailants and Black Souls. *(Originally designed by Blizzard but never implemented. Who knows why?)*
- Converted some pets to enemies. Added RockGolem, FleshGolem, SteelGolem and FuryGolems as enemies! Also beware of the Grendels and Shadow Rogues. *(More bad guys to deal with!)*
- Re-used some of the unique monster graphics. Created Revenants (from Griswold), Harathnars (from The Smith), and Medusae (from Andariel). Created the invisible Boogey Men, Phantasms and Langoliers. *(The more, the merrier!)*
- Skill tiers have been changed from the normal skill levels 1/6/12/18/24/30 to 5/10/15/20/... /120. Yes, that's right! You get NO SKILLS until level 5 and at that, you only get ONE skill!!! All the skill tiers have been modified to grant one or two new skills per tier. Players have to rely more on the previously unused low-level skills. This was done in response to JC who said, "Single player is too EASY!" *(Gotta make it challenging somehow. It's worthwhile to develop in all 3 skill trees now. Oh, well, you've got 10,000 levels to get there.)*



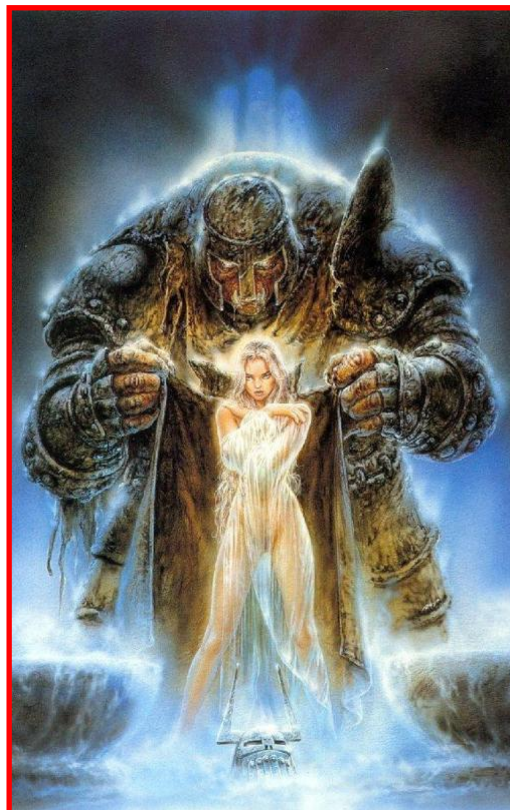
NEW & UPDATED RUNEWORDS (some things old & some things new): All of the original 24 LOD Runewords have been re-enabled and upgraded, the 145 incomplete Runewords completed and some 750+ Runewords added - that's a total of 900+ Runewords - *whew!* *And yes, there are Runewords for gloves, belts, boots and thrown weapons.* *Sorry, no Runewords for rings or amulets.* No Runeword attributes have been listed because it would be just too much to print. Better runes, better attributes. More runes, more attributes. **Runewords only work on Normal, Magic or Rare socketted items. It is not possible to put Runewords on Crafted, Unique or Set items.**

There are now Runewords for Charms! However, only Hex, Tall and Quad Charms can receive Runewords since these are the only charms which can be of Normal/Superior quality. The Charm Runewords make use of existing Runewords for items. Because of the nebulous nature of charms, Runeword attributes are roughly **half** of what they would be on normal base items. For example, a Runeword which would normally give +100 attack on a sword would only give +50 attack when put on a Quad Charm. Some Runewords which give self-repair or ease of use bonuses, of course, do not exist when applied to Charms.

There are now Runewords that include Gems and Jewels! Referred to as Gemwords or Jewelwords, these particular variants of Runewords appear only in **3, 4, 5 or 6 socket** words and will only appear on **weapons and armors**, not charms, rings or amulets. Furthermore, in the case of Gems, only **standard, flawless and perfect** gems may be used in Gemwords; chipped and flawed gems will not suffice. There are approximately 300 Gem/Jewel-words.

Runeword	Item	Lv	C	Runes (2)
Aardvark	pe,ct	120	D	Shael-Lem
Arrogance	me	170		Gul-Amn
Band of Brothers	be,ct	40		Amn-Ral
Bandit	kn,xb,cq	35		Thul-Ith
Bert	hd,ch	40	N	Eld-Amn
Booga	be,ct	60		Dol-Eth
Booster	cm	6		Tir-Tir
Bramble	gl,cq	50		Sol-Shael
Brass	to,ct	15		Eld-Ith
Breeze	mi,cq	15	M	Ith-Eth
Broken Promise	be,ct	70	@	Hel-Nef
Call to Arms	be	220	P@	Ber-Shael
Camouflage	cw	45	A	Sol-Ral
Catastrophe	gl,me,cq	30		Ort-Nef
Checked Out	wa	30	N	Tal-Thul
Cherish	be,ct	60		Dol-Tir
Chump Change	cm	20		Tir-Tal
Crackle Glass	sh,ch	10		Eld-Eth
Crunch	ha	6	B	Tir-Tir
Crystal	he,ct	15	S	Ith-Eld
Dead Giveaway	hd	35	N	Tal-Thul
Dead Heat	hd	15	N	Nef-Ith
Dead Ringer	hd	45	N	Ral-Sol
Deceased	wa	70	N	Thul-Hel
Defunct	wa	45	N	Ral-Sol
Delerium	cw	210	A	Sur-Tal
Departed	wa	15	N	Nef-Ith
Desire	ph,ct	50	@	Amn-Shael
Dilemma	au	130	P	Pul-Shael
Disguise	cw	35	A	Thul-Ral
Dog Eat Dog	pe,ct	10	D	Tir-Eth
Dogs of War	be	230		Jah-Sol
Doh	he,ct	10		Eth-Eld
Doom Spire	he,ct	40		Amn-Eth
Doomsayer	bl	220		Ber-Lo
Embrace	be,bt,cm	25		Eth-Ral
Envy	gl,cq	120		Lem-Shael
Ernie	wa,cq	35	N	Eld-Thul
Exile's Path	bt,ch	70		Hel-Eld
Extinct	wa	120	N	Sol-Lem
Faerie	ro,or,cq	90	S	Eth-Lum
Falcon Klaw	cw,cq	50		Ith-Shael
Footman	sc	45	P	Ral-Sol

Runeword	Item	Lv	C	Runes (2)
Fortune's Favor	bt,ch	120		Shael-Lem
Geomancer	or	45	S	Ral-Sol
Glass	to,ct	6		Eld-Tir
Gran Vitesse	be,bt	230		Jah-Shael
Harken	be,bt,cm	8		Nef-Eld
Harmony	be,ct	60		Eth-Dol
Haruspex	or	70	S	Thul-Hel
Harvest	be,bt,cm	6		Eld-Tir
Horacer77	we,cq	25		Ith-Ral
Huntress	ab,aj,as	20	M	Tal-Ith
Infinity	be	240		Cham-Shael
Innocence	or	210	S	El-Sur
Insight	he,ct	90		Lum-Ith
Instinct	ph	45	B	Ral-Sol
Inversion	wa	255	N	Zy-Ber





Runeword	Item	Lv	C	Runes (2)
Quandry	cw,cq	40	A	Eth-Amn
Rapture	be,ci	180	S	Vex-Ral
Raven Klaw	cw,cq	20		Tal-Eld
Reason	he,ct	50		Tir-Shael
Red	or,cq	25		Ral-Eth
Reflex	ph	15	B	Nef-Ith
Rhyme	sh,ch	50		Shael-Eth
Rift	wa,cq	50	N	Tal-Shael
Salute	bt,sh,ch	4		Eld-El
Savage	ph	35	B	Tal-Thul
Scrape	au	45	P	Ral-Sol
Seashell	he,ct	15		Eth-Ith
Serf	sc	20	P	Ith-Tal
Shadow	bt,ch	50		Shael-Nef
Shadow of Doubt	he,ct	45		Sol-El
Shimmers	ci	15	S	Ith-Ith
Short Change	cm	25		Nef-Ral
Short Stop	cm	20		Tal-Tir
Sibyl	or	170	S	Dol-Gul
Sidekick	be,bt,cm	8		Tir-Nef
Slash	cw	6	A	Tir-Tir
Smack	sc	6	P	Tir-Tir
Smoke*	to,ct	90		Nef-Lum
Snuff	gl	160	@	Ist-Amn
Sparkles	or	6	S	Tir-Tir
Spellbinder	or	120	S	Sol-Lem
Squire	sc	35	P	Ral-Thul
Stealth	to,ct	20		Tal-Eth
Steel	ax,ma,sw,cq	6		Tir-El
Still Water	be	240		Cham-Sol
Strength	me,cq	40	B	Amn-Tir
Shooter	xb	45	P	Ral-Sol
Terror	wa,cq	60	N	Dol-Tal
The Brute	bl,cq	45		Sol-Ith
Thirst	ro,cq	60		Amn-Dol
Thread	mi,ct	15		Ith-Nef
Turbo*	bt,ch	80		Io-Eld
Vapor	mi,cq	15		Ith-El
Veil	cw	20	A	Tal-Ith
Virginity	or,cq	60	S	El-Dol
Vision	or,ro,cq	15		Ith-Nef
Vitesse	bt,be	140		Um-Shael
Void	be	255		Zy-Cham
Water	or	240	S	Cham-Thul
White	wa,cq	80		Dol-El
Wind*	bt,ch	80		Nef-El
Wisdom	ci,ct	90	@	Lum-Nef
Witch	or	15	S	Nef-Ith
Wolfen	pe	45	D	Ral-Sol
Wolfling	pe	35	D	Tal-Thul
Wolfpup	pe	15	D	Nef-Ith
Youth	to,ct	60		Dol-Amn
Zephyr	mi,cq	30		Ort-Eth
ZyEl	be,bt,he,sh,to,we	255		Zy-El (Like, duh!)

Runeword	Item	Lv	C	Runes (2)
Jab	po	6	D	Tir-Tir
Lamia	or	35	S	Tal-Thul
Leaf	st,cq	25		Tir-Ral
Lioness	ab,aj,as	35	M	Thul-Ral
Lore	he,ct	45	@	Ort-Sol
Madness	he	80		Io-Dol
Maverick	bt	130	A	Pul-Eth
Meagre	au	35	P	Tal-Thul
Mighty Mite	cm	30		Ort-Tir
Minya	ci,cq	60		Eth-Dol
Mist	gl,cq	15		Nef-Ith
Mortified	wa	170	N	Dol-Gul
Nadir*	he,ct	8		Nef-Tir
Nightfall	be	220		Ber-Eth
Ox	be,ct	110		Fal-El
Pallor	wa	6	N	Tir-Tir
Panic	gl,cq	50		Eth-Shael
Patience	mi,cq	8		Eld-Nef
Pattern	bt,ch	40	@	Amn-Nef
Peasant	xb	20	P	Ith-Tal
Pee Wee	cm	35		Ral-Thul
Penitence	be,ct	35		Thul-Tal
Piety	gl,cq	8	P	El-Nef
Pointer	xb	35	P	Ral-Thul
Poverty	au	15	P	Nef-Ith
Praise	he,ct	10		Eth-Tir
Priestess	ab,aj,as	45	M	Sol-Thul
Principle	be,ct	60		Tir-Dol
Prudence	gl,cq	110		Fal-Ko

Runeword	Item	Lv	C	Runes (3)
Accord	sh,to	140	@	Um-Pul-Ort
Amity	cb,ma,sc,cq	35		Thul-Tir-Eld
Ancient's Pledge	sh,ch	30		Ral-Ort-Tal
Apostle	au	150	P	Mal-Pul-Um
Aquarius	bt,he,sh,to	160	@	Ist-Ko-Ort
Aries	bt,he,sh,to	160	@	Ist-Lum-Ral

Runeword	Item	Lv	C	Runes (3)
Arnold	he	140		Fal-El-Um
Arrogant	me	170		Gul-Amn-gmj
Authority	st	130		Pul-Tir-Sol
Banal	ar	35		Thul-Thul-Thul
Banditry	kn,xb	35		Thul-Ith-gmj
Basic	ph	60	B	Ral-Amn-Dol

Runeword	Item	Lv	C	Runes (3)
Bauble	cm	10		Eth-Eld-Tir
Bead	cm	35		Thul-Nef-Tir
Beauty	he	220	@	Dol-Ber-Nef
Bertrum	hd	40	N	Eld-Amn-gmj
Big Bird	hd,ch	100	N	Ko-Dol-Tal
Black*	cb,ha,ma,cq	80		Thul-Io-Nef
Blasé	ar	8		Nef-Nef-Nef
Blend	ar	20		Tal-Tal-Tal
Bloody Claw	we,ar	255	A	Zy-Zy-El
Bone*	ph,ct	90		Dol-Nef-Lum
Bonesaw*	cm	255	N	Eld-Zy-El
Born Wild*	cm	255	D	Zy-El-Eth
Brambles	gl	50		Sol-Shael-gmj
Brand	ja,mi	130		Pul-Nef-Ral
Brassy	to	15		Eld-Ith-gmj
Breezy	mi	15	M	Ith-Eth-gmj
Bulldog	bt,he,to,ct,ch	80		Io-Dol-Nef
Cancer	bt,he,sh,to	160	@	Ist-Fal-Ral
Capricorn	bt,he,sh,to	160	@	Ist-Lum-Tal
Catastrophic	gl,me	30		Ort-Nef-gmj
Chance	to	210	@	Lem-Sur-Ist
Clawfang*	cm	255	A	Zy-El-El
Cleansing Flame*	cm	255	S	Zy-El-Ith
Coincidence	me,sh	190	@	Ohm-Dol-Nef
Conjunction	bt,we	170	@	Hel-Shael-Gul
Conundrum	au	130	P	Fal-Pul-Shael
Convicted*	cm	255	P	Zy-El-Tir
Cracked Glass	sh	10		Eld-Eth-gmj
Creature Comfort	we,ar	255	D	Zy-Zy-Eth
Creepy Vine*	bt,gl,ch,cq	35		Nef-Thul-Tal
Crouching Tiger	cw	120	A	Lem-Io-Amn
Crystalline	he	15	S	Ith-Eld-gmj
Delerious	cw	210	A	Sur-Tal-gmj
Cyclops	he,ct	110		Fal-Io-Ith
Daylight	po,sp	140		Dol-Um-El
Dead Horse	hd	100	N	Sol-Hel-Ko
Dead On	hd	60	N	Ral-Amn-Dol
Deception	cw	180	A	Dol-Vex-Amn
Desires	ph	50	@	Amn-Shael-gmj
Destiny's Daughter	ab,aj,as	230		Jah-Sur-Lo
Dilemmas	au	130	P	Pul-Shael-gmj
Discontent	he	190		Shael-Ohm-Fal
Dog Ate Dog	pe	10	D	Tir-Eth-gmj
Doh-Nut	he	10		Eth-Eld-gmj
Doomsayings	bl	220		Ber-Lo-gmj
Doom Spiral	he	40		Amn-Eth-gmj
Dragon	cw	210	A	Sur-Um-Shael
Dream	ci	150		Nef-Mal-Dol
Duchess	ab,aj,as	100	M	Ko-Dol-Sol
Dweomer	pe	140	D	Um-Amn-Ith
Eagle Claw	cw,cq	60		Dol-Thul-Tal
Eke	au	60	P	Ral-Amn-Dol
Elemental Fury	we,ar	255	S	Zy-Zy-Ith
Elmo	hd	220	N	Ber-Shael-Ko
Enigma	he	210		Sur-Eld-Amn
Enlightenment	he	240		Lum-Hel-Cham
Envious	gl	120		Lem-Shael-gmj
Equinox	me	170	B	Tal-Thul-Gul
Eternity	sh,to	230	@	Jah-Eld-Dol
Exile's Raod	bt	70		Hel-Eld-gmj
Eyore	or	180	S	Ort-Dol-Vex
Facade	cw	80	A	Io-Sol-Thul
Faith	sc	140		Amn-Pul-Um



Runeword	Item	Lv	C	Runes (3)
Familiar	cm	35		Eld-Thul-Ral
Famine	bl,cq	60		Nef-Dol-Tal
Fang	cw	150	A	Ort-Mal-Dol
Fasting	au	100	P	Sol-Hel-Ko
Folklore	he	45	@	Ort-Sol-gmj
Fortitude	he,ct	120		Shael-Lem-El
Fortune Cookie	bt	120		Shael-Lem-gmj
Fozzy	he	130	N	Dol-Pul-Nef
Frosty*	cm	255	S	Ith-Zy-El
Fury	me	230		Jah-Gul-Eth
Gemini	bt,he,sh,to	160	@	Ist-Ko-Thul
Glassy	to	6		Eld-Tir-gmj
Gloom	he	140	@	Io-Ko-Um
Glory	ci	230	@	Sur-Jah-Dol
Grizzly	bt,gl	170		Amn-Mal-Gul
Grover	bt	150	N	Mal-Dol-Eth
Grrrowl*	bt,gl,ch,cq	100		Tal-Io-Ko
Gryphon	cw,cq	40		Amn-Ral-Tal
Hand of Justice	gl	240		Cham-Sur-Lo
Hatred	ph	180		Vex-Tir-Amn
Hellhound	he	230		Sol-Jah-Nef
Hermit	to,ct	70	@	Hel-Amn-Dol
Hidden	to	150	N	Ko-Mal-Dol
Hidden Dragon	cw	120	A	Io-Lem-Amn
Hollow Tooth*	cm	255	N	Zy-El-Eld
Holy Smite*	cm	255	P	Tir-Zy-El
Holy Tears	xb	180	P	Vex-Amn-Eld
Horacer777	we	25		Ith-Ral-gmj
Insightful	he	90		Lum-Ith-gmj
Jealousy	he	150	@	Amn-Tir-Mal
Jinx	he	160		Lem-Ist-Tir
Kanga	or	180	S	Thul-Dol-Vex
Kato	he,sh,to,we	210	@	Sur-Nef-Shael
King's Grace	sc,sw,cq	40		Amn-Ral-Thul
Last Wish	gl	200		Nef-Eth-Lo
Law	he,ct	90		Nef-Lum-Shael
Lawbringer	ma,sc,st	220	@	Ber-Nef-Dol
Leaves	st	25		Tir-Ral-gmj
Leo	bt,he,sh,to	160	@	Ist-Fal-Thul

Runeword	Item	Lv	C	Runes (3)	Runeword	Item	Lv	C	Runes (3)
Libra	bt,he,sh,to	160	@	Ist-Fal-Ort	Serendipity	mi,cq	60		Dol-Ral-Eth
Lionheart	to,ct	110	B	Hel-Lum-Fal	Shadow of Deception	he	45		Sol-El-gmj
Loyalty	bo	230	@	Jah-Thul-Amn	Shadows	bt	50		Shael-Nef-gmj
Maddening	he	80		Io-Dol-gmj	Shout*	he,ct	100		Ith-Sol-Ko
Malaise	we	8		Nef-Nef-Nef	Shrunken Head	we,ar	255	N	Zy-Zy-Eld
Malice	me,cq	15		Ith-El-Eth	Siren's Song	sw	230	M	Jah-Sur-Eld
Man at Arms	sc	60	P	Ral-Thul-Dol	Slither	mi,cq	15	M	Nef-Ith-Tir
Marble	cm	6		El-Tir-Eld	Smokescreen	to	90		Nef-Lum-gmj
Mask	cw	60	A	Dol-Thul-Ral	Snuffed	gl	160	@	Ist-Amn-gmj
Matron	ab,aj,as	60	M	Dol-Thul-Ral	Solstice	me	170	B	Tal-Ort-Gul
MBWorshipper	as,sc	40	P	Ith-Amn-Ral	Sorrow	hd,ch	60	N	Eth-Dol-Nef
Meander	we	20		Tal-Tal-Tal	Sparkly Thom*	bt,gl,ch,cq	100		Tal-Amn-Ko
Melody	mi,cq	100		Shael-Ko-Nef	Spikefist*	cm	255	A	El-Zy-El
Minyanna	ci	60		Eth-Dol-gmj	Spirit	ph	170	B	Nef-Shael-Gul
Mirage	cw	100	A	Ko-Dol-Sol	Spirit of Conan*	cm	255	B	Nef-Zy-El
Mistress	ab,aj,as	80	M	Io-Sol-Thul	Spitfire	xb	190		Ohm-Ral-Nef
Misty	gl	15		Nef-Ith-gmj	Stallion	bt	140	A	Shael-Um-Dol
Morning Dew	gl,ma	190	@	Mal-Ohm-Gul	Starlight	ci	180		Eld-Vex-Lem
Morose	we	35		Thul-Thul-Thul	Stealthy	to	20		Tal-Eth-gmj
Mustang	bt,ch	60		Eld-Dol-El	Steely	ax,ma,sw	6		Tir-El-gmj
Nadirae	he	8		Nef-Tir-gmj	SteppenWolf	pe	100	D	Ko-Hel-Sol
Nature's Kingdom	pe	230	D	Jah-Dol-Amn	Sting	sw	140		Pul-Um-Dol
Oblivion	me,cq	50	@	Nef-Eld-Shael					
Obsession	ci	210	S	Sur-Dol-Sol					
Order	sc,cq	25		Eth-Ral-Eld					
Panicstruck	gl	50		Eth-Shael-gmj					
Parallel	bt	230		Jah-Nef-Sol					
Patiently	mi	8		Eld-Nef-gmj					
Patterns	bt	40	@	Amn-Nef-gmj					
Peace	he,ct	60		Shael-Dol-Eth					
Pierced Heart*	cm	255	M	Tal-Zy-El					
Piglet	or	180	S	Tal-Dol-Vex					
Pious	gl	8	P	El-Nef-gmj					
Pisces	bt,he,sh,to	160	@	Ist-Lum-Ort					
Plague	we	230	N	Tal-Jah-Gul					
Pointed Arrow	we,ar	255	M	Zy-Zy-Tal					
Pointer	xb	60	P	Ral-Thul-Dol					
Pooh	or	180	S	Amn-Dol-Vex					
Pointed Jab*	cm	255	M	Zy-El-Tal					
Praiseworthy	he	10		Eth-Tir-gmj					
Prayer	gl	200		Ohm-Lo-Shael					
Pride	to	40		Amn-Nef-Eth					
Primal	ph	100	B	Sol-Hel-Ko					
Primal Barb	we,ar	255	B	Zy-Zy-Nef					
Primal Fury*	cm	255	B	Zy-El-Nef					
Prowess in Battle	gl	190	M	Gul-Shael-Ohm					
Prudent	gl	110		Fal-Ko-gmj					
Purity	ci	255		Zy-Um-Dol					
Radiance	he,ct	45		Nef-Sol-Ith					
Rain	mi	170		Gul-Um-Shael					
Reasonable	he	50		Tir-Shael-gmj					
Red Thom*	bt,gl,ch,cq	90		Tal-Amn-Lum					
Requiem	ci,he	210		Ist-Sur-Shael					
Rhymery	sh	50		Shael-Eth-gmj					
Rhythm	we,ar,cm	35		Thul-Ort-Thul					
Righteous Might	we,ar	255	P	Zy-Zy-Tir					
Roo	or	220	S	Ber-Dol-Vex					
Sagittarius	bt,he,sh,to	160	@	Ist-Io-Thul					
Salamander	pe	140	D	Dol-Nef-Um					
Salutations	bt,sh	4		Eld-El-gmj					
Sanctuary	sh	150		Sol-Mal-Dol					
Scorpio	bt,he,sh,to	160	@	Ist-Io-Tal					
Seashore	he	15		Eth-Ith-gmj					



Runeword	Item	Lv	C	Runes (3)
Stomp	bt	200	A	Lo-Ith-Shael
Stone	gl	220		Thul-Ber-Shael
Storm	gl	220		Ort-Ber-Shael
Strengthen	me	40	B	Amn-Tir-gmj
Targeteer	xb	60	P	Ral-Thul-Dol
Taurus	bt,he,sh,to	160	@	Ist-Ko-Tal
Teddy Bear	ha	220		Dol-Ber-Nef
Temptation	he	230		El-Lem-Jah
Testorossa	ct,gl,he	6		El-Eld-Tir
The Beast	pe	140	D	Dol-Um-Nef
The Brutish	bl	45		Sol-Ith-gmj
Thirst for Knowledge	st	180	@	Vex-Tir-Ist
Thirsty	ro	60		Amn-Dol-gmj
Thought	ci,ct	50	S	Eth-Shael-Ith

Runeword	Item	Lv	C	Runes (3)
Threads	mi	15		Ith-Nef-gmj
Tigger	or	180	S	Ral-Dol-Vex
Time	to	230		Jah-Shael-Hel
Touchstone	cm	20		Eth-Tir-Tal
Toy	cm	30		Ort-Ral-Tal
Treachery	gl,cq	100		Tal-Dol-Ko
Trinket	cm	15		Ith-Tir-Eld
Turboron	bt	80		Io-Eld-gmj
Valor	to	230		Ber-Jah-Sur
Vanquish	sc,cq	90	P	Lum-Tal-Amn
Vaporous	mi	15		Ith-El-gmj
Venom	we	150		Tal-Dol-Mal
Vermilion	mi,cq	60		Nef-Thul-Dol
Vermin	pe,ct	60	D	Dol-Tir-Ith
Viper	cw	140		Tal-Amn-Um
Virgo	bt,he,sh,to	160	@	Ist-Io-Ral
Vitesse Mondo	bt,be	140		Um-Shael-gmj
Voice	pe	150	D	Mal-Tal-Eld
Wealth	to,ct	120		Lem-Ko-Tir
White Thom	bt,gl,ch,cq	80		Io-Tal-Amn
Wild Thing*	cm	255	D	Eth-Zy-El
Windy	bt	80		Nef-Io-gmj
Wings of Hope	bt,ch	100		Hel-Eld-Ko



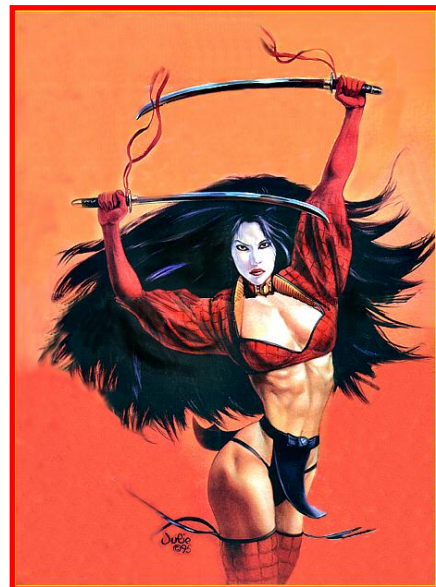
Runeword	Item	Lv	C	Runes (3)
Winter	me	240		Cham-Thul-Amn
Wisecrack	ci	90	@	Lum-Nef-gmj
Wolfhound	pe	60	D	Ral-Amn-Dol
Wolfman	bt,gl	170		Mal-Amn-Gul
Wonder	mi	190	M	Mal-Nef-Ohm
Woof Woof*	bt,gl,ch,cq	100		Io-Tal-Ko
Wyvern Klaw	cw	200		Lo-Mal-Tal
Yellow Thom*	bt,gl,ch,cq	70		Amn-Hel-Tal
Youthful	to	60		Dol-Amn-gmj
Zephyros	mi	30		Ort-Eth-gmj
Zodiac	bt,he,sh,to	160	@	Ist-Lem-Um
ZyEl's Reign	bt,he,sh,to,we	255		Zy-El-gmj

Runeword	Item	Lv	C	Runes (4)
Accordance	sh,to	140	@	Um-Pul-Ort-gmj
Afterthought	ci	50	S	Eth-Shael-Ith-gmj
Ancient's Legacy	sh	30		Ral-Ort-Tal-gmj
Apostles	au	150	P	Mal-Pul-Um-gmj
Apprentice	he,sh,to	110		Fal-Ort-Io-Shael
Ah-nold	he	140		Fal-Io-Um-gmj
Authorize	st	130		Pul-Tir-Sol-gmj
Awaken*	bt,sh,to,ch,ct	120		Io-Sol-Lem-Ral
Beautiful	he	220	@	Dol-Ber-Nef-gmj
Bad Bird	hd	100	N	Ko-Dol-Tal-gmj
Big Brother	me,cq	60		Ith-Ort-Dol-Amn
Big Sister	mi,cq	60		Ort-Ith-Dol-Amn
Bishop	we,cq	50		Shael-Thul-Eld-Ort
Blackout	cb,ha,ma	80		Thul-Io-Nef-gmj
Blood Mana	bt,sh,to	170		Thul-Shael-Gul-Ko
Blooded Claw	we,ar	255	A	Zy-Zy-El-gmj
Boneblade	ph	90		Dol-Nef-Lum-gmj
Bone Chip*	he,sh,to,ch,ct	35		Tir-Tal-Ith-Thul
Bone Crack*	he,sh,to,ch,ct	50		Ith-Thul-Ort-Shael
Bone Spell	sh,to	150		Mal-Lo-Ral-Dol
Bound by Duty*	to,sh,ct	110		Fal-Ko-Hel-Dol
Bow Wow*	bt,sh,to,ch,ct	120	@	Hel-Thul-Eth-Lem
Breath of Dying	mi	200		Vex-Lo-Tir-Amn
Bullhog	bt,he,to	80		Io-Dol-Nef-gmj
Chances	to	210	@	Lem-Sur-Ist-gmj
Chaos	me	200		Um-Lo-Amn-Nef
Chekov*	cm	25		Tal-Ral-Eth-Ith
Chow Chow	bt,sh,to	170	@	Lem-hel-Thul-Gul
Coincidences	me,sh	190	@	Ohm-Dol-Nef-gmj
Cold Spell	sh,to	150		Io-Ral-Dol-Mal
Conjecture	bt,we	170	@	Hel-Shael-Gul-gmj
Cookie Monster	to,ct	80	N	Sol-Lo-Nef-Amn
Corsair	sw,cq	90		Lum-Shael-Eth-Amn
Corruption	me	150		Amn-Mal-Eld-Um
Crusader	to,sh	140	P	Um-Pul-Ith-Eth
Cunning	ph	160	B	Hel-Ko-Pul-Ist
Cyclops' Eye	he	110		Fal-Lo-Ith-gmj
Dabbler*	he,sh,to,ch,ct	70		Hel-Eth-Sol-Ort

Runeword	Item	Lv	C	Runes (4)
Darkness	we	140		Dol-Eld-Thul-Um
Daylight Savings	po,sp	140		Dol-Um-El-gmj
Dead Time	hd	160	N	Hel-Ko-Pul-Ist
Death Stroke	gl	230		Shael-Nef-Jah-Jah
Deceptions	cw	180	A	Dol-Vex-Amn-gmj
Den of Vipers	cw	140		Tal-Amn-Um-gmj
Despair	sh	200		Lo-Vex-Gul-Ohm
Destinys Matron	ab,aj,as	230		Jah-Sur-Lo-gmj
Disconcerted	he	190		Shael-Ohm-Fal-gmj
Dragon Fang	cw	210	A	Sur-Um-Shael-gmj
Dread	to,ct	70	@	Ith-Amn-Eld-Hel
Dreamer	ci	150		Nef-Mal-Dol-gmj
Duress	we	200		Mal-Lum-Ral-Lo
Dweomement	pe	140	D	Um-Amn-Ith-gmj
Eagle Eye	cw	60		Dol-Thul-Tal-gmj
Ebony	sw,cq	110		Tal-Fal-Dol-Shael
Edge	sw	140		Sol-Eth-Um-Nef
Elmo's Fire	hd	220	N	Ber-Shael-Ko-gmj
Embers	he,sh,to	140		Sol-Hel-Ral-Um
Enigma's Veil	he	210		Sur-Eld-Amn-gmj
Enlightened Faith	he	240		Lum-Hel-Cham-gmj
Epilogue	we	230		Gul-Jah-Dol-Shael
Epoch	we	150		Pul-Mal-Eld-Ith
Equinox Divide	me	170	B	Tal-Thul-Gul-gmj
Eternity Everlasting	sh,to	230	@	Jah-Eld-Dol-gmj
Faithful	sc	140		Amn-Pul-Um-gmj
Famished	bl	60		Nef-Dol-Tal-gmj
Fangtooth	cw	150	A	Ort-Mal-Dol-gmj
Flagbearer	sc	110	P	Ral-Thul-Dol-Fal
Flickering Flame	mi	200		Ral-Lo-Shael-El
Fortitude Infinitesimal	he	120		Shael-Lem-El-gmj
Foundation	we,ar,cm	2		El-jwl-jwl-El
Fozzy Bear	he	130	N	Dol-Pul-Nef-gmj
Furious	me	230		Jah-Gul-Eth-gmj
Gekko	pe	140	D	Dol-Nef-Um-gmj
Ghost	st	180		Vex-Amn-Ort-Mal
Gloomy	he	140	@	Io-Ko-Um-gmj
Glorious	ci	230	@	Sur-Jah-Dol-gmj

Runeword	Item	Lv	C	Runes (4)
Goddess	ab,aj,as	170	M	Gul-Mal-Pul-Lum
Grip of the Dead	gl	240		Shael-Eth-Cham-Cham
Grizzly Adams	bt,gl	240		Hel-Ber-Cham-Lum
Grizzly Bear	bt,gl	170		Amn-Mal-Gul-gmj
Grover's Cloves	bt	150	N	Mal-Dol-Eth-gmj
Growlies	bt,gl	100		Tal-Io-Ko-gmj
Gryphon Klaw	cw	40		Amn-Ral-Tal-gmj
Hand of Vindication	gl	240		Cham-Sur-Lo-gmj
Hatred's Face	ph	180		Vex-Tir-Amn-gmj
Hawkeye	mi,cq	40		Nef-Thul-Amn-Tal
Heat Spell	sh,to	150		Ral-Dol-Mal-Io
Heaven's Will	au	230	P	Jah-Ber-Io-Nef
Hellhound's Breath	he	230		Sol-Jah-Nef-gmj
Hermit's Hovel	to	70	@	Hel-Amn-Dol-gmj
Hidden Agenda	to	150	N	Ko-Mal-Dol-gmj
Hologram	cw	170	A	Gul-Mal-Pul-Lum
Holy Lamentations	xb	180	P	Vex-Amn-Eld-gmj
Holy Thunder*	sc,cq	30		Eth-Ral-Ort-Tal
Humility	to,ct	80	P	Sol-Nef-Eld-Io
Hunger	sw	150		Um-Mal-Amn-Tal
Ice	we	240		Thul-Cham-Jah-Shael
Illusion	cw	120	A	Lem-Ko-Dol-Sol
Iron Man	he,sh,to	160		Ith-Lum-Shael-Ist
Ivory	we,cq	110		Ort-Fal-Dol-Shael
Jealous Rage	he	150	@	Amn-Tir-Mal-gmj
Jedi	sw	170		Ort-El-Gul-Mal
Jinxed	he	160		Lem-Ist-Tir-gmj
Judgement	sc	220	P	Gul-Ber-Ort-Nef
Kato's Reply	he,sh,to,we	210	@	Sur-Nef-Shael-gmj
Kingslayer	mi	150		Tal-Dol-Um-Mal
King's Ransom	sc,sw	40		Amn-Ral-Thul-gmj
Kirk*	cm	35		Tal-Ral-Ort-Thul
Lasting Wish	gl	200		Nef-Eth-Lo-gmj
Lawbreaker	ma,sc,st	220	@	Ber-Nef-Dol-gmj
Lawmaker	he	90		Nef-Lum-Shael-gmj
Light Spell	sh,to	150		Dol-Mal-Io-Ral
Lightning	st,cq	50		Shael-Sol-Nef-Ort
Lionheart's Regent	to	110	B	Hel-Lum-Fal-gmj
Lone Wolf	pe	160	D	Hel-Ko-Pul-Ist
Loyal Servant	bo	230	@	Jah-Thul-Amn-gmj
Maelstrom	mi	190		Ith-Gul-Ohm-Amn
Maiden*	he,sh,to,ch,ct	120		Lem-Sol-Hel-Ko
Majesty	ab,aj,as	120	M	Lem-Ko-Dol-Sol
Malicious	me	15		Ith-El-Eth-gmj
Marksman	xb	110	P	Ral-Thul-Dol-Fal
Megiddo's Touch	gl	255		Shael-Ith-Zy-Zy
Melodic Windsong	mi	100		Shael-Ko-Nef-gmj
Memory	st,cq	90	S	Lum-Io-Sol-Eth
Morning Mist	gl,ma	190	@	Mal-Ohm-Gul-gmj
Mustang Cobra	bt	60		Eld-Dol-El-gmj
Myth	sh	150		Amn-Mal-Eld-Nef
Nature's Glory	pe	230	D	Jah-Dol-Amn-gmj
Nightmare	we	190		Eth-Ohm-Mal-Amn
Notion	he	220		Nef-Shael-Ber-Sol
Oath	sh	140		Pul-Ith-Eld-Um
Obedience	bl	220		Ber-Nef-Mal-Sol
Oblivion's Threshold	me	50	@	Nef-Eld-Shael-gmj
Obsession's Snare	ci	210	S	Sur-Dol-Sol-gmj
Orderly Conduct	sc	25		Eth-Ral-Eld-gmj
Outcast	bl,sw	170		Gul-Shael-Sol-Ith
Oxymoron	au	130	P	Pul-Fal-Shael-Nef
Paradigm	sh	150		Mal-Sol-Dol-Eld
Paradox	st	240		Ral-Thul-Cham-Nef

Runeword	Item	Lv	C	Runes (4)
Parallel Lines	bt	230		Jah-Nef-Sol-gmj
Passion	to,ct	110	B	Ko-Fal-Dol-Eth
Peace Eternal	he	60		Shael-Dol-Eth-gmj
Peril	mi	240		Gul-Cham-Ber-Nef
Persuis	we	40	@	Amn-Tal-Amn-Tal
Phalanx	me	200		Lo-Um-Amn-Ith
Phantom	to	130		Pul-Ort-Tir-Dol
Pillar of Faith	to	150	P	Pul-Um-Mal-Dol
Plague Bearer	we	230	N	Tal-Jah-Gul-gmj
Poison Ivy*	bt,gl,ch,cq	100		Thul-Dol-Amn-Ko
Prayer Offering	gl	200		Ohm-Lo-Shael-gmj
Pride's Fall	to	40		Amn-Nef-Eth-gmj
Princess	he,sh,to	160		Ist-Io-Fal-Um
Prowess in War	gl	190	M	Gul-Shael-Ohm-gmj
Pumus*	he,sh,to,ch,ct	80		Thul-Ith-Ort-Io
Punishment	bl	210		Nef-Sur-Lo-Um
Pure Vision	ci	255		Zy-Um-Dol-gmj
Quest for Knowledge	st	180	@	Vex-Tir-Ist-gmj
Question	mi	150		Dol-Mal-Hel-Um
Radiant Glory	he	45		Nef-Sol-Ith-gmj
Rainstorm	mi	170		Gul-Um-Shael-gmj
Reaper's Glance	gl	220		Shael-Tir-Ber-Ber
Red Flutterbye	bt,gl	200		Amn-Hel-Pul-Lo
Red Vane	bt,gl	90		Tal-Amn-Lum-gmj
Rook	sh,to,ch,ct	80		Io-Sol-Amn-Eth
Sackcloth	au	160	P	Hel-Ko-Pul-Ist
Sanctuary's Portal	sh	150		Sol-Mal-Dol-gmj
Serendipity's Sake	mi	60		Dol-Ral-Eth-gmj
Shale*	he,sh,to,ch,ct	120		Dol-Thul-Shael-Lem
Shout It Out	he	100		Ith-Sol-Ko-gmj
Siren's Lament	mi	230	M	Jah-Sur-Eld-gmj
Slithering	mi	15	M	Nef-Ith-Tir-gmj
Smartguy	me	150	@	Fal-Ko-Mal-Amn
Solstice Waning	me	170	B	Tal-Ort-Gul-gmj
Sorrow's Tears	hd	60	N	Eth-Dol-Nef-gmj
Sparkly Flutterbye	bt,gl	240		Amn-Hel-Um-Cham
Sparkly Vane	bt,gl	100		Tal-Amn-Ko-gmj
Sparks*	he,sh,to,ch,ct	100		Ral-Amn-Nef-Ko
Spin	me	210		Sur-Vex-Amn-Ith
Spirits Within	ph	170	B	Nef-Shael-Gul-gmj
Spitfire Grill	xb	190		Ohm-Ral-Nef-gmj
Splendor	st	220	S	Ber-Tir-Nef-Vex



Runeword	Item	Lv	C	Runes (4)
Spock*	cm	35		Thul-Ort-Ral-Tal
Stallion's Fury	bt	140	A	Shael-Um-Dol-gmj
Starbrite	ci	180		Eld-Vex-Lem-gmj
Stinger	sw	140		Pul-Um-Dol-gmj
Stomper	bt	200	A	Lo-Ith-Shael-gmj
Stonecold	gl	220		Thul-Ber-Shael-gmj
Stormcloud	gl	220		Ort-Ber-Shael-gmj
Sulu*	cm	25		Eth-Ith-Ral-Tal
Survivor	to	220		Um-Ber-Shael-Eth
Synchronicity	sh,to	210		Sur-Lum-Pul-Ith
Teddy Bears	ha	220		Dol-Ber-Nef-gmj
Tempest	st	200		Lo-Shael-Nef-Dol
Temptress	he	230		El-Lem-Jah-gmj
The Beauty	pe	140	D	Dol-Um-Nef-gmj
Thunder	ha	200		Nef-Ort-Vex-Lo
Timeout	to	230		Jah-Shael-Hel-gmj
Tin Man*	he,sh,to,ch,ct	120		Eld-Shael-Ort-Lem
Tradition	me	170		Gul-Sol-Ith-Mal
Treacherous Deceit	gl	100		Tal-Dol-Ko-gmj
Trial by Fire	bt,he,ch,ct	30		Ort-Ral-Nef-Tir
Trust	au	130		Pul-Fal-Shael-Amn
Uhura*	cm	30		Nef-Ort-Ral-Ith
Unbending Will	sw	240		Thul-Ohm-Lo-Cham
Valiant	to	230		Ber-Jah-Sur-gmj
Vengeance	sc,cq	39	P	Thul-Ort-Ral-Shael
Vanquished	sc	90	P	Lum-Tal-Amn-gmj
Venomous	we	150		Tal-Dol-Mal-gmj
Vermilious Tempest	mi	60		Nef-Thul-Dol-gmj
Vermin Horde	pe	60	D	Dol-Tir-Ith-gmj

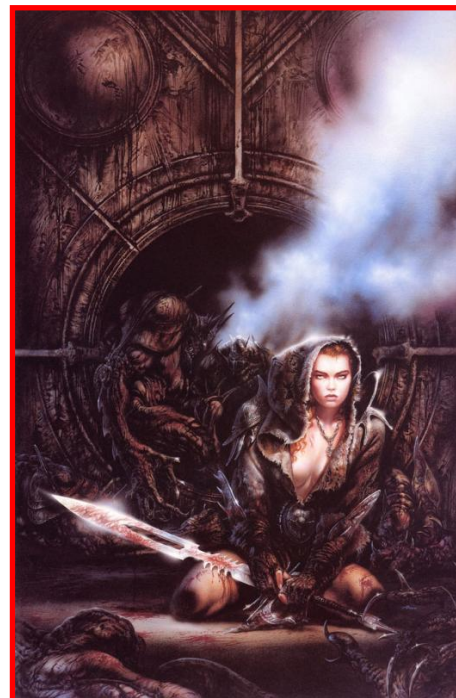
Runeword	Item	Lv	C	Runes (5)
Adamantium	sh,to	200		Thul-Pul-Lum-Lo-Ist
Alkalund	sh	140		Um-Pul-Shael-Nef-El
Apprenticeship	he,sh,to	110		Fal-Ort-Io-Shael-gmj
Armageddon	me	220		Shael-Ber-Tal-Ort-Ral
Awakening	bt,sh,to	120		Io-Sol-Lem-Ral-gmj
Bat Out of Hell	me	240	D	Shael-Cham-Ohm-Tal-Nef
Bear Claw	sh,to	160		Fal-Mal-Dol-Shael-Ist
Bigger Brother	me	60		Ith-Ort-Dol-Amn-gmj
Bigger Sister	mi	60		Ort-Ith-Dol-Amn-gmj
Black Widow	mi	200	M	Ohm-Lo-Mal-Tal-gmj
Blood	we	200		Gul-Um-Lo-Nef-Tal
Bone Knob*	sh,to,ch	80		Ort-Shael-Sol-Io-Dol
Blood Magic	bt,sh,to	170		Thul-Shael-Gul-Ko-gmj
Bone Spell	sh,to	150		Mal-Io-Ral-Dol-gmj
Bone Weave*	sh,to,ch	110		Sol-Io-Hel-Fal-Lum
Bound by Honor	to,sh	110		Fal-Ko-Hel-Dol-gmj
Bow Wow Blues	bt,sh,to	120	@	Hel-Thul-Eth-Lem-gmj
Cake Monster	to	80	N	Sol-Io-Nef-Amn-gmj
Cardinal	we	50		Shael-Thul-Eld-Ort-gmj
Cavalier	au,to	230	P	Ohm-Pul-Tal-Fal-Jah
Chaos Theory	me	200		Um-Lo-Amn-Nef-gmj
Chow Chow Chow	bt,sh,to	170	@	Lem-hel-Thul-Gul-gmj
Cold Mastery	sh,to	150		Io-Ral-Dol-Mal-gmj
Collusion	me	150		Amn-Mal-Eld-Um-gmj
Coup de Grace	me	140		Um-Tir-Um-Tir-Shael
Crescent Moon	po,sp	140		Um-Tir-Shael-Amn-Eth
Criss Cross	xb	240		Lo-Cham-Thul-Tal-Shael
Crusade	to,sh	140	P	Um-Pul-Ith-Eth-gmj
Cuisinart	sw	200		Um-Mal-Amn-Gul-Lo
Dabblings	he,sh,to	70		Hel-Eth-Sol-Ort-gmj
Darkness Woven	we	140		Dol-Eld-Thul-Um-gmj
Death	me	255		Eld-Zy-Amn-Sol-Mal

Runeword	Item	Lv	C	Runes (4)
Victory	we	180		Vex-Amn-Tir-El
Voice of Deceit	pe	150	D	Mal-Tal-Eld-gmj
War	we	150		Um-Mal-Tir-Amn
Warden	he,to,ct	35		Thul-Ral-Nef-El
Wealth of Knowledge	to	120		Lem-Ko-Tir-gmj
Whisper	mi	210	M	Sur-Ohm-Dol-Nef
White Flutterbye	bt,gl	160		Lem-Amn-Hel-Ist
White Vane	bt,gl	80		Io-Tal-Amn-gmj
Widowmaker	mi	200	M	Ohm-Lo-Mal-Tal
Wings of Glory	bt	100		Hel-Eld-Ko-gmj
Wintergreen	me	240		Cham-Thul-Amn-gmj
Wolfenstein	bt,gl	100		Io-Tal-Ko-gmj
Wolfman Jack	bt,gl	240		Ber-Hel-Cham-Lum
Wolfpack	bt,gl	170		Mal-Amn-Gul-gmj
Wonderlust	mi	190	M	Mal-Nef-Ohm-gmj
Word of Amazon	we,ar	255	M	Zy-El-Zy-Tal
Word of Assassin	we,ar	255	A	Zy-El-Zy-El
Word of Barbarian	we,ar	255	B	Zy-El-Zy-Nef
Word of Druid	we,ar	255	D	Zy-El-Zy-Eth
Word of Necromancer	we,ar	255	N	Zy-El-Zy-Eld
Word of Paladin	we,ar	255	P	Zy-El-Zy-Tir
Word of Sorceress	we,ar	255	S	Zy-El-Zy-Ith
Wrath	me	220		Ohm-Ber-Eth-Ral
Xterra	bt	190	@	Eld-Ohm-Io-Dol
Yellow Flutterbye*	bt,gl,ch,cq	120		Hel-Fal-Amn-Lem
Yellow Vane	bt,gl	70		Amn-Hel-Tal-gmj
Zodiac Sign	bt,he,sh,to	160	@	Ist-Lem-Um-gmj

Runeword	Item	Lv	C	Runes (5)
Desolation	sh	200		Lo-Vex-Gul-Ohm-gmj
Destruction	we	220		Ber-Ral-Nef-Ohm-Gul
Dogs and Claws	sh,to	160		Mal-Dol-Shael-Ist-Fal
Dreaded	to	70	@	Ith-Amn-Eld-Hel-gmj
Duressed	we	200		Mal-Lum-Ral-Lo-gmj
Eagle Eye	mi	40		Nef-Thul-Amn-Tal-gmj
Ebony Black	sw	110		Tal-Fal-Dol-Shael-gmj
Edge of the Abyss	sw	140		Sol-Eth-Um-Nef-gmj



Runeword	Item	Lv	C	Runes (5)
Embers of Rage	he,sh,to	140		Sol-Hel-Ral-Um-gmj
Empress	sh,to	240		Cham-Ist-Ohm-Ber-Ko
Endgame	me	255		Um-Mal-Zy-Ith-Lo
Epoch's End	we	150		Pul-Mal-Eld-Ith-gmj
Fast Strike	me	120		Lem-El-Lem-El-Shael
Final Epilogue	we	230		Gul-Jah-Dol-Shael-gmj
Flames	sh,to	180		Io-Fal-Sol-Vex-Lem
Flickering Inferno	mi	200		Ral-Lo-Shael-El-gmj
Flock of Seagulls	sh,to	220		Ist-Ber-Mal-Dol-Shael
Gasp of the Dying	mi	200		Vex-Lo-Tir-Amn-gmj
Godslayer	mi	150		Tal-Dol-Um-Mal-gmj
Granite	sh,to	160		Ko-Dol-Lum-Ist-Ko
Harbinger	to,we	255	A	Zy-Mal-Ber-Sur-Tal
Heart of the Oak	to	230		Jah-Um-Io-Shael-Pul
Heatwave	sh,to	150		Ral-Dol-Mal-Io-gmj
Heaven's Mandate	au	230	P	Cham-Ber-Io-Nef-gmj
Hellspawn	to	220	N	Amn-Ber-Pul-Mal-Nef
Herald	po	210		Dol-Amn-Gul-Sur-Lo
Holy Strike	sc	30		Eth-Ral-Ort-Tal-gmj
Honor	me,ch	45	@	Amn-El-Ith-Tir-Sol
Hound Dogs	sh,to	160		Dol-Shael-Ist-Fal-Mal
Humbled	to	80	P	Sol-Nef-Eld-Io-gmj
Hungering	sw	150		Um-Mal-Amn-Tal-gmj
Ice Age	mi,sw	170		Thul-Gul-Shael-Nef-Eth
Icicle	we	170		Thul-Cham-Jah-Shael-gmj
Inferno	sh,to	220		Lem-Mal-Io-Ber-Ist
Ivory White	sw	110		Ort-Fal-Dol-Shael-gmj
JBouley	we	255	@	Jah-Ber-Zy-Ith-Dol
Jedi Knight	sw	170		Ort-El-Gul-Mal-gmj
Judgement Day	sc	220	P	Gul-Ber-Ort-Nef-gmj
Knight's Vigil	sh	130		Pul-Nef-Eld-Hel-Ith
Krackle	bl	140		Um-Ort-Um-Ort-Shael
Krash	bl	120		Lem-Ral-Lem-Ral-Shael
Krinkle	bl	100		Ko-Tal-Ko-Tal-Shael
Krumble	bl	160		Ist-Thul-Ist-Thul-Shael
Krush	bl	180		Vex-Amn-Vex-Amn-Shael
Kryten*	cm	35		Thul-Ort-Ral-Tal-Ith
Legacy	to	255	@	Amn-Zy-Um-Pul-Lem
Lightning Spell	sh,to	150		Dol-Mal-Io-Ral-gmj
Lister*	cm	20		Tir-Nef-Eth-Ith-Tal
Lust	to	160	@	Hel-Io-Um-Nef-Ist
Maelstrom's Maw	mi	190		Ith-Gul-Ohm-Amn-gmj
Mage Kill	sh,to	200		Dol-Lum-Lo-Um-Lem
Mage King	sh,to	190		Ohm-Ko-Ist-Pul-Um
Magician	sh,to	150		Mal-Dol-Lem-Lum-Ko
Maiden's Blessing	he,sh,to	120		Lem-Sol-Hel-Ko-gmj
Malevolent	me	255		Ber-Zy-Amn-Shael-Dol
Man of Steel	he,sh,to	160		Ith-Lum-Shael-Ist-gmj
Marauder	sw	90		Lum-Shael-Eth-Amn-gmj
Marksman	mi	210	M	Sur-Um-Nef-Lo-Gul
Martyr	me	220		Ber-Lo-Ith-Sol-Ohm
Mastiff	sh,to	255	@	Ber-Gul-Lem-Zy-Hel
Maximus	me	255	@	Hel-Shael-Hel-Shael-Zy
Moulinex	sw	200		Lo-Fal-Sol-Ith-Eth
Mulder*	cm	25		Nef-Ral-Tal-Eth-Eld
Mutt	sh,to	220	@	Gul-Lem-Hel-Ber-Thul
Mystery	mi	210		Sur-Dol-Ith-Nef-Sol
Myth-Nomers	sh	150		Amn-Mal-Eld-Nef-gmj
Nightmare's Memory	we	190		Eth-Ohm-Mal-Amn-gmj
Oath Sworn	sh	140		Pul-Ith-Eld-Um-gmj
Oxymoronic	au	130	P	Pul-Fal-Shael-Nef-gmj
Paradigm Principle	sh	150		Mal-Sol-Dol-Eld-gmj
Passion Enflamed	to	110	B	Ko-Fal-Dol-Eth-gmj



Runeword	Item	Lv	C	Runes (5)
Peril's Gate	mi	240		Gul-Cham-Ber-Nef-gmj
Pestilence	po	150		Tal-Shael-Dol-Um-Mal
Phalanx Form	me	200		Lo-Um-Amn-Ith-gmj
Phantom Pain	to	130		Pul-Ort-Tir-Dol-gmj
Phoenix	me,ch	40		Thul-Ort-Ral-Amn-Tal
Princess Warrior	he,sh,to	160		Ist-Io-Fal-Um-gmj
Pumus Stone	he,sh,to	80		Thul-Ith-Ort-Io-gmj
Punisher	bl	210		Nef-Sur-Lo-Um-gmj
Queen	sh,to	200		Lo-Lem-Mal-Vex-Dol
Questionable	mi	150		Dol-Mal-Hel-Um-gmj
Quick Kill	me	130		Pul-Eld-Pul-Eld-Shael
Reaper	me	255		Lo-Ber-Zy-Shael-Amn
Retribution	sc	50	P	Thul-Ort-Ral-Shael-gmj
Rhaevyn	ax,po,sp	190	D	Dol-Ral-Nef-Shael-Ohm
Rimmer*	cm	20		Tal-Ith-Eth-Nef-Tir
Rise Up	sh,to	160		Lem-Io-Ist-Sol-Lum
Rook's Vigil	sh,to	80		Io-Sol-Amn-Eth-gmj
Scarecrow	he,sh,to	120		Eld-Shael-Ort-Lem-gmj
Scully*	cm	35		Thul-Eth-Ort-Ith-Tal
Semantics	au	240	P	Cham-Shael-Eld-Amn-Pul
Shalestone	he,sh,to	120		Dol-Thul-Shael-Lem-gmj
Silk	to	220	S	Ber-Um-Sol-Amn-Pul
Sisterhood of Steel	sh,to	160		Shael-Ist-Fal-Mal-Dol
Sledge	ha	220		Fal-Ohm-Eth-Gul-Ber
Sole Survivor	to	220		Um-Ber-Shael-Eth-gmj
Soothsayer	to	240		Cham-Ist-Ohm-Thul-Hel
Sparks Flying	he,sh,to	100		Ral-Amn-Nef-Ko-gmj
Spin Artist	me	210		Sur-Vex-Amn-Ith-gmj
Synchronized in Time	sh,to	210		Sur-Lum-Pul-Ith-gmj
The Force	to	255		Fal-Ko-Lum-Io-Zy
The Lovers	to,ch	40		Amn-Thul-Ort-Ral-Tal
The Obedient	bl	220		Ber-Nef-Mal-Sol-gmj
The Outcast	bl,sw	170		Gul-Shael-Sol-Ith-gmj
Thunderbolt	ha	200		Nef-Ort-Vex-Lo-gmj
Touchstone of Faith	to	150	P	Pul-Um-Mal-Dol-gmj
Traditional Values	me	170		Gul-Sol-Ith-Mal-gmj
Trustworthy	as	130		Pul-Fal-Shael-Amn-gmj
Unicorn	po,sp	220		Ort-Ber-Gul-Shael-Nef
Untamed	sw	255	@	Shael-Hel-Shael-Hel-Zy

Runeword	Item	Lv	C	Runes (5)
Unyielding Force	sw	240		Thul-Ohm-Lo-Cham-gmj
Victory Dance	we	180		Vex-Amn-Tir-El-gmj
Warrior	we	150		Um-Mal-Tir-Amn-gmj
Warden of the Marches	he,to	35		Thul-Ral-Nef-El-gmj
Whisperings	mi	210	M	Sur-Ohm-Dol-Nef-gmj
Wiseguy	me	150	@	Fal-Ko-Mal-Amn-gmj
Woe	mi	210		Sur-Tal-Gul-Nef-Ohm
Wrath of Nature	me	220		Ohm-Ber-Eth-Ral-gmj
Xcolibri	mi,th	130		Lum-Hel-Pul-Thul-Lum
Yang	me	240	B	Cham-Um-Tir-Mal-Sol
Yin	me	220	B	Ber-Dol-Shael-Ith-Nef
Zac503	we	170		Hel-Um-Thul-Ral-Gul



Runeword	Item	Lv	C	Runes(6)
Adamantium Defense	sh,to	200		Thul-Pul-Lum-Lo-Ist-gmj
Alkalund's Judgement	sh	140		Um-Pul-Shael-Nef-El-gmj
Angel from Heaven	me	240	D	Shael-Cham-Ohm-Tal-Nef-gmj
Armageddon's Prelude	me	220		Shael-Ber-Tal-Ort-Ral-gmj
Bearskin	sh,to	160		Fal-Mal-Dol-Shael-Ist-gmj
Big Dog	sh,to	255	@	Ber-Gul-Lem-Zy-Hel-gmj
Blood Brother	we	200		Gul-Um-Lo-Nef-Tal-gmj
Bone Bracer	sh,to	110		Sol-Lo-Hel-Fal-Lum-gmj
Cavalier Attitude	au,to	230	P	Ohm-Pul-Tal-Fal-Jah-gmj
Crescent Star	po,sp	140		Um-Tir-Shael-Amn-Eth-gmj
Criss Cross Cross	xb	240		Lo-Cham-Thul-Tal-Shael-gmj
Cuisinart Finery	sw	200		Um-Mal-Amn-Gul-Lo-gmj
Death March	me	255		Eld-Zy-Amn-Sol-Mal-gmj
Destruction's Wake	we	220		Ber-Ral-Nef-Ohm-Gul-gmj
Disease	po	150		Tal-Shael-Dol-Um-Mal-gmj
Dog Claws	sh,to	160		Mal-Dol-Shael-Ist-Fal-gmj
Empressive	sh,to	240		Cham-Ist-Ohm-Ber-Ko-gmj
End of Game	me	255		Um-Mal-Zy-Ith-Lo-gmj
Flamestrike	sh,to	180		Io-Fal-Sol-Vex-Lem-gmj
Flock of Geese	sh,to	220		Ist-Ber-Mal-Dol-Shael-gmj
Force of Darkness	to	255		Fal-Ko-Lum-Lo-Zy-gmj
Gigantor*	cm	35		Thul-Ort-Ral-Tal-Ith-Eth
Granite Guard	sh,to	160		Ko-Dol-Lum-Ist-Ko-gmj
Grim Reaper	me	255		Lo-Ber-Zy-Shael-Amn-gmj
Groundhog	sh,to	160		Dol-Shael-Ist-Fal-Mal-gmj
Harbinger of Woe	to,we	255	A	Zy-Mal-Ber-Sur-Tal-gmj
Heart of the Oat	to	230		Jah-Um-Lo-Shael-Pul-gmj
Hellspawned	to	220	N	Amn-Ber-Pul-Mal-Nef-gmj
Herald of Destruction	po	210		Dol-Amn-Gul-Sur-Lo-gmj
Honor Guard	me	45	@	Amn-El-Ith-Tir-Sol-gmj
Inferno Tempest	sh,to	220		Lem-Mal-Lo-Ber-Ist-gmj
JBouley's Reign	we	255	@	Jah-Ber-Zy-Ith-Dol-gmj
Knight's Quest	sh	130		Pul-Nef-Eld-Hel-Ith-gmj
Krackled	bl	140		Um-Ort-Um-Ort-Shael-gmj
Krinkled	bl	100		Ko-Tal-Ko-Tal-Shael-gmj
Krushed	bl	180		Vex-Amn-Vex-Amn-Shael-gmj
Legacy Everlasting	to	255	@	Amn-Zy-Um-Pul-Lem-gmj

Runeword	Item	Lv	C	Runes(6)
Love Everlasting	to	33		Amn-Thul-Ort-Ral-Tal-gmj
Lust for Life	to	160	@	Hel-Lo-Um-Nef-Ist-gmj
Mage Killer	sh,to	200		Dol-Lum-Lo-Um-Lem-gmj
Mage Kingdom	sh,to	190		Ohm-Ko-Ist-Pul-Um-gmj
Magic User	sh,to	150		Mal-Dol-Lem-Lum-Ko-gmj
Malevolence	me	255		Ber-Zy-Amn-Shael-Dol-gmj
Martyr's Legacy	me	220		Ber-Lo-Ith-Sol-Ohm-gmj
Mercy Kill	me	140		Um-Tir-Um-Tir-Shael-gmj
Moby Dick*	cm	30		Ral-Eth-Tal-Ort-Nef-Tir
Moulinex Blender	sw	200		Lo-Fal-Sol-Ith-Eth-gmj
Mucky Muck	sh,to	220	@	Gul-Lem-Hel-Ber-Thul-gmj
Mysterious Ways	mi	210		Sur-Dol-Ith-Nef-Sol-gmj
NavyFC	mi	255		Mal-Lo-Mal-Lo-Ohm-Zy
Oath of Amazon	we,ar	255	M	Zy-Zy-Zy-El-Zy-Tal
Oath of Assassin	we,ar	255	A	Zy-Zy-Zy-El-Zy-El
Oath of Barbarian	we,ar	255	B	Zy-Zy-Zy-El-Zy-Nef
Oath of Druid	we,ar	255	D	Zy-Zy-Zy-El-Zy-Eth
Oath of Necroman	we,ar	255	N	Zy-Zy-Zy-El-Zy-Eld
Oath of Paladin	we,ar	255	P	Zy-Zy-Zy-El-Zy-Tir
Oath of Sorceress	we,ar	255	S	Zy-Zy-Zy-El-Zy-Ith
Phoenix Ressurrection	me	40		Thul-Ort-Ral-Amn-Tal-gmj
PhrozenKeep	to	255		Pul-Um-Mal-Sol-Eth-Zy
Queen Bee	sh,to	200		Lo-Lem-Mal-Vex-Dol-gmj
Quey Quig*	cm	35		Eth-Tal-Ort-Thul-El-Eld
Quick to Kill	me	120		Lem-El-Lem-El-Shael-gmj
Quickening	me	130		Pul-Eld-Pul-Eld-Shael-gmj
Rhaevyn's Victory	ax,po,sp	190	D	Dol-Ral-Nef-Shael-Ohm-gmj
Ripcord	mi	255		Shael-Ort-Zy-Gul-Mal-Dol
Rise Up and Cheer	sh,to	160		Lem-Lo-Ist-Sol-Lum-gmj
Sharpshooter	mi	210	M	Sur-Um-Nef-Lo-Gul-gmj
Silence	we	180	@	Dol-Eld-Hel-Ist-Tir-Vex
Silken	to	220	S	Ber-Um-Sol-Amn-Pul-gmj
Starbuck*	cm	35		Ith-Eth-Nef-Ral-Thul-Tir
Steel Soroarity	sh,to	160		Shael-Ist-Fal-Mal-Dol-gmj
Sledgehammer	ha	220		Fal-Ohm-Eth-Gul-Ber-gmj
Soothsayings	to	240		Cham-Ist-Ohm-Thul-Hel-gmj
Sweet	mi	160		Ist-Lo-Fal-Ko-Lum-Lem
Symbols	au	240	P	Cham-Shael-Eld-Amn-Pul-gmj

Runeword	Item	Lv	C	Runes(6)				
Truth	me	255		Zy-Shael-Nef-Sur-Ber-Um	Woe and Misery	mi	210	Sur-Tal-Gul-Nef-Ohm-gmj
Unicorn Blessing	po,sp	220		Ort-Ber-Gul-Shael-Nef-gmj	Zac503	we	170	Hel-Um-Thul-Ral-Gul-gmj
Violation	me	210		Sur-Lo-Vex-Amn-Thul-Ith				

where the item codes are:

ab = any amazon bow	ci = any circlet	ja = any javelin	sc = any scepter
aj = any amazon javelin	cb = any club	jwl = any jewel	sh = any shield
am = any amulet	cl = charm large	kn = any knife	sp = any spear
ar = any armor	cm = any charm	ma = any mace	st = any staff
as = any amazon spear	cn = charm narrow	me = any melee weapon	sw = any sword
au = any auric shield	cq = charm quad	mi = any missile weapon	ta = any throw axe
ax = any axe	cs = charm small	ms = any misc item	th = any thrown weapon
be = any belt	ct = charm tall	or = any orb (not a rod)	tk = any throw knife
bk = any book	cw = any claw	pe = any druid pelt	to = any torso armor
bl = any blunt weapon	gl = any glove	ph = any primal helmet	wa = any wand
bt = any boot	ha = any hammer	po = any polearm	we = any weapon
bo = any bow	hd = any necro head	ri = any ring	xb = any crossbow
ch = charm hex	he = any helmet	ro = any rod (sc,st,wa)	

Note Special Code: gmj = any standard or flawless or perfect gem or any jewel (any quality)

* = certain runewords add spell charges to Charms. Charms that already have spell charges cannot receive these runewords or else a corrupted Charm results and the character may become unplayable.

Lv = required character level based on rune stone components only (this does not take into account the level requirements for gems or jewels that may be part of the runeword)

C = These Runewords have additional class-specific bonuses for (A)ssassin, (B)arbarian, (D)ruid, A(M)azon, (N)ecromancer, (P)aladin, (S)orceress and (E) for All Skills



Some of these item codes are inclusive of other codes as indicated here:

ms = any miscellaneous item

am = any amulet

bk = any book

cm = any charm

cg = charm grand

ch = charm hex

cl = charm large

cn = charm narrow

cq = charm quad

cs = charm small

ct = charm tall

gem = any gem

jwl = any jewel

ri = any ring

ar = any armor

be = any belt

bt = any boot

gl = any glove

he = any helmet

ci = any circlet

pe = any druid pelt

ph = any primal helmet

sh = any shield

au = any auric shield

hd = any necro head

to = any torso armor

we = any weapon

me = melee weapon

ax = any axe

ta = any thrown axe

bl = any blunt weapon

cb = any club

ha = any hammer

ma = any mace

ro = any magic rod

sc = any scepter

st = any staff

wa = any wand

cw = any claw

kn = any knife

tk = any thrown knife

or = any orb

po = any polearm

sp = any spear

as = any ama spear

ja = any javelin

aj = any ama javelin

sw = any sword

th = thrown weapon

ja = any javelin

aj = any ama javelin

ta = any thrown axe

tk = any thrown knife

mi = missile weapon

bo = any bow

ab = any amazon bow

xb = any crossbow

For example, a Necro head (hd) is also a shield (sh) as well as an armor (ar). Any runewords with those codes will work for the Necro head. A thrown knife (tk) is a thrown weapon (th) as well as a weapon (we), but also note that a thrown knife(tk) is also a knife (kn) and a melee weapon(me). So, a thrown knife would be able to use any runewords with those item codes. Note, however, that a thrown knife(tk) is **NOT** a missile weapon(mi).

A bit overwhelming, I know. Trying to figure out which Runeword to use could drive you bonkers - so I'll leave it to you how you do this. General rule of thumb is that the better runes used in the longer Runewords will generate the better Runic items. For instance, a 2-socket Runeword will tend not to be as powerful as a 3-socket Runeword, but not always. A 2-socket Runeword which has high level runes may be more powerful than a 3-socket Runeword that has low level runes; there is some degree of overlap depending on the number of runes and the quality of runes.



NEW BASIC CUBE RECIPES (the easy stuff): 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. This Mod has over **56,000+ recipes** in total and not all of them are fully documented . . . and I don't plan to ever do so; this mod guide is long enough.

<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 + <Food> -> <Bolt quiver> *(applies to Normal missiles, Poison Quills and Magic Missiles)*
<Bolt quiver> x 2 + <Food> -> <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 3 -> <Rune> next higher *(works all the way up to Zy - yes, I've renamed the Zod rune to Zy.)*
<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)*

<same Rune> x 2 + <Elixir> -> Rune next higher *(this too works all the way up to Zy!)*
<same Gem> x 2 + <Elixir> -> Gem next higher quality *(works all the way up to Perfect gems)*

<any Item> + <Zy Rune> -> same <Item> indestructible *(great for eliminating repair costs on those crafted items)*
<any Thrown Weap> + <Zy Rune> -> same <Item> + Replenish *(great for restoring thrown items - use more than once)*

<any Set Item> x 3 -> random <Rune> *(can be any random rune, even Zy!)*

<Demon Box> + <minor Mana potion> -> random <standard Gem>

<Full Rejuvenation potion> x 3 + <perfect Gem> x 3 -> Elixir *(if you can't find an Elixir, make it)*

<Demon Box> x 3 + <perfect Gem> x 3 + <Elixir> x 3 -> <Demon Key> *(a Demon Key without having to kill a Demon)*

--- Random Flawed Gems from Chipped Gems ---

<any chipped Gem> x 6 -> random <flawed Gem> *(great way to clean up your inventory of those random gem bits)*
<any flawed Gem> x 6 -> random <standard Gem>
<any standard Gem> x 6 -> random <flawless Gem>
<any flawless Gem> x 6 -> random <perfect Gem>

Lazy Cat Recipes (for the lazy in all of us)

<Heal potion> + 3 x Fruit -> 1 <Rejuv>

<Mana potion> + 3 x Meat -> 1 <Rejuv>

<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>

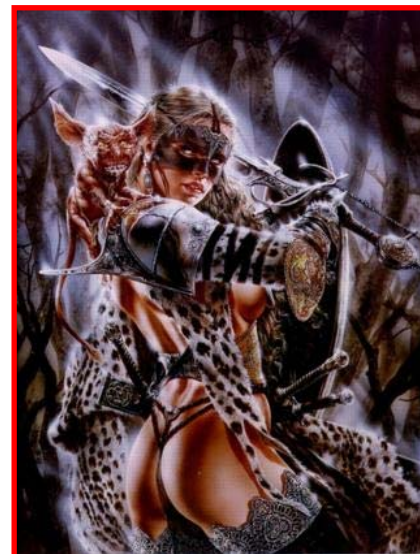
<same Rune> x 6 + <same Rune+1> + <same Rune+2> x 2 -> <Rune+3>

<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. Often, you have to sacrifice 3 or 6 of a base item plus a few trinkets to get 1 improved item. You may even have to sacrifice an Elixir! Please note that these recipes will generate new items with new attributes.

<mag Ring> x 3 -> new <mag Amulet> <crf Ring> x 3 -> new <crf Amulet>
 <mag Amulet> x 3 -> new <mag Ring> <crf Amulet> x 3 -> new <crf Ring>
 <rar Ring> x 3 -> new <rar Amulet> <uni Ring> x 3 -> new <uni Amulet>
 <rar Amulet> x 3 -> new <rar Ring> <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!)*
 <cracked Item> + <mag Ring> + <mag Amulet> + <mag Jewel> -> new <nor Item>
 <crude Item> + <mag Ring> + <mag Amulet> + <mag Jewel> -> new <nor Item>
 <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 6 + <mag Charm> -> new <Uncommon Cube Scroll>
 <Uncommon Cube Scroll> x 6 + <rar Charm> -> new <Secret Cube Scroll>
 <Secret Cube Scroll> x 6 + <Demon Box> -> new <Arcane Cube Scroll>
 <Common Cube Scroll> x 4 + <mag Charm> + <Elixir> -> new <Uncommon Cube Scroll>
 <Uncommon Cube Scroll> x 4 + <rar Charm> + <Elixir> -> new <Secret Cube Scroll>
 <Secret Cube Scroll> x 4 + <Demon Box> + <Elixir> -> 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 Shortwords):

<rar Ring> x 6 + <rar Jewel> -> new <crf Ring> OR <mag Ring> + <rar Jewel> + <Hel Rune> x 3 -> new <crf Ring>
 <rar Amulet> x 6 + <rar Jewel> -> new <crf Amulet> OR
 <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>

***Can use any mix of charm sizes. However, the size of the last charm put in the cube will determine the size of the resultant charm.)*

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 + <Demon Key>-> new <uni Tall Chm>
<uni Tall Chm> x 2 + <Demon Key>-> new <uni Quad Chm>
<uni Quad Chm> x 2 + <Demon Key>-> new <uni Grand Chm>
<uni Grand Chm> x 2 + <Demon Key>-> new <uni Large Chm>
<uni Large Chm> x 2 + <Demon Key>-> new <uni Small Chm>
<uni Small Chm> x 2 + <Demon Key>-> new <uni Narrow Chm>



SOCKETING RECIPES (something better): 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!!! Works all the way up to 6 sockets maximum. **Makes your old items even better!!!**

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 <rare item>
<any unique item> + <key> + <chp Gem> -> new <rare 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



FOOD ITEM RECIPES (this has nothing to do with lunch): These recipes make use of the food items that **monsters may drop**. Food items are divided into two kinds: Meat Items and Fruit Items. Certain combinations of these items put in the Horadric Cube will produce different potions. Food items are more commonly found in Normal difficulty, less so in Nightmare and rarely in Hell - by that time, reliance on potions is much less. High level players would prefer to buy their potions rather than crafting them.



Here are the food combinations and resulting potions:

<Meat Item> -> <Std Healing potion>
 <Fruit Item> -> <Std Mana potion>
 <Meat Item> x 2 -> <Major Healing potion>
 <Fruit Item> x 2 -> <Major Mana potion>
 <Meat Item> x 3 -> <Super Healing potion>
 <Fruit Item> x 3 -> <Super Mana potion>
 <Meat Item> + <Fruit Item> -> <Stamina potion>
 <Meat Item> x 2 + <Fruit Item> -> <Antidote potion>
 <Meat Item> + <Fruit Item> x 2 -> <Thawing potion>

 <Meat Item> x 3 + <Fruit Item> x 3 -> <Rejuv potion>
 <Meat Item> + <Rejuv potion> -> <Rancid Gas potion> x 50
 <Fruit Item> + <Rejuv potion> -> <Flaming Oil potion> x 50
 <Meat Item> + <Rejuv potion> + <chp Emerald> -> <Choking Gas potion> x 50
 <Fruit Item> + <Rejuv potion> + <chp Ruby> -> <Exploding potion> x 50
 <Meat Item> + <Rejuv potion> + <flw Emerald> -> <Strangling Gas potion> x 50
 <Fruit Item> + <Rejuv potion> + <flw Ruby> -> <Fulminating potion> x 50

Similarly, the derived recipes are:

<Meat Item> x 4 + <Fruit Item> x 3 -> <Rancid Gas potion> x 50
 <Meat Item> x 3 + <Fruit Item> x 4 -> <Flaming Oil potion> x 50
 <Meat Item> x 4 + <Fruit Item> x 3 + <chp Emerald> -> <Choking Gas potion> x 50
 <Meat Item> x 3 + <Fruit Item> x 4 + <chp Ruby> -> <Exploding potion> x 50
 <Meat Item> x 4 + <Fruit Item> x 3 + <flw Emerald> -> <Strangling Gas potion> x 50
 <Meat Item> x 3 + <Fruit Item> x 4 + <flw Ruby> -> <Fulminating potion> x 50
 <Meat Item> x 9 + <Fruit Item> x 9 -> <Full Rejuv potion>



UNIQUE ITEM REROLL RECIPES (something 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 Box> + <Perfect Gem> x 3 + <Elixir> x 3 -> new <Uni Weapon>
<Uni Armor> + <Demon Box> + <Perfect Gem> x 3 + <Elixir> x 3 -> new <Uni Armor>
<Uni Ring> + <Demon Box> + <Perfect Gem> x 3 + <Elixir> x 3 -> new <Uni Amulet>
<Uni Amulet> + <Demon Box> + <Perfect Gem> x 3 + <Elixir> x 3 -> new <Uni Ring>
<Uni Jewel> + <Demon Box> + <Perfect Gem> x 3 + <Elixir> x 3 -> new <Uni Jewel>
<Uni Charm> + <Demon Box> + <Perfect Gem> x 3 + <Elixir> x 3 -> new <Uni Charm> same as input Charm size
<Uni Ring> + <Uni Amulet> + <Demon Box> + <Perfect Gem> x 3 + <Elixir> x 3 + <El rune>-> new <Uni Small Charm>
<Uni Ring> + <Uni Amulet> + <Demon Box> + <Perfect Gem> x 3 + <Elixir> x 3 + <Eld rune>-> new <Uni Large Charm>
<Uni Ring> + <Uni Amulet> + <Demon Box> + <Perfect Gem> x 3 + <Elixir> x 3 + <Tir rune>-> new <Uni Grand Charm>
<Uni Ring> + <Uni Amulet> + <Demon Box> + <Perfect Gem> x 3 + <Elixir> x 3 + <Nef rune>-> new <Uni Quad Charm>
<Uni Ring> + <Uni Amulet> + <Demon Box> + <Perfect Gem> x 3 + <Elixir> x 3 + <Eth rune>-> new <Uni Tall Charm>
<Uni Ring> + <Uni Amulet> + <Demon Box> + <Perfect Gem> x 3 + <Elixir> x 3 + <Ith rune>-> new <Uni Hex Charm>
<Uni Ring> + <Uni Amulet> + <Demon Box> + <Perfect 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> + <Demon Key> + <Demon Box> + <Perfect Skull> x 3 + <Elixir> x 3 -> new <Unique Item> of same item type

OR

**<Uni Ring> + <Uni Amulet> + <Demon Key> + <Demon Box> + <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 (something extra special): 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 + <Demon Key> + <Zy Rune> + <El Rune> + <crf Jewel> x 3 -> Unique Item (eg. Any 3 crafted Belts + 3 perf Gems + 3 Elixirs + Demon Key + 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 (for those who can't wait): 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>

CUBE RECIPE LOCKS (retaining item attributes): **Cube Locks** are used



in crafting recipes to retain the attributes of the source input item while adding new crafted attributes. Most of the cube recipes mentioned in the following sections involve using the Horadric Cube to generate new items from existing input items. In other words, when crafting a new attribute to an item, its original attributes are normally re-rolled before adding the new attribute. However, **Cube Locks** force the output item to retain the attributes of the source input item.

To use a **Cube Lock**, just add it to the cube recipe in addition to the normal required ingredients. In some cases, a **Cube Lock** is not required to retain the existing input attributes - for example, the Mega-Load recipes.

Where to find **Cube Locks**? These items will not drop from monsters, nor can they be bought from vendors. **Cube Locks** can be created by the following cube recipe:

<Zy Rune> + <Perfect Gem> x 7 + <Elixir> x 7 ----> <Cube Lock>

Cube Locks can also be generated using **Collectors**. Yes, the cost is very high but the benefits well worth it if you find the "perfect" item and want to keep its precious attributes. **Cube Locks** may be used in combination with **Cube Adders**.



CUBE RECIPE ADDERS (multiplying crafted attributes): **Cube Adders** are used in crafting recipes to multiply the



effects of new crafted attributes. The use of **Cube Adders** may also be referred to as "Overloading" cube recipes. This mechanism replaces the previous nomenclature - all previous Overloaded cube recipes have been replaced by the use of **Cube Adders**.

Cube Adders have several variants, some more powerful than others. Each of these **Adders** are successively more powerful than the previous - **Double**, **Triple**, **Quint**, **Deka** and **DoDeka**. These **Cube Adders** will not be dropped by monsters nor sold by vendors but can be generated by the following recipes:

<Zy-El Scroll Fragment> x 2 + <Demon Box> x 2 + <Perfect Skull> x 2 + <Elixir> x 2 ----> <Double Cube Adder>

<Zy-El Scroll Fragment> x 3 + <Demon Box> x 3 + <Perfect Skull> x 3 + <Elixir> x 3 ----> <Triple Cube Adder>

<Zy-El Scroll Fragment> x 5 + <Demon Box> x 5 + <Perfect Skull> x 5 + <Elixir> x 5 ----> <Quint Cube Adder>

<Zy-El Scroll Fragment> x 10 + <Demon Box> x 10 + <Perfect Skull> x 10 + <Elixir> x 10 ----> <Deka Cube Adder>

<Zy-El Scroll Fragment> x 20 + <Demon Box> x 20 + <Perfect Skull> x 20 + <Elixir> x 20 ----> <DoDeka Cube Adder>

where: <Zy-El Scroll Fragment> refers to any Zy-El scroll fragment, not necessarily the same fragment. A **Double Cube Adder** can be generated using **Collectors**.

Cube Adders can be combined with other **Cube Adders** to create more powerful versions, as follows:

<Double Cube Adder> + <Triple Cube Adder> ----> <Quint Cube Adder>

<Quint Cube Adder> x 2 ----> <Deka Cube Adder>

<Deka Cube Adder> x 2 ----> <DoDeka Cube Adder>

To use a **Cube Adder**, just add one **Cube Adder** to the required input ingredients of a cube recipe and the added recipe attributes will be increased - only ONE **Cube Adder** can be used at a time. Each **Cube Adders** is successively more powerful than its predecessor and will add higher increments. So, a **Double Adder** will add +100% of new crafted attributes, a **Triple Adder** +200%, a **Quint** +400%, a **Deka** +900% and a **DoDeka** +1900%.

For some cube recipes, **Cube Adders** may be used in combination with **Cube Locks**. In other recipes, neither **Cube Adders** nor **Cube Locks** can be used. Please refer to the specific cube recipe sections for details.

ELIXIR RECIPES (something for quick fixes): Elixirs can be used to generate items with a limited number of specific attributes. The new crafted attributes are added to the re-rolled attributes of the same item type as the source item. These recipes also work for Class-specific items. To retain the existing attributes of the source item, use a single **Cube Lock**. Crafted attributes may be multiplied by using a single **Cube Adder**.

<Elixir> + <Perf Gem> + <Boot> -> new Boot + add run/walk speed
<Elixir> + <Perf Gem> + <Shield> -> new Shield + add to block percentage
<Elixir> + <Perf Gem> + <Belt> -> new Belt + add Life maximum
<Elixir> + <Perf Gem> + <Helm> -> new Helm + add Mana maximum
<Elixir> + <Perf Gem> + <Glove> -> new Glove + add to attack
<Elixir> + <Perf Gem> + <Ring> -> new Ring + regenerate Life
<Elixir> + <Perf Gem> + <Amulet> -> new Amulet + regenerate Mana

Elixirs can be also used to enhance Weapons **maximum** damage:

<Elixir> + <Perf Diamond> + <Weapon> -> new Weapon + add normal **max** dmg
<Elixir> + <Perf Topaz> + <Weapon> -> new Weapon + add lightning **max** dmg
<Elixir> + <Perf Ruby> + <Weapon> -> new Weapon + add fire **max** dmg
<Elixir> + <Perf Sapphire> + <Weapon> -> new Weapon + add cold **max** dmg
<Elixir> + <Perf Emerald> + <Weapon> -> new Weapon + add poison **max** dmg
<Elixir> + <Perf Amethyst> + <Weapon> -> new Weapon + add magic **ranged** dmg

Elixirs can be used to enhance Weapons **minimum** damage:

<Elixir> + <Perf Diamond> x 2 + <Weapon> -> new Weapon + add normal **min** dmg
<Elixir> + <Perf Topaz> x 2 + <Weapon> -> new Weapon + add lightning **min** dmg
<Elixir> + <Perf Ruby> x 2 + <Weapon> -> new Weapon + add fire **min** dmg
<Elixir> + <Perf Sapphire> x 2 + <Weapon> -> new Weapon + add cold **min** dmg
<Elixir> + <Perf Emerald> x 2 + <Weapon> -> new Weapon + add poison **min** dmg
<Elixir> + <Perf Amethyst> x 2 + <Weapon> -> new Weapon + add magic **min/max** dmg

Elixirs can be also used to enhance Torso Armor **resistances**:

<Elixir> + <Perf Skull> + <Torso armor> -> new Torso Armor + add Defense (AC rating)
<Elixir> + <Perf Diamond> + <Torso Armor> -> new Torso Armor + add normal dmg reduction
<Elixir> + <Perf Topaz> + <Torso Armor> -> new Torso Armor + add lightning resist
<Elixir> + <Perf Ruby> + <Torso Armor> -> new Torso Armor + add fire resist
<Elixir> + <Perf Sapphire> + <Torso Armor> -> new Torso Armor + add cold resist
<Elixir> + <Perf Emerald> + <Torso Armor> -> new Torso Armor + add poison resist
<Elixir> + <Perf Amethyst> + <Torso Armor> -> new Torso Armor + add magic dmg reduction



MEGA-LOAD ELIXIR RECIPES (something for big fixes): The Elixir recipes can be Mega-loaded to produce THIRTY times the result of the regular Elixir recipe. All added effects are stacked on top of existing weapon attributes - no **Cube Lock** is required. **Cube Adders** will NOT work with this recipe.

Use the same recipes as above, except add a **Zy-EI Scroll**.

<Zy-EI Scroll> + <Elixir> + <Perf gem> + <Weapon> -> same <Item> + <Elixir
Max Damage Bonus> * 3000%

<Zy-EI Scroll> + <Elixir> + <Perf gem> x 2 + <Weapon> -> same <Item> +
<Elixir **Min** Damage Bonus> * 3000%

<Zy-EI Scroll> + <Elixir> + <Perf gem> + <Torso Armor> -> same <Item> +
<Elixir **Resistance** Bonus> * 3000%

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: cracked, inferior, ethereal, normal, socketed, magical, rare, unique, set, runic or even crafted. **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> + <Perf Skull> + <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.

Yes, it is very expensive and hard to get Exceptional and Elite items, as it should be. I did not want players in Act 1 Normal having Crusader Gauntlets or Balrog Blades. For the higher level characters, there is finally a way of getting those elusive Elite items in order to be able to craft them and make them into your own artifacts!

CRAFTED RING & AMULET RECIPES (some nifty stuff): 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 struck 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 flowless 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.

Replace the <jewel> with a <Demon Key> + <Demon Box> 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> + <Demon Box> + <Elixir> -> new <Crafted Ring> with hit skill

<Crafted Amulet> + <gem> + <Demon Key> + <Demon Box> + <Elixir> -> new <Crafted Amulet> with gethit skill



CRAFTED ITEM RECIPES (the good stuff): 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> + **<Stnd Gem>** + **<mag Ring>** + **<mag Amulet>** + **<Key>** --> new **<Crafted Item>** + **<added ability>**
<Crafted Item> + **<Flwls Gem>** + **<rar Ring>** + **<rar Amulet>** + **<Key>** --> new **<Crafted Item>** + **<added ability>**
<Crafted Item> + **<Perf Gem>** + **<crf Ring>** + **<crf Amulet>** + **<Key>** --> new **<Crafted Item>** + **<added ability>**
<Crafted Item> + **<Perf Gem>** + **<uni Ring>** + **<uni Amulet>** + **<Key>** --> new **<Crafted Item>** + **<added ability>**

where: **<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 flawless 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 standard diamond, magic ring, magic amulet will produce a new crafted heavy boot with fast run/walk speed. A crafted heavy boot with flawless diamond, rare ring and rare amulet will produce a new crafted boot with faster 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.

Want to retain the existing attributes of the source item? Use a **Cube Lock** and the output item will retain the attributes of the original source Crafted item with the **<added ability>**. These recipes will not work with **Cube Adders**.

The cube formula for enchanting **Crafted** items while retaining original attributes are:

<Crf Item> + **<Stnd Gem>** + **<mag Ring>** + **<mag Amulet>** + **<Key>** + **<CubeLock>** --> same **<Crf Item>** + **<add ability>**
<Crf Item> + **<Flwls Gem>** + **<rar Ring>** + **<rar Amulet>** + **<Key>** + **<Cube Lock>** --> same **<Crf Item>** + **<add ability>**
<Crf Item> + **<Perf Gem>** + **<crf Ring>** + **<crf Amulet>** + **<Key>** + **<Cube Lock>** --> same **<Crf Item>** + **<add ability>**
<Crf Item> + **<Perf Gem>** + **<uni Ring>** + **<uni Amulet>** + **<Key>** + **<Cube Lock>** --> same **<Crf Item>** + **<add ability>**

What are all the abilities and combinations? You'll have to find them out for yourself. There's a different result for each combination of Gem type and Item types. Gem, ring and amulet ingredient qualities determine the attribute level of effectiveness. Better ingredients, higher level attributes added. These recipes will not work with **Cube Adders**.



CRAFTED CHARM RECIPES (more good stuff): Charms can be enchanted with limited Gem abilities. Charm size does not matter. The added abilities are derived from those pertaining to weapon, armor and shield bonuses that the gem normally gives. **Cube Locks** and **Cube Adders** will NOT work with these recipes.

Use one of the following recipes:

<Crafted charm> + <stnd Gem> + <mag Ring> + <mag Amulet> -> new <Crafted charm> + <Gem abilities>

<Crafted charm> + <flwls Gem> + <rar Ring> + <rar Amulet> -> new <Crafted charm> + <Gem abilities>

<Crafted charm> + <perf Gem> + <crf Ring> + <crf Amulet> -> new <Crafted charm> + <Gem abilities>

where: <Gem abilities>= inherent abilities given when gem is socketed in an item

For example, cubing a crafted charm with a standard sapphire, magic ring and magic amulet will add 3-6 cold damage, +20 mana and +15 resist cold. Substitute the gem with a standard topaz and the recipe will add 5-20 fire damage, +20 hp and +15 resist fire. Look familiar? Crafted charms can also be socketed, but only one socket. **This recipe will always generate a charm with new random abilities plus the added crafted abilities.**

DEMON ITEM RECIPES (the real nasty stuff): 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> + <Perf Gem> + <Demon Key> x 2 + <Elixir> x 2 -> new <rar Major Demon Item> + <attbs> + <penalties>

<any Item> + <Perf 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> is dependant 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 have 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!

CRAFTED JEWEL RECIPES (neat stuff): Crafted jewels can be enchanted with Rune abilities. To begin, you must have a crafted Jewel created using one of the Upgrade recipes. Because of the nature of crafted Jewels, they are very expensive to enchant. Unlike other items that can be enchanted, Jewels can be socketed into other items bestowing their abilities to the base item in the process. This can make for very, very powerful items.

Crafted Jewels can be enchanted with the following recipes:

<Crf Jewel> + <any Rune> + <Elixir> + <mag Ring> -> new <Crf Jewel> + <Rune weapon attribute>
<Crf Jewel> + <any Rune> + <Elixir> + <mag Amulet> -> new <Crf Jewel> + <Rune armor attribute>
<Crf Jewel> + <any Rune> + <Elixir> + <mag Charm> -> new <Crf Jewel> + <Rune shield attribute>

where: <any Rune> can be any Rune from El to Zy; <Rune attributes> item-type bonus for Rune abilities

This recipe will create a new crafted Jewel with regenerated attributes and the Rune abilities added onto it. The Zy rune adds more than just Indestructable.

Yes, there is a stacking recipe that will retain the attributes of the original crafted Jewel - use a Cube Lock:

<Crf Jewel> + <any Rune> + <Elixir> + <Cube Lock> + <mag Ring> -> same <Crf Jewel> + <Rune weapon attribs>
<Crf Jewel> + <any Rune> + <Elixir> + <Cube Lock> + <mag Amulet> -> same <Crf Jewel> + <Rune armor attribs>
<Crf Jewel> + <any Rune> + <Elixir> + <Cube Lock> + <mag Charm> -> same <Crf Jewel> + <Rune shield attribs>

These recipes are very expensive but also gives high level players the ability to create infinitely powerful items that can be programmed in whatever way they want. Because Jewels are a one-shot deal, players have to be very selective about which sockets to place them into.

Crafted jewels can be further enhanced by using a Rare item and a Cube Adder to increase the added attributes:

<Crf Jewel> + <any Rune> + <Elixir> + <Cube Adder> + <rar Ring> -> new <Crf Jewel> + <Rune weapon attribs> x <Mult>
<Crf Jewel> + <any Rune> + <Elixir> + <Cube Adder> + <rar Amulet> -> new <Crf Jewel> + <Rune armor attribs> x <Mult>
<Crf Jewel> + <any Rune> + <Elixir> + <Cube Adder> + <rar Charm> -> new <Crf Jewel> + <Rune shield attribs> x <Mult>

where: <Cube Adder> is Double, the attribute multiplier <Mult> = 200%; Triple, <Mult> = 300%; Quint, <Mult> = 500%; Deka, <Mult> = 1000% and DoDeka, <Mult> = 2000%;

Combine a Cube Lock and a Cube Adder to retain the Crafted Jewel's original attributes as well as multiplying the enhanced attributes!

MEGALOAD CRAFTED JEWEL RECIPES (really neat stuff):

Crafted jewels can be mega-enhanced using these Mega-loaded versions of the Crafted Jewel Recipes. The key ingredient required is a <Zy-El Scroll>. Cube Locks and Cube Adders will NOT work with these recipes.

<Crf Jewel> + <any Rune> + <Zy-El Scroll> + <crf Ring> -> same <Crf Jewel> + <Rune weap attrib> x 3000%

<Crf Jewel> + <any Rune> + <Zy-El Scroll> + <crf Amulet> -> same <Crf Jewel> + <Rune armr attrib> x 3000%

<Crf Jewel> + <any Rune> + <Zy-El Scroll> + <crf Charm> -> same <Crf Jewel> + <Rune shld attrib> x 3000%



MAGIC MISSILE RECIPES (magic arrows and bolts):



and bolt quivers can be enchanted with elemental and other special attack forms. Remember, you only have a limited number of shots. If you fire off the last missile, the enchanted quiver disappears. Auto-replenishing arrows/bolts do **NOT** apply to magic quivers. Auto-replenish will **NEVER** appear as an attribute on magic quivers. [Kato has no intention of ever making this possible.](#)

It is still possible to replenish your magic quivers, but at a cost. There are two methods to replenishing magic missile quivers. Partial quivers of magic arrows/bolts can be sold to vendors who do **NOT** sell magic arrows to begin with and then buy back the same magic missiles in a full quiver. In other words, to replenish magic quivers, sell back the partial quivers to any vendor other than Charsi, Fara, Hralti, Halbu or Larzuk; **selling magic quivers to any of these vendors will result in the quiver disappearing from the inventory altogether - it cannot be recovered.** The advantage to using the vendor buyback method to replenish magic quivers is that the unique attributes are retained; however, the cost in gold can sometimes be prohibitive.

WARNING: some magic arrows/bolts may come with sockets; if the sockets are filled, these quivers cannot be replenished, ever - by any means. Once a magic quiver receives a gem or jewel in any of its sockets, it can **NEVER** be replenished with the same attributes.

The second method of replenishing magic quivers is to re-roll their attributes using the following Magic Missile recipes:

<Mag Qvr> + <Gem> -> new <Mag Qvr> + <Elem Dmg> + <Spc Atk>

<Mag Qvr> + <Rune> -> new <Mag Qvr> + <Run Weap>

where: <Mag Qvr> Magic arrow/bolt quivers that can be purchased from the local arms merchant.
<Gem> can be any gem type, including chipped!
<Rune> can be any rune
<Elem Dmg> higher quality gems yield more damage as determined by gem type
<Spc Atk> additional attack attributes derived from higher quality gems
<Run Weap> bonus to weapons as bestowed by the rune used

When these recipes are used, not only are the attributes of the <Mag Qvr> re-rolled, the number of missiles is also **restored to a FULL quiver of 500**. The <Mag Qvr> will always come with a few random attributes in addition to the fixed attributes as determined by the input gem or rune. So, if you're running low of magic arrows, throw the partial quiver into the cube along with any spare gem or rune you have and Transmute. **You'll get a full quiver of new magic arrows!!!** The disadvantage to this method is that the previous attributes of the input <Mag Qvr> will be lost.

However, if you wish to retain the existing attributes of a <Mag Qvr>, add a **Cube Lock** to the recipes like so:

<Mag Qvr> + <Gem> + <Cube Lock> ----> same <Mag Qvr> + <Elem Dmg> + <Spc Atk>

<Mag Qvr> + <Rune> + <Cube Lock> ----> same <Mag Qvr> + <Run Weap>

Magic arrow and bolt quivers can be further enchanted with more powerful effects. Use of **Cube Adders** in the crafting recipe can greatly increase the effects of the added attributes.

<Mag Qvr> + <Gem> + <Cube Adder> ----> new <Mag Qvr> + <Elem Dmg> * <Mult> + <Spc Atk> * <Mult>

<Mag Qvr> + <Rune> + <Cube Adder> ----> new <Mag Qvr> + <Run Weap> * <Mult>

where: <Cube Adder> is **Double**, the attribute multiplier <Mult> = 200%; **Triple**, <Mult> = 300%; **Quint**, <Mult> = 500%; **Deka**, <Mult> = 1000% and **DoDeka**, <Mult> = 2000%;

Please note that these recipes will **re-roll** the attributes of the <Mag Qvr> and then add the boosted gem or rune attributes. The random attributes are **NOT** overloaded - only the gem/rune effects. In order to **retain** the original attributes of the <Mag Qvr>, use a **Cube Lock**, which may be combined with a **Cube Adder**.



MEGALOAD MAGIC MISSILE RECIPES (convert magic missiles to slayer weapons): Magic arrow and bolt quivers can be enchanted with slayer-like attributes through mega-load recipes. These recipes require the very hard to acquire <Zy-El Scroll> to complete. Why would anyone want to sacrifice such a prized item for a limited-fire weapon such as an arrow quiver? Well, only the very highest level characters will have the patience and the resources to assemble such a weapon. Possessing such a weapon would be a point of pride in itself.

<Mag Qvr> + <Gem> + <Zy-El Scroll> -> same <Mag Qvr> + <Elem Dmg> * 3000% + <Spc Atk> * 3000%
<Mag Qvr> + <Rune> + <Zy-El Scroll> -> same <Mag Qvr> + <Run Weap> * 3000%

Please note that Cube Locks are not required and Cube Adders will NOT work with these aforementioned recipes.

CLASS SKILL ADDER RECIPES (something really good): These recipes add Class skills bonuses to class-specific items. These items include: Druid Pelts, Barbarian Primal Helms, Amazon Bows, Amazon Spears, Amazon Javelins, Necro Voodoo Heads, Assassin Claws, Paladin Auric Shields and Sorceress' Orbs. The source item must also be a Crafted item. Please note that the Skill Adder bonuses are added to a new Crafted item; in other words, the previous attributes of the Crafted Class Item are lost! Be warned!!! Cube Locks will NOT work with these recipes.

<Crafted Class Item> + <perf Gem> + <crf Ring> + <crf Amulet> + <crf Jewel> + <Elixir> -> new <Crafted Class Item> with +1 Class Skill

Use a Cube Adder and increase the number of Skill levels added:

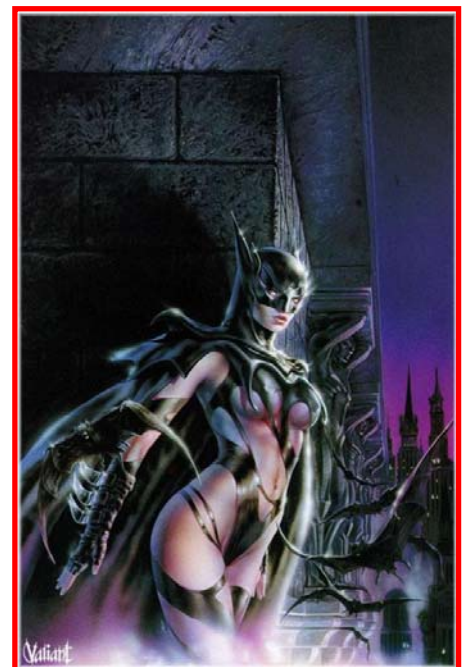
<Crafted Class Item> + <perf Gem> + <crf Ring> + <crf Amulet> + <crf Jewel> + <Elixir> + <Cube Adder> ----> new
<Crafted Class Item> + Class Skills x <Mult>

where: <Cube Adder> is Double, the attribute multiplier <Mult> = 200%; Triple, <Mult> = 300%; Quint, <Mult> = 500%; Dekka, <Mult> = 1000% and DoDeka, <Mult> = 2000%;

And a Mega-load Skill Adder recipe exists as well:

<Crafted Class Item> + <Zy-El Scroll> -> new <Crafted Class Item> with +30 Class Skills

Please note that this particular Mega-load recipe will generate a new item - all original attributes of the Crafted Class Item will be lost. You have been warned!!! Cube Locks will NOT work with these recipes.



SKILLTAB ADDER RECIPES (something just as good): These recipes add bonuses to Skill Tabs within specific classes. These recipes are less expensive than the overall [Class Skill Adder Recipes](#) in that a crafted class specific item is NOT required. Rather, SkillTab Adder Bonuses can be bestowed on Crafted Rings or Crafted Amulets. Stated below is the generic formula and required elements for each specific Skill Tab:

<Crf Ring/Amulet> + <Elixir> + <Crf Jewel> + <Flwls Gem> + <Potion> -> new <Crf Ring/Amulet> + 1 SkillTab Bonus

where:

<Flwls Gem>	<Potion>	Skill Tab
Skull	Stamina	Amazon Bow & Crossbow
Skull	Thawing	Amazon Passive & Magic
Skull	Antidote	Amazon Spear & Javelin
Sapphire	Stamina	Sorceress Fire Spells
Sapphire	Thawing	Sorceress Lightning Spells
Sapphire	Antidote	Sorceress Cold Spells
Topaz	Stamina	Necromancer Curses
Topaz	Thawing	Necromancer Poison & Bone Spells
Topaz	Antidote	Necromancer Summoning Spells
Amethyst	Stamina	Paladin Combat
Amethyst	Thawing	Paladin Offensive
Amethyst	Antidote	Paladin Defensive
Emerald	Stamina	Barbarian Combat Skills
Emerald	Thawing	Barbarian Combat Masteries
Emerald	Antidote	Barbarian Warcries
Ruby	Stamina	Druid Summoning
Ruby	Thawing	Druid Shap Shifting
Ruby	Antidote	Druid Elemental Spells
Diamond	Stamina	Assassin Traps
Diamond	Thawing	Assassin Shadow Disciplines
Diamond	Antidote	Assassin Martial Arts



For example, a Crafted Ring combined with an Elixir, Crafted Jewel, Flawless Amethyst and an Antidote potion will result in the same Crafted Ring with an added +1 Skill bonus to all spells/skills in the Paladin's Defensive tree.

Players now have the flexibility to craft specific skill tab bonus items to suit their particular style of play. For example, a Necromancer specializing in Summons can fashion a crafted Ring or two with bonuses to all Necromancer Summoning Spells.

For players concerned with damage caps, boosting one skill branch while leaving other skill branches intact could be very handy. A Sorceress wanting to round out the damage of her elemental attacks may want to have skill bonuses to her Cold Spells. Now, she can create specific items that will enhance her Cold Spells without affecting the damages of her Fire and Lightning spells.

The SkillTab Bonus can be increased using a [Cube Adder](#) as in the recipe below:

<Crf Ring/Amu> + <Elixir> + <Crf Jewel> + <Flwls Gem> + <Potion> + <Cube Adder> ---> new <Crf Ring/Amu> + SkillTab Bonus x <Mult>

where: <Cube Adder> is [Double](#), the attribute multiplier <Mult> = 200%; [Triple](#), <Mult> = 300%; [Quint](#), <Mult> = 500%; [Deka](#), <Mult> = 1000% and [DoDeka](#), <Mult> = 2000%;

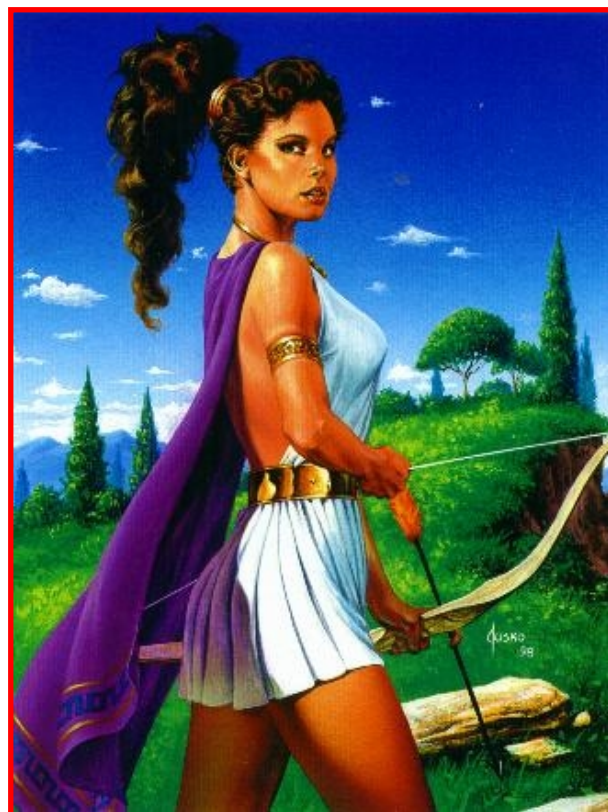
Please note that these recipes will re-roll the attributes of the source <Crf Ring/Amu> and then add the SkillTab Bonuses. Some or all of the existing attributes of the source <Crf Ring/Amu> will be lost! Be warned!!

SKILL ADDER RECIPES (something just as good): These recipes add bonuses to a particular Skill/Spell. These bonuses apply to only a specific Skill/Spell and not any others. These recipes are slightly less expensive than the SkillTab Adder recipes in that a Crafted Class-specific item is NOT required: however, the addition of a rune is required to determine the exact bonus. Also, a Crafted Charm is required in order to receive the bonus. Listed below is the general cube formula accompanied by the required ingredients for each particular form of the recipe for each Skill/Spell:

<Crf Charm> + <Elixir> + <Perf Gem> + <Potion> + <Rune> -> new <Crf Charm> + 1 Skill Bonus

For Amazon Skills, the required ingredients are:

<Perf Gem>	<Potion>	<Rune>	Skill/Spell
Skull	Stamina	El	Magic Arrow
Skull	Stamina	Eld	Fire Arrow
Skull	Stamina	Tir	Cold Arrow
Skull	Stamina	Nef	Multiple Shot
Skull	Stamina	Eth	Exploding Arrow
Skull	Stamina	Ith	Ice Arrow
Skull	Stamina	Tal	Guided Arrow
Skull	Stamina	Ral	Strafe
Skull	Stamina	Ort	Immolation Arrow
Skull	Stamina	Thul	Freezing Arrow
Skull	Thawing	El	Inner Sight
Skull	Thawing	Eld	Critical Strike
Skull	Thawing	Tir	Dodge
Skull	Thawing	Nef	Slow Missiles
Skull	Thawing	Eth	Avoid
Skull	Thawing	Ith	Penetrate
Skull	Thawing	Tal	Dopplezon
Skull	Thawing	Ral	Evade
Skull	Thawing	Ort	Valkyrie
Skull	Thawing	Thul	Pierce
Skull	Antidote	El	Jab
Skull	Antidote	Eld	Power Strike
Skull	Antidote	Tir	Poison Javelin
Skull	Antidote	Nef	Impale
Skull	Antidote	Eth	Lightning Bolt
Skull	Antidote	Ith	Charged Strike
Skull	Antidote	Tal	Plague Javelin
Skull	Antidote	Ral	Fend
Skull	Antidote	Ort	Lightning Strike
Skull	Antidote	Thul	Lightning Fury



The Skill Bonus can be increased using a **Cube Adder** as in the recipe below:

<Crf Charm> + <Elixir> + <Perf Gem> + <Cube Adder> + <Potion> + <Rune> -> new <Crf Charm> + Skill Bonus x <Mult>

where: <Cube Adder> is **Double**, the attribute multiplier <Mult> = 200%; **Triple**, <Mult> = 300%; **Quint**, <Mult> = 500%; **Deka**, <Mult> = 1000% and **DoDeka**, <Mult> = 2000%;

Please note that these recipes will re-roll the attributes of the source <Crf Charm> and then add the Skill Bonuses. Some or all of the existing attributes of the source <Crf Charm> will be lost! Be warned!!



For Sorceress Skills, the required ingredients are:

<Perf Gem>	<Potion>	<Rune>	Skill/Spell
Sapphire	Stamina	El	Fire Bolt
Sapphire	Stamina	Eld	Warmth
Sapphire	Stamina	Tir	Inferno
Sapphire	Stamina	Nef	Blaze
Sapphire	Stamina	Eth	Fire Ball
Sapphire	Stamina	Ith	Fire Wall
Sapphire	Stamina	Tal	Enchant
Sapphire	Stamina	Ral	Meteor
Sapphire	Stamina	Ort	Fire Mastery
Sapphire	Stamina	Thul	Hydra
Sapphire	Thawing	El	Charged Bolt
Sapphire	Thawing	Eld	Static Field
Sapphire	Thawing	Tir	Telekinesis
Sapphire	Thawing	Nef	Nova
Sapphire	Thawing	Eth	Lightning
Sapphire	Thawing	Ith	Chain Lightning
Sapphire	Thawing	Tal	Teleport
Sapphire	Thawing	Ral	Thunder Storm
Sapphire	Thawing	Ort	Energy Shield
Sapphire	Thawing	Thul	Lightning Mastery
Sapphire	Antidote	El	Ice Bolt
Sapphire	Antidote	Eld	Frozen Armor
Sapphire	Antidote	Tir	Frost Nova
Sapphire	Antidote	Nef	Ice Blast
Sapphire	Antidote	Eth	Shiver Armor
Sapphire	Antidote	Ith	Glacial Spike
Sapphire	Antidote	Tal	Blizzard
Sapphire	Antidote	Ral	Chilling Armor
Sapphire	Antidote	Ort	Frozen Orb
Sapphire	Antidote	Thul	Cold Mastery

For Necromancer Skills, the required ingredients are:

<Perf Gem>	<Potion>	<Rune>	Skill/Spell
Topaz	Stamina	El	Amplify Damage
Topaz	Stamina	Eld	Dim Vision
Topaz	Stamina	Tir	Weaken
Topaz	Stamina	Nef	Iron Maiden
Topaz	Stamina	Eth	Terror
Topaz	Stamina	Ith	Confuse
Topaz	Stamina	Tal	Life Tap
Topaz	Stamina	Ral	Attract
Topaz	Stamina	Ort	Decrepify
Topaz	Stamina	Thul	Lower Resist
Topaz	Thawing	El	Teeth
Topaz	Thawing	Eld	Bone Armor
Topaz	Thawing	Tir	Poison Dagger
Topaz	Thawing	Nef	Corpse Explosion
Topaz	Thawing	Eth	Bone Wall
Topaz	Thawing	Ith	Poison Explosion
Topaz	Thawing	Tal	Bone Spear
Topaz	Thawing	Ral	Bone Prison
Topaz	Thawing	Ort	Poison Nova
Topaz	Thawing	Thul	Bone Spirit
Topaz	Antidote	El	Skeleton Mastery
Topaz	Antidote	Eld	Raise Skeleton
Topaz	Antidote	Tir	Clay Golem
Topaz	Antidote	Nef	Golem Mastery
Topaz	Antidote	Eth	Raise Skeleton Mage
Topaz	Antidote	Ith	Blood Golem
Topaz	Antidote	Tal	Summon Resist
Topaz	Antidote	Ral	Iron Golem
Topaz	Antidote	Ort	Fire Golem
Topaz	Antidote	Thul	Revive

For Paladin Skills, the required ingredients are:

<Perf Gem>	<Potion>	<Rune>	Skill/Spell
Amethyst	Stamina	El	Sacrifice
Amethyst	Stamina	Eld	Smite
Amethyst	Stamina	Tir	Holy Bolt
Amethyst	Stamina	Nef	Zeal
Amethyst	Stamina	Eth	Charge
Amethyst	Stamina	Ith	Vengeance
Amethyst	Stamina	Tal	Blessed Hammer
Amethyst	Stamina	Ral	Conversion
Amethyst	Stamina	Ort	Holy Shield
Amethyst	Stamina	Thul	Fist of the Heavens
Amethyst	Thawing	El	Might
Amethyst	Thawing	Eld	Holy Fire
Amethyst	Thawing	Tir	Thorns
Amethyst	Thawing	Nef	Blessed Aim
Amethyst	Thawing	Eth	Concentration
Amethyst	Thawing	Ith	Holy Freeze
Amethyst	Thawing	Tal	Holy Shock
Amethyst	Thawing	Ral	Sanctuary
Amethyst	Thawing	Ort	Fanaticism
Amethyst	Thawing	Thul	Conviction
Amethyst	Antidote	El	Prayer
Amethyst	Antidote	Eld	Resist Fire
Amethyst	Antidote	Tir	Defiance
Amethyst	Antidote	Nef	Resist Cold
Amethyst	Antidote	Eth	Cleansing
Amethyst	Antidote	Ith	Resist Lightning
Amethyst	Antidote	Tal	Vigor
Amethyst	Antidote	Ral	Meditation
Amethyst	Antidote	Ort	Redemption
Amethyst	Antidote	Thul	Salvation

For Barbarian Skills, the required ingredients are:

<Perf Gem>	<Potion>	<Rune>	Skill/Spell
Emerald	Stamina	El	Bash
Emerald	Stamina	Eld	Leap
Emerald	Stamina	Tir	Double Swing
Emerald	Stamina	Nef	Stun
Emerald	Stamina	Eth	Double Throw
Emerald	Stamina	Ith	Leap Attack
Emerald	Stamina	Tal	Concentrate
Emerald	Stamina	Ral	Frenzy
Emerald	Stamina	Ort	Whirlwind
Emerald	Stamina	Thul	Berserk
Emerald	Thawing	El	Sword Mastery
Emerald	Thawing	Eld	Axe Mastery
Emerald	Thawing	Tir	Mace Mastery
Emerald	Thawing	Nef	Pole Arm Mastery
Emerald	Thawing	Eth	Throwing Mastery
Emerald	Thawing	Ith	Spear Mastery
Emerald	Thawing	Tal	Increased Stamina
Emerald	Thawing	Ral	Iron Skin
Emerald	Thawing	Ort	Increased Speed
Emerald	Thawing	Thul	Natural Resistance
Emerald	Antidote	El	Howl
Emerald	Antidote	Eld	Find Potion
Emerald	Antidote	Tir	Taunt
Emerald	Antidote	Nef	Shout
Emerald	Antidote	Eth	Find Item
Emerald	Antidote	Ith	Battle Cry
Emerald	Antidote	Tal	Battle Orders
Emerald	Antidote	Ral	Grim Ward
Emerald	Antidote	Ort	War Cry
Emerald	Antidote	Thul	Battle Command



For Druid Skills, the required ingredients are:

<Perf Gem>	<Potion>	<Rune>	Skill/Spell
Ruby	Stamina	El	Raven
Ruby	Stamina	Eld	Plague Poppy
Ruby	Stamina	Tir	Oak Sage
Ruby	Stamina	Nef	Summon Spirit Wolf
Ruby	Stamina	Eth	Cycle of Life
Ruby	Stamina	Ith	Heart of Wolverine
Ruby	Stamina	Tal	Summon Fenris
Ruby	Stamina	Ral	Vines
Ruby	Stamina	Ort	Spirit of Barbs
Ruby	Stamina	Thul	Summon Grizzly
Ruby	Thawing	El	Werewolf
Ruby	Thawing	Eld	Shape Shifting
Ruby	Thawing	Tir	Werebear
Ruby	Thawing	Nef	Feral Rage
Ruby	Thawing	Eth	Maul
Ruby	Thawing	Ith	Rabies
Ruby	Thawing	Tal	Fire Claws
Ruby	Thawing	Ral	Hunger
Ruby	Thawing	Ort	Shock Wave
Ruby	Thawing	Thul	Fury
Ruby	Antidote	El	Firestorm
Ruby	Antidote	Eld	Molten Boulder
Ruby	Antidote	Tir	Arctic Blast
Ruby	Antidote	Nef	Eruption
Ruby	Antidote	Eth	Cyclone Armor
Ruby	Antidote	Ith	Twister
Ruby	Antidote	Tal	Volcano
Ruby	Antidote	Ral	Tornado
Ruby	Antidote	Ort	Armageddon
Ruby	Antidote	Thul	Hurricane

For Assassin Skills, the required ingredients are:

<Perf Gem>	<Potion>	<Rune>	Skill/Spell
Diamond	Stamina	El	Fire Blast
Diamond	Stamina	Eld	Shock Web
Diamond	Stamina	Tir	Blade Sentinel
Diamond	Stamina	Nef	Charged Bolt Sentry
Diamond	Stamina	Eth	Wake of Fire
Diamond	Stamina	Ith	Blade Fury
Diamond	Stamina	Tal	Lightning Sentry
Diamond	Stamina	Ral	Wake of Inferno
Diamond	Stamina	Ort	Death Sentry
Diamond	Stamina	Thul	Blade Shield
Diamond	Thawing	El	Claw Mastery
Diamond	Thawing	Eld	Psychic Hammer
Diamond	Thawing	Tir	Burst of Speed
Diamond	Thawing	Nef	Weapon Block
Diamond	Thawing	Eth	Cloak of Shadows
Diamond	Thawing	Ith	Fade
Diamond	Thawing	Tal	Shadow Warrior
Diamond	Thawing	Ral	Mind Blast
Diamond	Thawing	Ort	Venom
Diamond	Thawing	Thul	Shadow Master
Diamond	Antidote	El	Tiger Strike
Diamond	Antidote	Eld	Dragon Talon
Diamond	Antidote	Tir	Fists of Fire
Diamond	Antidote	Nef	Dragon Claw
Diamond	Antidote	Eth	Cobra Strike
Diamond	Antidote	Ith	Claws of Thunder
Diamond	Antidote	Tal	Dragon Tail
Diamond	Antidote	Ral	Blades of Ice
Diamond	Antidote	Ort	Dragon Flight
Diamond	Antidote	Thul	Phoenix Strike



Charm of Making (something amazing): 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 <Perfect Skull> + <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.



Icon	Mode	Switch Gem	Attributes	Icon	Mode	Switch Gem	Attributes
	Buzzer	Topaz x 2	+Lightning damage +Light radius +Resist Lightning		Psycho	Diamond, Emerald, Ruby, Sapphire, Topaz	+Fire damage +Cold damage +Lightning damage +Poison damage +Weapon swing speed
	Crusader	Diamond x 3	+Attack vs Demons +Attack vs Undead +Damage vs Undead +Ignore AC +No Monster Heal +Normal Damage		Shield	Diamond	+Armor Class +Life +Reduce Damage
	Defender	Diamond x 2	+Armor Class +Reduce Damage +Resist All +Hit Recovery +Half Freeze		Skull	Skull	+Summon Skeleton +Summon Mage +Summon Golem
	Destroyer	Amethyst x 3	+Deadly Strike +Crushing Blow +Open Wounds +Normal Damage		Slayer	Amethyst, Ruby	+Ignore AC +Crushing Blow +Magic Damage
	Finder	Diamond, Topaz	+Extra gold +Magic find +All Skills		Slogger	Sapphire	+Slow target +Freeze target +Target Flee +Blind target
	Flamer	Ruby x 2	+Fire damage +Open Wounds +Resist Fire		Speed	Topaz x 3	+Run/Walk speed +Weapon swing speed +Spell cast speed +Block speed
	Healer	Emerald	+Resist All +Reduced poison duration +Regen Life +Regen Mana		Sponge	Ruby, Sapphire, Topaz	+Absorb Fire +Absorb Cold +Absorb Lightning +Dmg to Mana
	Icer	Sapphire x 2	+Cold damage +Freeze target +Resist Cold		Summoner	Skull, Diamond	+Summon Wolf +Summon Spirit +Summon Vine +Summon Raven
	Master	Amethyst, Diamond	+All Skills +Strength +Dexterity +Vitality +Energy		Venom	Emerald x 2	+Poison damage +Thorns +Resist Poison

ZY-EL SCROLLS (something hard to find): 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 re-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 heros!

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

<Zy-El Scroll> + <uni Jewel> + <Elixir> + <any Weap,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 Weap,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> + <perf 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 (something extra special): 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)

REATTRIBUTE/RE-ROLL RECIPES (re-rolls attributes of magic, rare, crafted items and cube scrolls too):

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>



ATTRIBUTE REDUCTION RECIPES (reduces specific attribute values):

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>

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)	

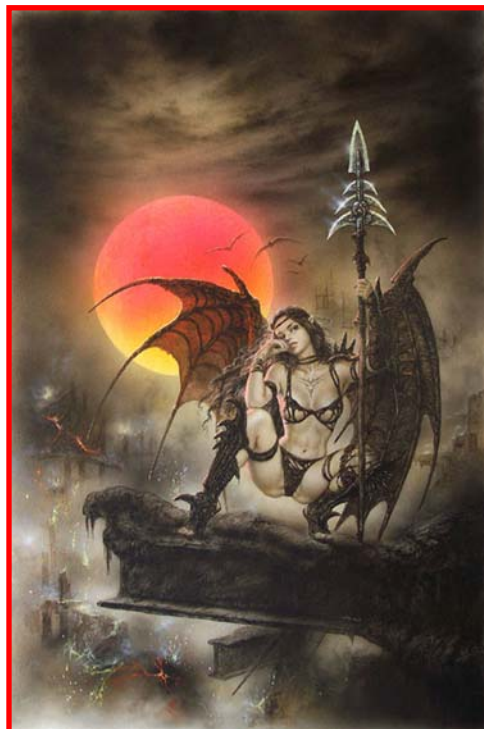
<any Item> + <Gem> + <Thawing potion> -> same <Item> - <Min Damage Bonus>

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.

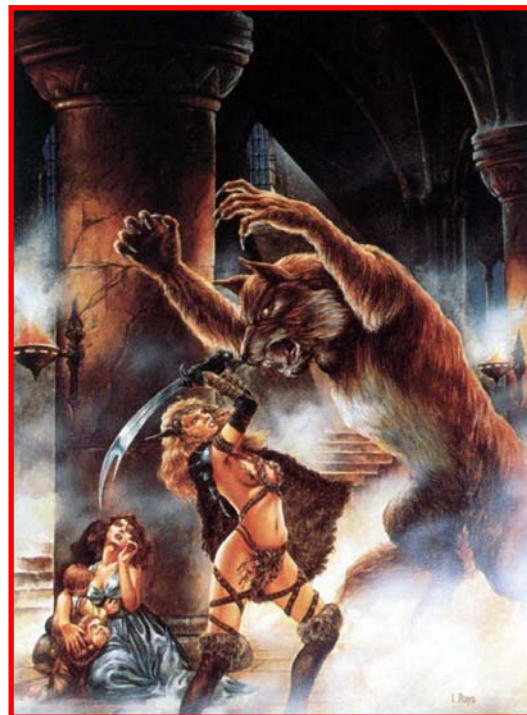
STAT REDUCTION RECIPES (reduces character stat bonuses):

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)	

A <Healing Potion> can be easily generated by transmuting a single **Meat Food** item. 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**. A <Greater Healing Potion> can be generated by transmuting two **Meat Food** items. 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 =

Ruby (Fire Absorb/level)
Topaz (Lightning Absorb/level)
Sapphire (Cold Absorb/level)
Skull (Fire, Ltng, Cold Absorb/level)

<Gem> quality =

Chipped (-1)
Flawed (-5)
Standard (-20)
Flawless (-100)

A variation of these recipes using a <Super Healing Potion> rather than a <Healing Potion> will remove **elemental absorption percent bonuses**. A <Super Healing Potion> can be generated by transmuting three Meat Food items. 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 =

Ruby (Fire Absorb Percent)
Topaz (Lightning Absorb Percent)
Amethyst (Magic Absorb Percent)
Sapphire (Cold Absorb Percent)
Skull (Fire, Ltng, Cold Absorb Percent)

<Gem> quality =

Chipped (-1)
Flawed (-5)
Standard (-20)
Flawless (-100)



LEVEL-BASED REDUCTION RECIPES (reduces attribute bonuses based on character level): 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 =

Ruby (Life/level)
Topaz (Mana/level)
Emerald (Attack/level)
Sapphire (Defense/level)
Diamond (Damage/level)
Amethyst (Stamina/level)
Skull (Attack%/level)

<Rune> type =

El (Str/level)
Eld (Dex/level)
Tir (Vit/level)
Nef (Enr/level)
Eth (Gold%/level)
Ith (Magic%/level)
Tal (Defense%/level)

<Gem> quality =

Chipped (-1/level)
Flawed (-3/level)
Standard (-10/level)
Flawless (-50/level)

<Rune> quantity =

One (-1/level)
Two (-3/level)
Three (-10/level)
Four (-50/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.

MAGIC COLLECTORS (something to do with magic junk): 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 Magic 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**. Uncharged Collectors can be purchased from the gambling merchant in each town.



The higher quality item that is input, the more Magic Points are collected. Refer to the **Charge** column of **Appendix C: Collector Costs** to determine how many Magic Points are collected for each item and item type. Each **Collector** can hold a maximum of 500 Magic Points. There are higher denominations of **Mega-Collectors** that store fixed amounts of Magic Points with capacities of 1K, 5K, 10K and 50K. More powerful magic items will yield more Magic Points.



For example, let's say we start with a **Collector** that has 0 Magic Points. Place this **Collector** in the **Horadric Cube** with an **EI** rune and press the Transmute button. The **EI** rune disappears and all that is left is the **Collector** with 1 Magic Point stored. Do the same thing with a magic short sword and the **Collector** will gain an additional 3 Magic Points for a total of 4. The **Collector** will continue to accumulate Magic Points until the maximum capacity of 500 is reached. Any further attempt to add more Magic Points will result in the item disappearing but no further increase in capacity; the extra magic is dissipated and wasted.

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

Quickload recipes: for some of the more common low-point items, Kato has written recipes that will allow loading of multiple low-point items to charge **Magic Collectors**.

<Low Rune> x 5 + <Magic Collector> ----> <Magic Collector> + Magic Points x 5
 <chipped Gem> x 5 + <Magic Collector> ----> <Magic Collector> + Magic Points x 5
 <flawed Gem> x 5 + <Magic Collector> ----> <Magic Collector> + Magic Points x 5
 <Magic Ring> x 5 + <Magic Collector> ----> <Magic Collector> + Magic Points x 5
 <Magic Amulet> x 5 + <Magic Collector> ----> <Magic Collector> + Magic Points x 5
 <Magic Jewel> x 5 + <Magic Collector> ----> <Magic Collector> + Magic Points x 5
 <Common Cube Scroll> x 5 + <Magic Collector> ----> <Magic Collector> + Magic Points x 5
 <Minor Celebrity Poster Fragment> x 5 + <Magic Collector> ----> <Magic Collector> + Magic Points x 5

where <Low Rune> includes: EI, Eld, Nef, Tir, Eth, Ith, Tal, Ral

Mega-Collectors: these **Collectors** have fixed Magic Point capacities of 1000 (referred to as 1K), 5000 (5K), 10000 (10K) and 50000 (50K). They cannot receive additional Magic Points. They are created by combining lower denomination **Collectors** in the Horadric Cube as outlined below:



<Magic Collector [500 Pts]> x 2 ----> <Mega-Collector [1K]>
 <Magic Collector [500 Pts]> x 10 ----> <Mega-Collector [5K]>
 <Mega-Collector [1K]> x 5 ----> <Mega-Collector [5K]>
 <Mega-Collector [5K]> x 2 ----> <Mega-Collector [10K]>
 <Mega-Collector [5K]> x 10 ----> <Mega-Collector [50K]>
 <Mega-Collector [10K]> x 5 ----> <Mega-Collector [50K]>



Futhermore, **Collectors** with less than 500 Magic Points stored can be combined to add their culmitive Magic Points into a single **Collector**. For example, a **Collector** with 43 Magic Points combined with another that has 22 Points will result in a single **Collector** with 60 Points - the resulting number of points is rounded off to the nearest ten-fold with any leftover units being lost. Therefore, it is most efficient to combine **Collectors** with Magic Points in denominations of 10.

Similarly, higher denominations of Mega-Collectors can be transformed if an input item's Magic Points are sufficient to upgrade the Collector to the next highest denomination. If you overload a 500 Magic Point Collector with an item that results in the total Magic Points equals 1000 MPs, you'll get a 1K Collector. You cannot add points to the Mega-Collectors, but you can transform them into higher denominations with the correct input items.

For instance, if you have a Collector with 400 MPs and put in a Lo rune (600 MPs), you'll get a 1K Collector. Similarly, if you have a 1K Collector and transmute it with a Piggy Bank 10M (4000 MPs), you'll get a 5K Collector. See how it works? However, if you have an empty Collector (0 MPs) and put in a Perfect Skull (1350 MPs), you'll only get a 1K Collector. In essence, you've wasted 350 MPs. So, don't load up with a Perfect Skull unless you really need that 1K Collector.

By popular demand, these combinations have been added:

<Any Collector [1-500 pts]> + 3 x <Zy-Rune> ----- <Mega-Collector [5K]>

<Mega-Collector [1K]> + 5 x <Zy-Rune> ----- <Mega-Collector [10K]>

Redeeming Collectors for Items: once sufficient Magic Points have been accumulated, one or more Collectors can be redeemed for items by Transforming them in the Horadric Cube with the correct Base Item and a Food item. The sum of all the Magic Points in the Collectors must exactly equal what is required as stated in the Redeem column of Appendix C, not a Point more or less. Also, the highest possible denominations of Collectors must be used.

<Magic Collector> + <Base Item> + <Food> ----- <Item>

where <Magic Collector> may refer to one or more Collectors required to match exactly the Redeem value for the resultant item as indicated in Appendix C.

<Base Item> refers to the item as listed in the Base Item column of Appendix C.

For example, a Hel Rune (r15) requires 3,072 Magic Points. To generate this rune, 3,072 Magic Points must be the exact sum of Magic Points for all of the Collectors placed in the Horadric Cube. Furthermore, the highest denomination of Collectors must be used rather than a combination of smaller Collectors. In this case, 3 x <Mega-Collector [1K]> and a <Collector [72 Pts]> must be used. No other combination of Collectors will be accepted. Trying 6 x <Collector [500 Pts]> + <Collector [72 Pts]> will not work. To redeem a Collector for a rune, a Base Item must also be included - in this case, any rune will do. The last item required is a <Food> item. After the Transform button is pressed, all of the input items will disappear and only a Hel rune will be left behind.

Decrementing Collectors (removing Magic Points): since the redemption of Collectors requires an exact amount of Magic Points, it is possible that players involuntarily accumulate too many Magic Points. There is a way to decrement the Magic Points in a Collector through the following recipes:

<Collector> + <Key> ----- <Collector> - 1 Magic Point

<Collector> + <Key> x 2 ----- <Collector> - 10 Magic Points

<Collector> + <Key> x 3 ----- <Collector> - 50 Magic Points

<Collector> + <Key> x 4 ----- <Collector> - 100 Magic Points

<Collector> + <Key> x 5 ----- <Collector> - 300 Magic Points

<Collector[1K]> + <Key> ----- <Collector[500 pts]>

<Collector[5K]> + <Key> ----- <Collector[1K]>

<Collector[10K]> + <Key> ----- <Collector[5K]>

<Collector[50K]> + <Key> ----- <Collector[10K]>





PIGGY BANKS (aka RuuTaRd's Vault - something to store more gold): Piggy Banks store gold and can be passed between players or kept for extra gold storage when players exceed their carrying limit. These items are also referred to as **RuuTaRd's Vaults**, named after the player

who initially thought of this concept. Despite the gold carrying limit being increased, some players have still managed to exceed it and have a desire to acquire more gold.

In other cases, players may want to transfer large amounts of gold to other players on-line, perhaps to give a boost to lower level characters. Rather than giving them magic items which they may not be capable of using because of stat or level requirements, large amounts of free gold can always be useful.

Piggy Banks may be purchased from the **Gambling** screen in each Act within the game - just keep accessing the **Gambling** screen until the desired **Piggy Bank** appears. These items come in various fixed values: **one-hundred-thousand** (100,000) gold, **one million** gold, **ten million** gold and **one-hundred-million** gold. These items can be redeemed for gold at any vendor, but bear in mind that there will be an associated "handling cost" - a small percentage of the Piggy Bank's value.



THUMBNAIL RECIPES (a way to maximize storage space): these recipes allow players to shrink items to 1x1 thumbnail size so that they occupy less space in storage. Thumbnails appear in-game with various different graphics - some shared by dissimilar items. The various graphics chosen for thumbnails were so that players could readily identify certain thumbnails for their items. Each thumbnail will have text that specifically identifies the thumbnailed item by name.

Bear in mind, while items are reduced to thumbnail size, their attributes are inactive and they cannot be worn or activated in the inventory. Thumbnailing an item with crafted or modified attributes will cause the item to **revert to its base attributes** prior to any crafting that players have put on the item. **Be warned: this means that items with sockets will have those sockets emptied and the socketted items are lost.**

Only certain items can be thumbnailed as detailed in the Cube recipes below:

<Set Item> + 3 x <Perfect Gem> + 3 x <Elixir> ----> <Set Item Thumbnail>
 <Unique Item> + 3 x <Perfect Gem> + 3 x <Elixir> ----> <Unique Item Thumbnail>
 <Piggy Bank> + <Key> ----> <Piggy Bank Thumbnail>
 <Mega-Collector> + <Key> + <Any Food Item> ----> <Mega-Collector Thumbnail>
 <Treasure Card> + <Any Chipped Gem> ----> <Treasure Card Thumbnail>
 <Minor Celebrity Poster> + <Key> ----> <Minor Celebrity Thumbnail>
 <Major Celebrity Poster> + <Key> ----> <Major Celebrity Thumbnail>
 <Zy-El Scroll> + <Key> ----> <Zy-El Scroll Thumbnail>

Restoring Thumbnails: to restore Thumbnailed items to full size, use these recipes:

<Item Thumbnail> + <Stamina Potion> ----> <Item>
 <Treasure Card Thumbnail> + <Any Chipped Gem> ----> <Treasure Card>

Thumb-nailing items and then restoring them has the same effect as re-rolling the variable attributes of that particular item. The re-rolling of attributes may be perceived as a good thing as it may give you better attribute values than you started with. For instance, a Unique item that has 5% Lifesteal and is thumbnailed may have that attribute reset to 8% Lifesteal when it is restored, which is better . . . or it may have 3% Lifesteal, which is worse. Players can successively thumbnail and restore items until variable attributes are at their maximums, given enough time, money and patience.

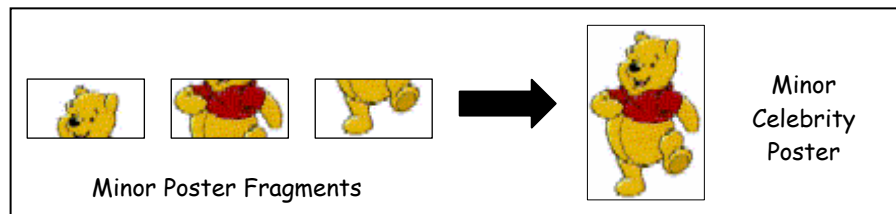


For high level characters, there may be a desire to remove socketed runes, gems or jewels from Set or Unique items. Thumbnailing is the only method (short of re-rolling the attributes of the item) in order to remove socketted items and thus restore the empty sockets to receive different socketables.

CELEBRITY ITEMS (optional quests): These are quests for items bearing the likenesses of known personalities and memorabilia. These quests are optional and players may choose not to participate by simply not picking up the quest items. There are several types of **Celebrity Items** that players may undertake and the methods of completing the Items differ slightly but all have the same principle. Collect the broken **Fragments** and assemble them in the Horadric Cube to form the quest item. The **Fragments** may be found on any map, dropped by any monster on any game difficulty. However, some specific **Fragments** will tend to drop more often from certain monsters in certain areas. Just doing the same maps over and over again does not guarantee that you will find all the **Fragments** to complete a quest - you will have to roam the maps. Maybe even go to those places that most players tend to ignore.

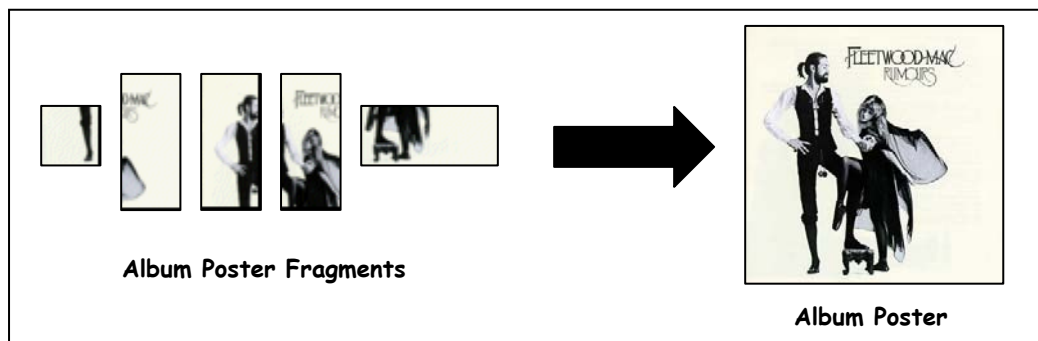
Celebrity Items are a class unto themselves and as such do not obey the crafting rules commonly used in other parts of this mod. **Celebrity Items** resemble charms in that they have to be placed in your backpack in order to activate their powerful attributes. **Celebrity Items** do not have sockets nor can sockets be crafted to them or added in any way. **Demon Keys** have no effect on them either. Any attempt to do unrecognized crafting with a **Celebrity** item or any **Celebrity Fragments** will have unpleasant results. **The only recipes that will work on Celebrity Items are the ones documented in this section which are specific to Celebrity Items.**

Minor Celebrity Posters are the easiest of the **Celebrity Items** to assemble but are also less powerful. The **Minor Celeb** items each consist of three **Fragments** (found in **Normal** difficulty only). However, finding the specific three **Fragments** will be challenging. There are many different **Minor Celeb** items. Once the three Fragments have been located, the **Minor Celeb Poster** can be assembled by transmuting them in the Horadric Cube.



Did I say these were Minor Celebrity quests or Celebrity quests for minors? You figure it out. Oh, bother!

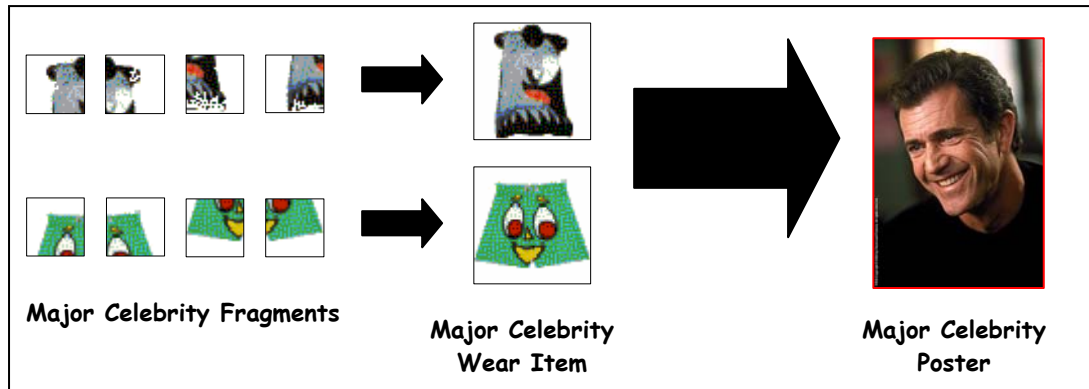
Album Posters are similar to **Minor Posters** in that a fixed number of fragments are required to assemble the Item. Where the **Minor Poster** requires 3 fragments, the **Album Poster** requires 5. As a consequence, the **Album Posters** are more powerful than the **Minor Posters** but not as power as the **Mojo Posters**. **Album Poster** fragments will not commonly drop from monsters. All transformation recipes that apply to **Minor Poster** fragments will also work with **Album Poster** fragments. Similarly, any recipes that apply to **Minor Posters** will also apply to **Album Posters**.



Major Celebrity Posters are far more powerful than the **Minor/Album Posters** and are more difficult to locate and assemble. The Major **Fragments** are found only on **Nightmare** and **Hell** difficulties. For the **Major Celebrity** items, the **Fragments** do not assemble to form the items themselves - rather the **Fragments** are combined to create **Top** and **Bottom Wear** items. There are male and female **Major Celebrities**. The males have male **Wear** items - T-shirts and boxers while the females have . . . well, you can ascertain what for yourself. One player did make the comment, "*this mod has everything but Carmen Electra's underwear*" - well, that's not the case anymore.

These **Wear Fragments** also come in various colors. Only the same **Wear Fragments** of the same color will transmute into a completed **Wear Item**. Combining a male **Top Wear** item with a male **Bottom Wear** item will transmute to a **Major Celebrity Poster**.

Are you confused yet??? Well, how about a visual example:



CELEBRITY TRANSFORMATION RECIPES (additional support recipes): These recipes will allow players some flexibility in manipulating/re-rolling Celebrity items. **The only recipes that will work on Celebrity Items are the ones documented in this section which are specific to Celebrity Quest items.**

Found too many **Celebrity Posters** and don't have room to store them all? Well, one option is to shrink them down to 1x1 **Thumbnails**. While the Celebrity Items are in **Thumbnail** form, **no attributes or bonuses are active**. This feature is for the purpose of allowing players to collect and store various Celebrity items in less space. **Please note that reducing Posters to Thumbnails will reset the Poster attributes to the default Poster attributes - any modifications to the Poster's stats will be lost. Minor Poster statistics will be re-rolled.**

<Minor Celebrity Poster> + <Key> ----> <Minor Celebrity Thumbnail>
 <Album Poster> + <Key> ----> <Album Poster Thumbnail>
 <Major Celebrity Poster> + <Key> ----> <Major Celebrity Thumbnail>
 <Minor Celebrity Thumbnail> + <Stamina Potion> ----> <Minor Celebrity Poster>
 <Album Poster Thumbnail> + <Stamina Potion> ----> <Album Poster>
 <Major Celebrity Thumbnail> + <Stamina Potion> ----> <Major Celebrity Poster>



Can't get enough of your favourite Major Celebrity from the **Poster**-sized picture? Well, here's an option to expand the 4x6 **Poster** to a 6x9 **Wallpaper**. Take a screen capture and prove it to your friends. While the Celebrity Items are in **Wallpaper** form, **no attributes or bonuses are active**. **Please note that expanding Posters to Wallpapers will reset the Poster attributes to the default Poster attributes - any modifications to the Poster's stats will be lost.**

<Major Celebrity Poster> + <Stamina Potion> ----> <Major Celebrity Wallpaper>
 <Major Celebrity Wallpaper> + <Key> ----> <Major Celebrity Poster>

Keep finding the same **Fragments** over and over again? Too many mis-matched pieces? Or, wanna change your **Poster** options? Well, here are some recipes that offer an alternative to searching under every rock:

<Minor Celebrity Fragment> x 3 ---> random <Minor Celebrity Fragment> or <Album Fragment>

<Major Celebrity Fragment Male> x 3 ---> random <Major Celebrity Fragment Male>

<Major Celebrity Fragment Female> x 3 ---> random <Major Celebrity Fragment Female>



<Minor Celebrity Thumbnail> x 3 ---> random <Minor Celebrity Thumbnail>

<Major Celebrity Thumbnail Male> x 3 ---> random <Major Celebrity Thumbnail Male>

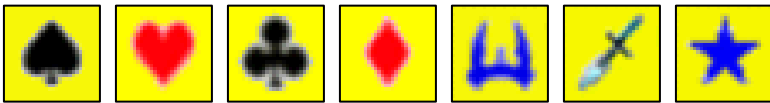
<Major Celebrity Thumbnail Female> x 3 ---> random <Major Celebrity Thumbnail Female>

Players should note that **Posters** cannot be directly re-rolled. Rather, the **Posters** have to be reduced to **Thumbnails** which can then be re-rolled to generate new **Posters** when expanded.

The only recipes guaranteed to work on **Celebrity Items** are the ones documented in this section which are specific to **Celebrity Quest** items.

Collect them all - if you can!!! How many **Celebrity Posters** are there? Approximately 480+ **Minor** and **Major Celebrity Posters** in total. And there have been requests for more. *We'll see.*

TREASURE CARDS (Do you feel lucky, punk?): A new treasure item, a new collectable item and a new crafting method all in one new item type - the **Zy-El Treasure Deck** consists of seven suits of 15 cards as opposed to 4 suits and 13 cards in a regular deck of playing cards. The seven suits include: **Spades, Clubs, Hearts, Diamonds, Talons, Swords and Stars**. The cards are numbered as 2 to 10, **Jack, Queen, King, Ace, El** and **Zy**. There are also 10 **Jokers** that figure into the building of hands.



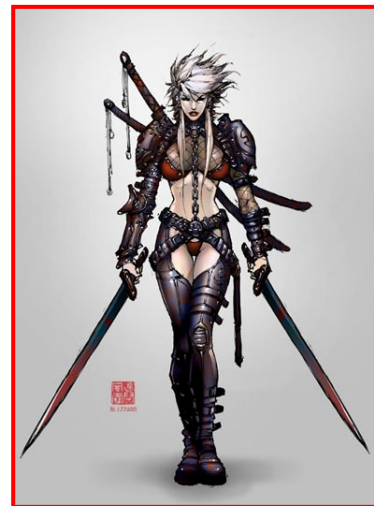
Treasure Cards can drop from any monster and any treasure store throughout the game. The higher numbered cards and higher suits are more commonly found in the more difficult and isolated map areas. Playing at a higher difficulty (ie **Nightmare** or **Hell**) as well as a higher **Players X** setting will increase the chances of higher valued **Treasure Cards** dropping. These items will appear as **Thumbnails** when dropped but can be made full-size.

To convert the **Thumbnail** to a full-sized **Treasure Card**, use the following cube recipe:

<TC Thumbnail> + <chipped gem> --> <Treasure Card>

To convert the **Treasure Card** back to a **Thumbnail**, use this cube recipe:

<Treasure Card> + <chipped gem> --> <TC Thumbnail>



Transformation Recipes (upgrade, downgrade and re-roll Cards):

Among the **Zy-El Treasure Cards**, there are **Numbered Cards** (numbered from 2 to 10), **Face Cards** (Jack, Queen, King, Ace, El and Zy) and **Jokers** (numbered from 0 to 9). All of these transformation recipes will work with **TC thumbnails**.

The quickest way to create a **Joker** card is to downgrade a **Numbered** or **Face Card**, like so:

<Numbered Card> + <Key> ---> random <Joker> OR <Face Card> + <Key> ---> random <Joker>

To downgrade a **Treasure Card** to a lower valued **Treasure Card**, use these recipes:

<Numbered Card> + <Flawed Gem> ---> random suit <Numbered Card - 1>

<Face Card> + <Flawed Gem> ---> random suit <Face Card - 1>

<Numbered Card> + <Standard Gem> ----> same suit <Numbered Card - 1>

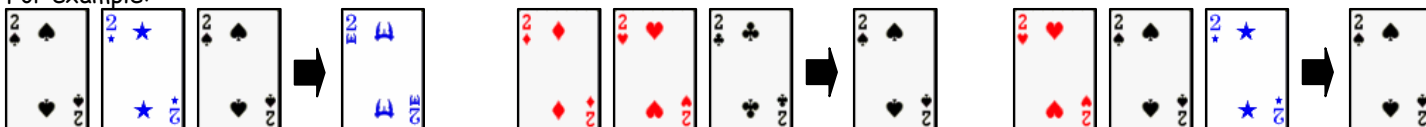
<Face Card> + <Standard Gem> ----> same suit <Face Card - 1>

To generate a Treasure Card of a random suit using cards of the same **Number** or **Face**, use this recipe:

<Numbered Card same Number, any suit> x 3 ----> random suit <Numbered Card same Number>

<Face Card same Face, any suit> x 3 ----> random suit <Face Card same Face>

For example:



To generate **Treasure Cards** of higher values, use these recipes:

<Joker> x 5 ----> random suit <Number 2 Card>

<Numbered Card same Number> x 5 ----> random suit <Numbered Card Number + 1>

<Face Card same Face> x 5 ----> random suit <Face Card Face + 1>

<Numbered Card same Number, same Suit> x 5 ----> same suit <Numbered Card Number + 1>

<Face Card same Face, same Suit> x 5 ----> same suit <Face Card Face + 1>

All of these transformation recipes will work with Treasure Card thumbnails.

TREASURE CARD CASHOUT RECIPES (What is it worth?):

Certain combinations of **Treasure Cards** submitted in the Horadric Cube will yield an item chosen from among available item types. The Cashout recipes will resemble poker hands, but are not. After all, there are seven suits and 15 different cards in each suit for a total of 105 cards and also includes 10 Joker cards. **So, disregard the value precedences of poker and read these rules!**

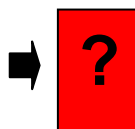
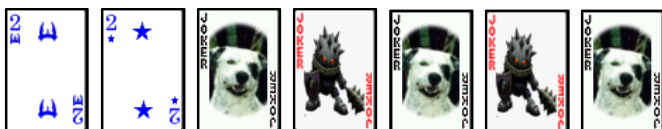
In order to cash-out, a complete **Zy-EI** hand must be submitted.

A complete hand consists of **7 cards, no more and no less**. There are several types of hands that can be completed and these are the only types that will be recognized by the Horadric Cube as described below. In the **Zy-EI** mod, it is possible for the same **Treasure Cards**

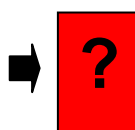
to drop more than once - **these items are NOT unique**. These items are not charms or wear-able items. They do not bestow any benefits in and of themselves. **Treasure Cards** can be sold to merchants for gold or fed to **Collectors** for magic points.

Default Of-A-Kind (a Zy-EI hand with same valued cards, not necessarily the same suit):

Treasure Cards with the same value can be combined in any number up to 7 cards to form a hand. For instance, a hand containing a 2 of Hearts and another 2 of Hearts is called a 2-of-a-kind with 2's. Similarly, a hand consisting of 3 x 8 of Clubs would be called a 3-of-a-kind with 8's. Or, a hand with 4 x 7 of Talons would be called a 4-of-a-kind with 7's. As stated above, a complete **Zy-EI** hand requires 7 cards. For combinations of Of-A-Kind hands, the remaining slots are filled with **Jokers** to make up a complete hand of 7 cards. So, a 2-of-Kind hand would consist of two cards of the same value along with 5 Jokers. The Jokers have no other value other than being filler cards to complete a **Zy-EI** hand.

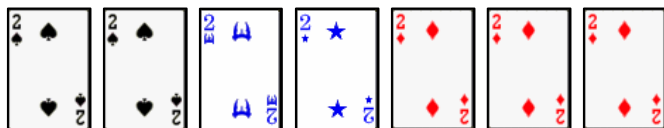


Default 2-Of-A-Kind with 2's
(2 cards of same value, any suit)



Default 4-Of-A-Kind with 2's
(4 cards of same value, any suit)

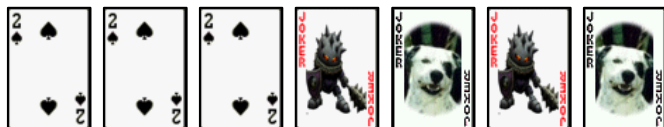




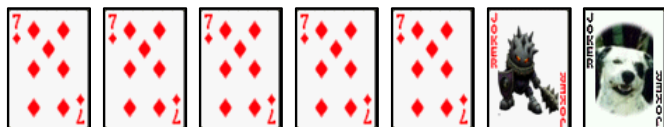
Default 7-Of-A-Kind with 2's
(7 cards of same value, any suit)

Identical Of-A-Kind (a Zy-El hand with multiples of the exact same card - same number and same suit):

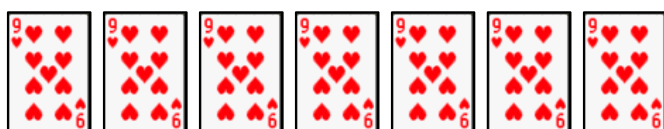
Since it is possible to have multiples of the same **Treasure Card**, most Of-A-Kind hands will contain the same valued cards more often than not. Of-A-Kind hands with exactly the same number and same suit are referred to as **Identical Of-A-Kind** hands.



Identical 3-Of-A-Kind hand with 2 of Spades
(3 cards of the same value, same suit)



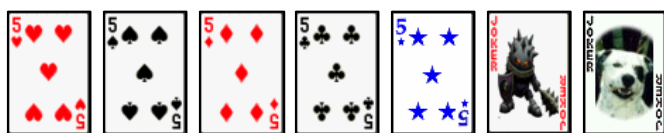
Identical 5-Of-A-Kind hand with 7 of Diamonds
(5 cards of the same value, same suit)



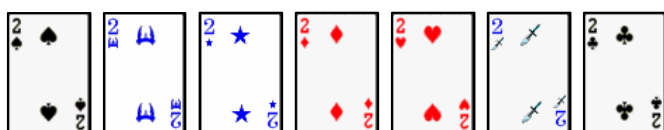
Identical 7-Of-A-Kind hand with 9 of Hearts
(7 cards of the same value, same suit)

Unique Of-A-Kind (a Zy-El hand with same valued cards but different suits):

An Of-A-Kind hand consisting of all different suits would be referred to as **Unique**. All the non-Joker cards in the hand must be of different suits and of the same value in order to be considered a **Unique-Of-A-Kind** hand. If any cards are of the same suit, it is considered to be a default Of-A-Kind hand, not **Unique**. The Horadric Cube will always check for a Unique-Of-A-Kind hands before searching for default Of-A-Kind hands.



Unique 5-Of-A-Kind hand with 5's
(5 cards of the same value, all different suits)

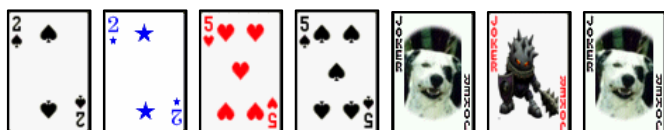


Unique 7-Of-A-Kind hand with 2's
(7 cards of the same value, all different suits)

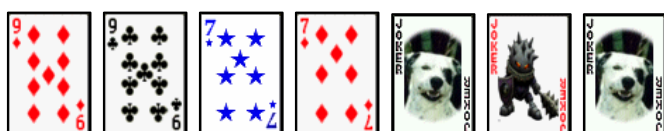
The cash-out values are not known at this time and are subject to change upon Kato's whim. Every combination will yield a different result. Hands consisting of higher numbers and face cards will give greater rewards as will cards of certain suits. Harder to build card combinations will tend to yield better cash-outs.

Default Two-Pairs (a Zy-El hand with two pairs of cards with the same values):

A **Two-Pair** hand will consist of one pair of cards with the same value (ie same number or same face card) as well as a second pair of cards with values different from the first pair but the same as each other. The remainder of the cards in the hand must be filled with **Jokers**. Here are some examples of **Two-Pair** hands:



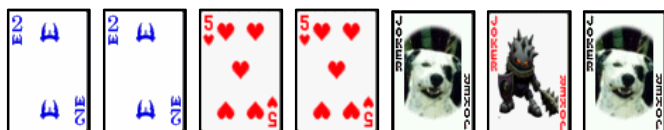
Default Two-Pair with 2's and 5's
(two pairs of same values, any suits)



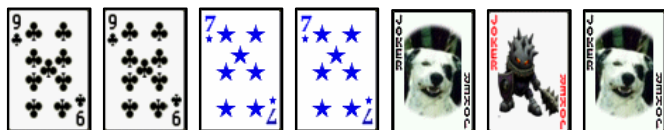
Default Two-Pair with 9's and 7's
(two pairs of same values, any suits)

Identical Two-Pairs (a Zy-EI hand with two pairs of exactly the same cards):

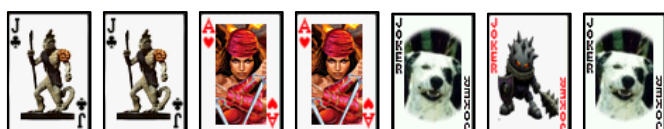
An Identical **Two-Pair** hand will consist of two pairs of identical cards. However, both pairs will be of different values or different suits from each other. Since **Zy-EI** hands may contain multiples of the same card, these kinds of hands are possible.



Identical Two-Pairs with 2 of Talons and 5 of Hearts (two pairs of exactly the same cards)



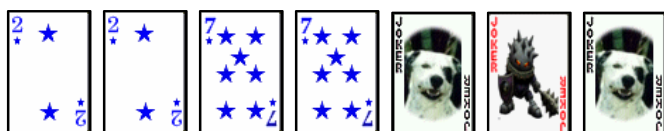
Identical Two-Pairs with 9 of Clubs and 7 of Stars (two pairs of exactly the same cards)



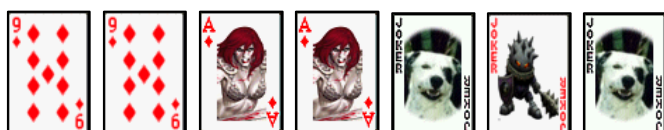
Identical Two-Pairs with Jack of Clubs and Ace of Hearts (two pairs of exactly the same cards)

Matching Two-Pairs (a Zy-EI hand with two pairs of exactly the same cards and all cards of same suit):

A **Matching Two-Pair** hand will consist of two pairs of cards with each pair consisting of exactly the same card and all non-Joker cards will be of the same suit. Since Zy-EI hands may contain multiples of the same card, these hands are possible.



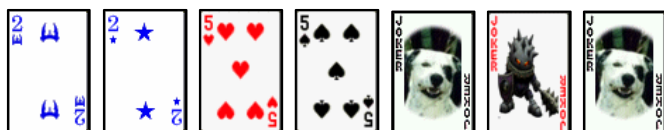
Matching Two-Pairs with 2's and 7's of Stars (two pairs of exactly the same cards, all cards of the same suit)



Matching Two-Pairs with 9's and Aces of Diamonds (two pairs of exactly the same cards, all cards of the same suit)

Unique Two-Pairs (a Zy-EI hand with two pairs of cards with the same values, but all different suits):

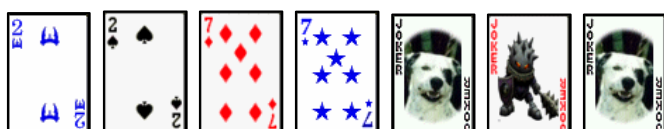
A **Unique Two-Pair** hand will consist of two pairs of cards with the same values; however all non-Joker cards will consist of different suits.



Unique Two-Pair with 2's and 5's (two pairs of same values, all cards of different suits)



Unique Two-Pair with 5's and 9's (two pairs of same values, all cards of different suits)

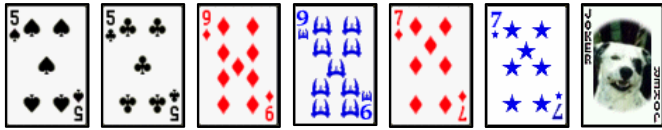


Unique Two-Pair with 2's and 7's (two pairs of same values, all cards of different suits)

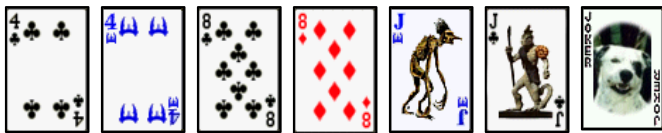
The cash-out values are not known at this time and are subject to change upon Kato's whim. Every combination will yield a different result. Hands consisting of higher numbers and face cards will give greater rewards as will cards of certain suits. Harder to build card combinations will tend to yield better cash-outs.

Default Three-Pairs (a Zy-El hand with three pairs of cards with the same values):

A **Three-Pair** hand will consist of three pairs of cards with the same value (ie same number or same face card). The values of each pair will differ from each other, however. The last remaining card in the hand in the 7-card Zy-El hand must consist of a **Joker**. In a default **Three-Pair** hand, suits do not matter. Here are some examples of **Three-Pair** hands:



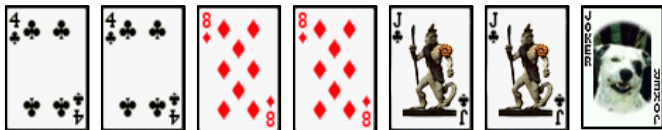
Default Three-Pair with 5's, 7's and 9's
(three pairs of same values)



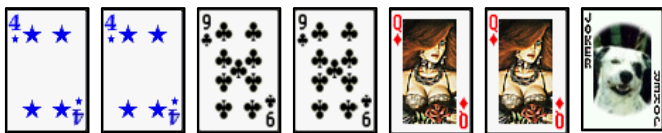
Default Three-Pair with 4's, 8's and Jacks
(three pairs of same values)

Identical Three-Pairs (a Zy-El hand with three pairs of exactly the same cards):

A **Three-Pair** hand will consist of three pairs of cards with each pair consisting of exactly the same card. Since Zy-El hands may contain multiples of the same card, these hands are possible.



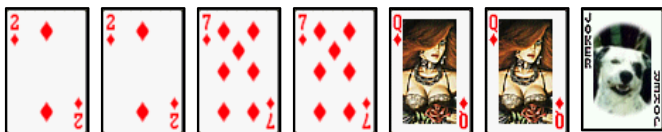
Identical Three Pair with 4's, 8's and Jacks
(3 pairs of exactly the same card)



Identical Three Pair with 4's, 9's and Queens
(3 pairs of exactly the same card)

Matching Three-Pairs (a Zy-El hand with three pairs of exactly the same cards and all cards of same suit):

A **Matching Two-Pair** hand will consist of three pairs of cards with each pair consisting of exactly the same card and all non-Joker cards will be of the same suit. Since Zy-El hands may contain multiples of the same card, these hands are possible.



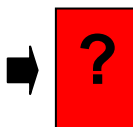
Matching Three Pair with 2, 7 and Queen of Diamonds



Matching Three Pair with 4, 6 and Jack of Talons

Unique Three-Pairs (a Zy-El hand with three pairs of cards with the same values, but all different suits):

A **Unique Three-Pair** hand will consist of three pairs of cards with the same values but all six non-Joker cards will be of different suits.



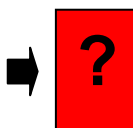
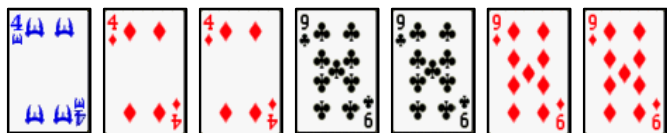
Unique Three Pair with 4's, 6's and 10's
(all non-Joker cards are of different suits)

The cash-out values are not known at this time and are subject to change upon Kato's whim. Every combination will yield a different result. Hands consisting of higher numbers and face cards will give greater rewards as will cards of certain suits. Harder to build card combinations will tend to yield better cash-outs.

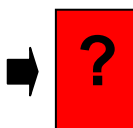
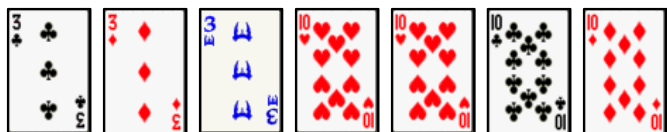


Default Full-House (a hand consisting of a 3-Of-A-Kind and a 4-Of-A-Kind, with different values):

A **Default Full-House** hand consists of a 3-Of-A-Kind and a 4-Of-A-Kind combined in a single Zy-El hand; both of these Of-A-Kinds will have different values. The suits do not matter. Here are some examples of **Default Full House** hands:



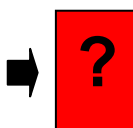
Default Full House with 4's over 9's
(suits do not matter)



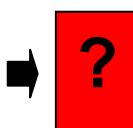
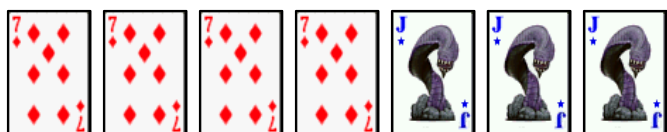
Default Full House with 3's over 10's
(suits do not matter)

Identical Full-House (a hand consisting of a 3-Of-A-Kind and a 4-Of-A-Kind, with exactly the same cards):

An **Identical Full-House** consists of a 3-Of-A-Kind and a 4-Of-A-Kind combined in a single Zy-El hand; both of these Of-A-Kinds will have exactly the same cards. Here are some examples of **Identical Full House** hands:

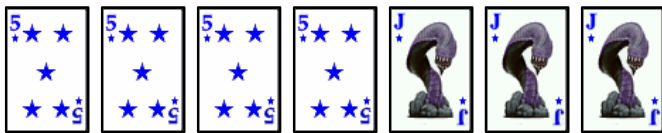


Identical Full House with 8 of Clubs over 4 of Talons

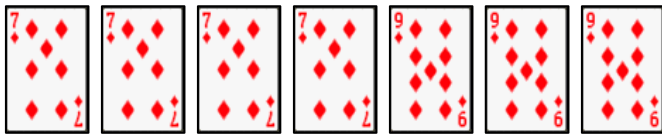


Identical Full House with Jack of Stars over 7 of Diamonds

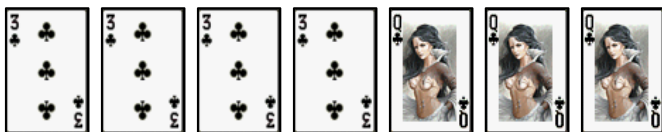
Matching Full-House (a hand consisting of a 3-Of-A-Kind and a 4-Of-A-Kind, with exactly the same cards, all cards of the same suit): A Matching Full-House consists of a 3-Of-A-Kind and a 4-Of-A-Kind combined in a single Zy-El hand; both of these Of-A-Kinds will have exactly the same cards. Here are some examples of **Matching Full House** hands:



Matching Full House with Jacks over 5 of Stars



Matching Full House with 9's over 7 of Diamonds



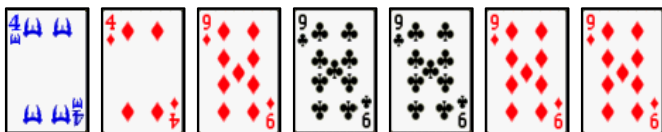
Matching Full House with Queens over 3 of Clubs

The cash-out values are not known at this time and are subject to change upon Kato's whim. Every combination will yield a different result. Hands consisting of higher numbers and face cards will give greater rewards as will cards of certain suits.

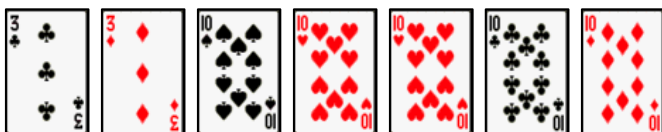


Default Stacked-House (a hand consisting of a 2-Of-A-Kind and a 5-Of-A-Kind, with different values):

A **Default Stacked-House** hand consists of a 2-Of-A-Kind and a 5-Of-A-Kind combined in a single Zy-El hand; both of these Of-A-Kinds will have different values. The suits do not matter. Here are some examples of **Default Stacked House** hands:



Default Stacked House with 4's over 9's
(suits do not matter)



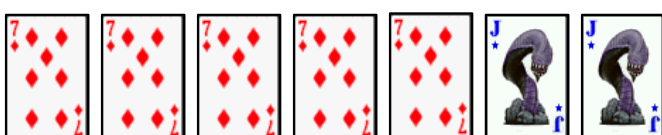
Default Stacked House with 3's over 10's
(suits do not matter)

Identical Stacked-House (a hand consisting of a 2-Of-A-Kind and a 5-Of-A-Kind, with exactly the same cards):

An **Identical Stacked-House** consists of a 2-Of-A-Kind and a 5-Of-A-Kind combined in a single Zy-El hand; both of these Of-A-Kinds will have exactly the same cards. Here are some examples of **Identical Stacked House** hands:

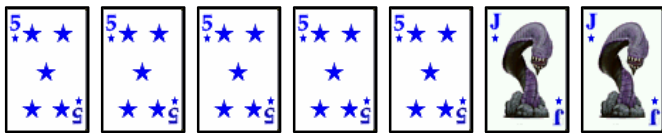


Identical Stacked House with 8 of Clubs over 4 of
Talons

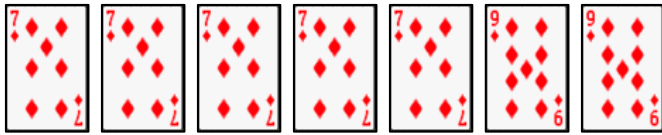


Identical Stacked House with Jack of Stars over 7
of Diamonds

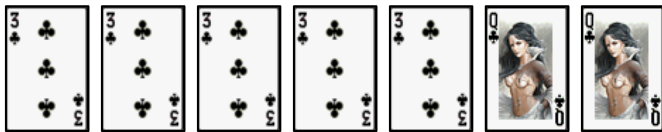
Matching Stacked-House (a hand consisting of a 2-Of-A-Kind and a 5-Of-A-Kind, with exactly the same cards, all cards of the same suit): A Matching Stacked-House consists of a 2-Of-A-Kind and a 5-Of-A-Kind combined in a single Zy-El hand; both of these Of-A-Kinds will have exactly the same cards. Here are some examples of **Matching Stacked House** hands:



Matching Stacked House with Jacks over 5 of Stars



Matching Stacked House with 9's over 7 of Diamonds

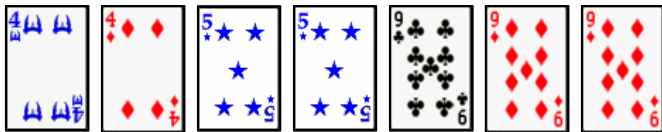


Matching Stacked House with Queens over 3 of Clubs

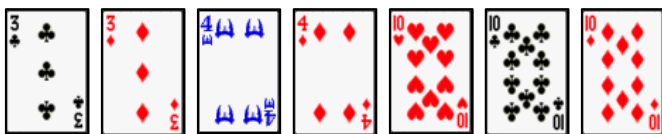


The cash-out values are not known at this time and are subject to change upon Kato's whim. Every combination will yield a different result. Hands consisting of higher numbers and face cards will give greater rewards as will cards of certain suits.

Default Crowded-House (a hand consisting of a 2-Of-A-Kind and another 2-Of-A-Kind and a 3-Of-A-Kind, with different values): A Default Crowded-House hand consists of a 2-Of-A-Kind and another 2-Of-A-Kind and a 3-Of-A-Kind combined in a single Zy-El hand; both of these Of-A-Kinds will have different values. The suits do not matter. Here are some examples of **Default Crowded House** hands:



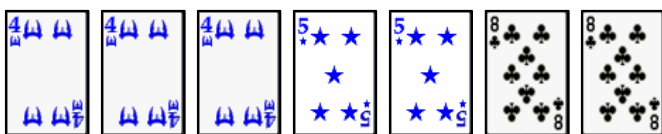
Default Crowded House with 4's and 5's over 9's (suits do not matter)



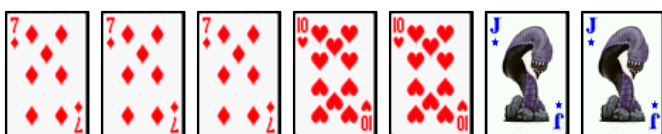
Default Crowded House with 3's and 4's over 10's (suits do not matter)

Identical Crowded-House (a hand consisting of a 2-Of-A-Kind and another 2-Of-A-Kind and a 3-Of-A-Kind, with exactly the same cards):

An **Identical Crowded-House** consists of a 2-Of-A-Kind and another 2-Of-A-Kind and a 3-Of-A-Kind combined in a single Zy-El hand; both of these Of-A-Kinds will have exactly the same cards. Here are some examples of **Identical Crowded House** hands:

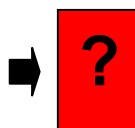
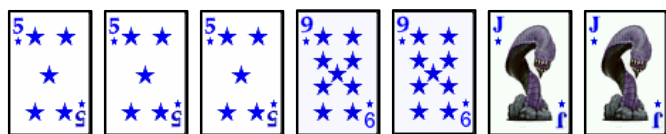


Identical Crowded House with 8 of Clubs and 5 of Stars over 4 of Talons

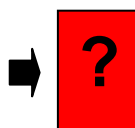
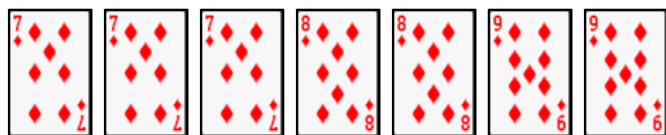


Identical Crowded House with 10 of Hearts and Jack of Stars over 7 of Diamonds

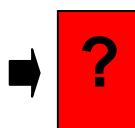
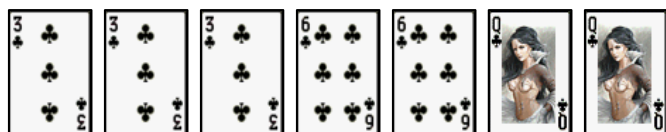
Matching Crowded-House (a hand consisting of a 2-Of-A-Kind and another 2-Of-A-Kind and a 3-Of-A-Kind, with exactly the same cards, all cards of the same suit): A Matching Crowded-House consists of a 2-Of-A-Kind and another 2-Of-A-Kind and a 3-Of-A-Kind combined in a single Zy-El hand; both of these Of-A-Kinds will have exactly the same cards. Here are some examples of Matching Crowded House hands:



Matching Crowded House with Jacks and 9's over 5 of Stars



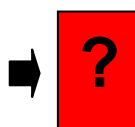
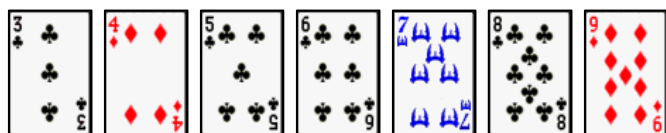
Matching Crowded House with 8's and 9's over 7 of Diamonds



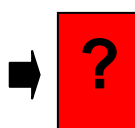
Matching Crowded House with 6's and Queens over 3 of Clubs

The cash-out values are not known at this time and are subject to change upon Kato's whim. Every combination will yield a different result. Hands consisting of higher numbers and face cards will give greater rewards as will cards of certain suits.

Default Straight (a hand consisting of a 7 cards in numerical sequence): A Default Straight hand consist of 7 cards in numerical sequence ranging from 2 to 10 to Jack, Queen, King, Ace, El and Zy. The suits do not matter. Here are some examples of Default Straight hands:



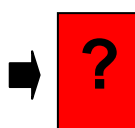
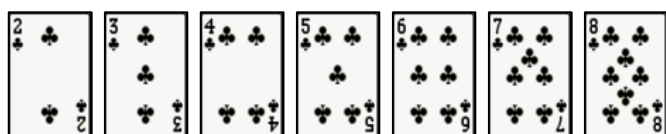
Default Straight 3 up



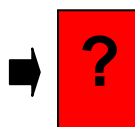
Default Straight 9 up



Straight Flush (a hand consisting of a 7 cards in numerical sequence and all of the same suit): A Straight Flush hand consist of 7 cards in numerical sequence ranging from 2 to 10 to Jack, Queen, King, Ace, El and Zy. The suits of all cards must be the same. Here are some examples of Straight Flush hands:

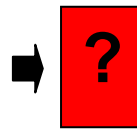
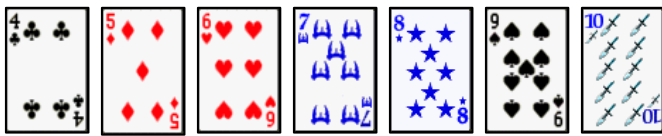


Straight Flush 2 of Clubs up

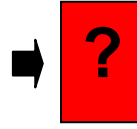


Straight Flush 8 of Hearts up

Unique Straight (a hand consisting of a 7 cards in numerical sequence and one of each suit): A Unique Straight hand consist of 7 cards in numerical sequence ranging from 2 to 10 to Jack, Queen, King, Ace, El and Zy. The suits of all cards must be different. Here are some examples of Unique Straight hands:



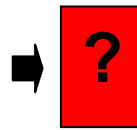
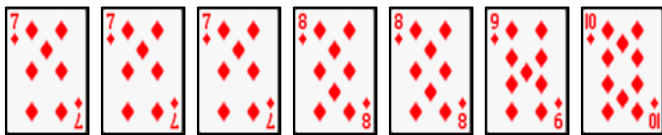
Unique Straight 4 up



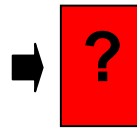
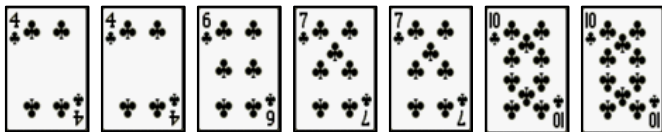
Unique Straight 2 up

The cash-out values are not known at this time and are subject to change upon Kato's whim. Every combination will yield a different result. Hands consisting of higher numbers and face cards will give greater rewards as will cards of certain suits.

Default Flush (a hand consisting of a 7 cards all of the same suit): A Default Flush hand consists of 7 cards all of the same suit. The card values do not matter. Here are some examples of Default Flush hands:

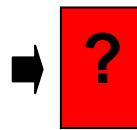
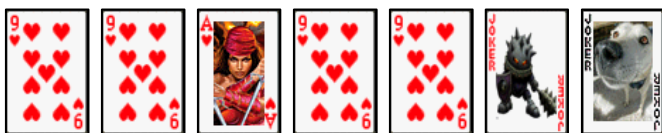


Default Flush in Diamonds

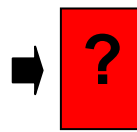


Default Flush in Clubs

Eagle Flush (a hand consisting of an Identical 4-Of-A-Kind and one other non-Joker card all of the same suit): A Eagle Flush hand consists of an Identical 4-Of-A-Kind as well as a single non-Joker card - all of these cards are of the same suit. The single non-Joker card is referred to as the Head card with the Identical 4-Of-A-Kind acting as the two "wing" pairs to form the Eagle Flush. The Head card must be of a higher value than the "wing" cards. The suits of all non-Joker cards must be of the same suit. There must be two Joker cards in order to complete the 7-card requirement for Zy-El hands. Here are some examples of Eagle Flush hands:



Eagle Flush with Ace over 9 of Hearts



Eagle Flush with Queen over 6 of Swords

Phoenix Flush (a hand consisting of an Identical 6-Of-A-Kind and one other non-Joker card all of the same suit): A Phoenix Flush hand consists of an Identical 6-Of-A-Kind as well as a single non-Joker card - all of these cards are of the same suit. The single non-Joker card is referred to as the Head card with the Identical 6-Of-A-Kind acting as the two "wing" triplets to form the Phoenix Flush. The Head card must be of a higher value than the "wing" cards. The suits of all non-Joker cards must be of the same suit. Here are some examples of Phoenix Flush hands:



Phoenix Flush with King over 7 of Spades



Phoenix Flush with Jack over 5 of Diamonds

The cash-out values are not known at this time and are subject to change upon Kato's whim. Every combination will yield a different result. Hands consisting of higher numbers and face cards will give greater rewards as will cards of certain suits.

TREASURE CARD WAGER RECIPES (What might it be worth?):

Wagering consists of entering a 5-card Treasure wagering hand, a base item and a wagering item. The better the hand, the higher the wager, the more likely something good will come of it - it's a wager and does not always pay off but has the potential for hitting the Jackpot!!

(Available in Zy-El Version 4.5)

SECRET TREASURE CARD RECIPES (For those in the know . . .):

Well, they wouldn't be secret if I revealed them here - would they??? Go fetch!!

(Available in Zy-El Version 4.5)

MOD INSTALLATION INSTRUCTIONS: This mod includes eight files: D2Launch.DLL, D2Net.DLL, D2Client.DLL, D2Common.DLL, D2Gfx.DLL, D2Game.DLL, PlugY.DLL and Patch_D2.MPQ. These files also exist in your Diablo2 game directory. Backup the original files then delete these files from the Diablo2 directory. Now, copy the mod's files into the Diablo2 game directory. To go back to the original game, restore the D2 files from your backup. In the DLL Zip file, there will be two versions of the DLL files - one for patch version 1.09b and one for patch 1.09d. Be sure to install the correct DLL's. What is the difference between the two sets? To play on closed realms, only patch 1.09d can be used.

For Mac users, I'm afraid you're limited to using only the .MPQ file; you can't use the .DLL's. Diablo2 LOD patch version 1.10 is supposed to allow more things to be packed into an .MPQ file and I'll try to incorporate all of the .DLL changes if and when the patch comes out.

***** THERE IS NO WAY THAT CHARACTERS FROM ORIGINAL LOD AND OTHER MODS WILL WORK IN THIS MOD. CHARACTERS FROM PREVIOUS VERSIONS OF ZY-EL MAY 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!**

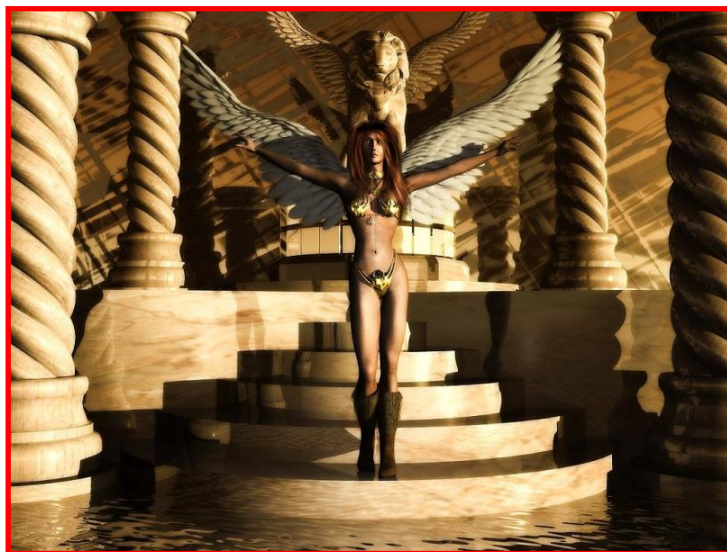
SPECIAL THANKS (Check out the Diablo2 CREDITS screen):

Thanks to PhrozenHeart, Alkalund, Myhrgrinoc, JBouley, Ricfaith, Apocalypse Demon, Sir_General, P51Mus, Joel, Infinitum, I_Burner, Brother Laz, Om, UJN, Deathfile, Hellbound, *Astalion*, Shadow Talon, Riparious, Har'lea'quinn, Hammerman, Foxbat, Incandescent One, Zhoulumcrist, Lord Drekas, BlackHeart, Fusman, Profound Darkness, aihara and Clannad for sharing their Modding wisdom and being really nice about it. These "mod Gods" are responsible for producing a lot of the materials found in this mod; I can only take credit for putting it all together and balancing it. Thanks to Yohann for his extraordinary PlugY!

Thanks to JrEye, Jindujun, gh0st(eth), Thunderstorm, Drachenritter and Raven for developing the Zy-El Wiki and hosting the Zy-El fan websites. Also, for providing a means of distributing the mod to anxious Zy-El players by providing additional download services.

Thanks to Horacer77, gh0st(eth), mistegirl, LordDemeter, SilenKiller, SoulCatcher, Mr.Pixel, Lonestar_LOC and Untamed for operating and hosting the various Zy-El Realms. Also, a special thanks to the LOC family for their devotion and unrelenting support. A lot of work on their part and they even volunteered for it. I never asked them to host this mod, but they did it for the love of cooperative gaming.

Thanks to Al-T, d2vern, Hans, madsurgery, Dezdrehel, Fookie, smartguy, Hurjempi, Inkspot, Jack Nipper, Ssergit, Rhaevyn, Booga and Rikari for their logistical and fan support, playtesting tips and observations. **PhrozenKeep rules!!!** And, of course, thanks to Boris Vallejo, Julie Bell and Luis Royo for their inspiring artwork! Of all the Mods I've seen, the weakest aspect is documentation. Programmers hate to document. There ought to be more to a Read-me file than just text.



Appendix A: Gem Socket Attributes:

Gem	Req'd Level	Weapon/Glove	Armor/Helm/Belt	Shield/Boot
Chipped Amethyst	4	att+[15]	strength[5]	ac+[20]
Flawed Amethyst	8	att+[30]	strength [10]	ac+[40]
Standard Amethyst	16	att+[45]	strength [15]	ac+[60]
Flawless Amethyst	32	att+[60]	strength [20]	ac+[80]
Perfect Amethyst	64	att+[75]	strength [25]	ac+[100]
Chipped Sapphire	4	cold-dmg[3-6], cold-len[30]*	mana[20]	resist-cold[10]
Flawed Sapphire	8	cold-dmg[6-12], cold-len[60]*	mana[40]	resist-cold[20]
Standard Sapphire	16	cold-dmg[9-18], cold-len[90]*	mana[60]	resist-cold[30]
Flawless Sapphire	32	cold-dmg[12-24], cold-len[120]*	mana[80]	resist-cold[40]
Perfect Sapphire	64	cold-dmg[15-30], cold-len[180]*	mana[100]	resist-cold[50]
Chipped Emerald	4	dmg-pois[40], pois-len[50]*	dexterity[5]	resist-pois[10]
Flawed Emerald	8	dmg-pois[80], pois-len[50]*	dexterity [10]	resist-pois[20]
Standard Emerald	16	dmg-pois[120], pois-len[50]*	dexterity [15]	resist-pois[30]
Flawless Emerald	32	dmg-pois[160], pois-len[50]*	dexterity [20]	resist-pois[40]
Perfect Emerald	64	dmg-pois[200], pois-len[50]*	dexterity [25]	resist-pois[50]
Chipped Ruby	4	fire-dmg[4-8]	hp[25]	resist-fire[10]
Flawed Ruby	8	fire-dmg[8-16]	hp[50]	resist-fire[20]
Standard Ruby	16	fire-dmg[12-24]	hp[75]	resist-fire[30]
Flawless Ruby	32	fire-dmg[16-32]	hp[100]	resist-fire[40]
Perfect Ruby	64	fire-dmg[20-40]	hp[125]	resist-fire[50]
Chipped Diamond	4	dmg%-undead[10], dmg%-demon[10]	dmg+[5]	resist-all[5]
Flawed Diamond	8	dmg%-undead[20], dmg%-demon[20]	dmg+[10]	resist-all[10]
Standard Diamond	16	dmg%-undead[30], dmg%-demon[30]	dmg+[15]	resist-all[15]
Flawless Diamond	32	dmg%-undead[40], dmg%-demon[40]	dmg+[20]	resist-all[20]
Perfect Diamond	64	dmg%-undead[50], dmg%-demon[50]	dmg+[25]	resist-all[25]
Chipped Topaz	4	ltng-dmg[1-12]	mag-find+[5]	resist-ltng[10]
Flawed Topaz	8	ltng-dmg[2-24]	mag-find+[10]	resist-ltng[20]
Standard Topaz	16	ltng-dmg[3-36]	mag-find+[15]	resist-ltng[30]
Flawless Topaz	32	ltng-dmg[4-48]	mag-find+[20]	resist-ltng[40]
Perfect Topaz	64	ltng-dmg[5-60]	mag-find+[25]	resist-ltng[50]
Chipped Skull	6	manasteal[1], lifesteal[1]	regen-hp[2], regen-mana[5]	thorns[8]
Flawed Skull	12	manasteal[2], lifesteal[2]	regen-hp[4], regen-mana[10]	thorns[16]
Standard Skull	24	manasteal[3], lifesteal[3]	regen-hp[6], regen-mana[15]	thorns[24]
Flawless Skull	48	manasteal[4], lifesteal[4]	regen-hp[8], regen-mana[20]	thorns[32]
Perfect Skull	96	manasteal[5], lifesteal[5]	regen-hp[10], regen-mana[25]	thorns[40]

*Cold-len and Pois-len are expressed in units of frames-per-second. The amount of real time depends on the speed of your computer. Typically, 25 frames-per-second equals 1 second of real time. So, Cold-len[75] roughly translates to $75 / 25 = 3$ seconds of real time.

Appendix B: Rune Socket Attributes:

Code	Rune	Req'd Level	Weapon/Glove	Armor/Helm/Belt	Shield/Boot
r01	El	2	light[1], att[50]	light[1], ac[15]	light[1], ac[15]
r02	Eld	4	att-undead[20], dmg-undead[15]	stamdrain[15]	block[7]
r03	Tir	6	mana-kill[2]	mana-kill[2]	mana-kill[2]
r04	Nef	8	knockback	ac-missiles[30]	ac-missiles[30]
r05	Eth	10	reduce-ac[-25]	regen-mana[15]	regen-mana[15]
r06	Ith	15	dmg-max[20]	dmg-to-mana[15]	dmg-to-mana[15]
r07	Tal	20	dmg-pois[200], pois-len[25]*	resist-pois[30]	resist-pois[30]
r08	Ral	25	dmg-fire[5-30]	resist-fire[30]	resist-fire[30]
r09	Ort	30	dmg-ltng[1-50]	resist-ltng[30]	resist-ltng[30]
r10	Thul	35	dmg-cold[3-14], cold-len[75]*	resist-cold[30]	resist-cold[30]
r11	Amn	40	lifesteal[5]	thorns[14]	thorns[14]
r12	Sol	45	dmg-min[15]	reduce-dmg[7]	reduce-dmg[7]
r13	Shael	50	increase-att-speed[20]	hit-recovery[20]	block[20]
r14	Dol	60	howl[32]	regen-hp[7]	regen-hp[7]
r15	Hel	70	ease[-20]	ease[-15]	ease[-15]
r16	Io	80	vitality[20]	vitality[20]	vitality[20]
r17	Lum	90	energy[20]	energy[20]	energy[20]
r18	Ko	100	dexterity[20]	dexterity[20]	dexterity[20]
r19	Fal	110	strength[20]	strength[20]	strength[20]
r20	Lem	120	gold[30]	gold[20]	gold[20]
r21	Pul	130	att-demon[20], dmg%-demon[15]	ac[20]	ac[20]
r22	Um	140	openwounds[25]	resist-all[10]	resist-all[20]
r23	Mal	150	noheal	reduce-mag[15]	resist-magic[15]
r24	Ist	160	dmg-magic[6-30]	magic-find[15]	magic-find[15]
r25	Gul	170	att[20]	resist-pois-max[3]	resist-pois-max[3]
r26	Vex	180	manasteal[5]	resist-fire-max[3]	resist-fire-max[3]
r27	Ohm	190	dmg[20]	resist-cold-max[3]	resist-cold-max[3]
r28	Lo	200	deadly-strike[20]	resist-ltng-max[3]	resist-ltng-max[3]
r29	Sur	210	blindness[20]	max-mana[5]	max-mana[200]
r30	Ber	220	crushing-blow[20]	reduce-dmg[8]	reduce-dmg[8]
r31	Jah	230	slow[25]	hp[5]	hp[200]
r32	Cham	240	freeze	nofreeze	nofreeze
r33	Zy	255	indestruct	indestruct	indestruct

*Cold-len and Pois-len are expressed in units of frames-per-second. The amount of real time depends on the speed of your computer. Typically, 25 frames-per-second equals 1 second of real time. So, Cold-len[75] roughly translates to $75 / 25 = 3$ seconds of real time.

Appendix C: Collector Costs

Item	Charge	Base Item	Redeem
Chipped Gem	3	Same Gem	4
Flawed Gem	9	Same Gem	16
Gem	30	Same Gem	64
Flawless Gem	90	Same Gem	256
Perfect Gem	180	Same Gem	1,024
Chipped Skull	18	Any Skull	8
Flawed Skull	50	Any Skull	32
Skull	150	Any Skull	128
Flawless Skull	450	Any Skull	512
Perfect Skull	1,350	Any Skull	2,048
r01 (El)	1	Any Rune	1
r02 (Eld)	2	Any Rune	2
r03 (Tir)	3	Any Rune	4
r04 (Nef)	4	Any Rune	8
r05 (Eth)	5	Any Rune	16
r06 (Ith)	6	Any Rune	32
r07 (Tal)	7	Any Rune	64
r08 (Ral)	8	Any Rune	128
r09 (Ort)	10	Any Rune	256
r10 (Thul)	12	Any Rune	512
r11 (Amn)	15	Any Rune	1,024
r12 (Sol)	20	Any Rune	1,536
r13 (Shael)	25	Any Rune	2,048
r14 (Dol)	30	Any Rune	2,560
r15 (Hel)	40	Any Rune	3,072
r16 (Io)	55	Any Rune	3,584
r17 (Lum)	70	Any Rune	4,096
r18 (Ko)	90	Any Rune	5,120
r19 (Fal)	120	Any Rune	6,144
r20 (Lem)	160	Any Rune	7,168
r21 (Pul)	200	Any Rune	8,192
r22 (Um)	250	Any Rune	10,240
r23 (Mal)	300	Any Rune	12,288
r24 (Ist)	350	Any Rune	14,336
r25 (Gul)	400	Any Rune	16,384
r26 (Vex)	450	Any Rune	20,480
r27 (Ohm)	500	Any Rune	24,576
r28 (Lo)	600	Any Rune	26,624
r29 (Sur)	700	Any Rune	28,672
r30 (Ber)	800	Any Rune	32,768
r31 (Jah)	900	Any Rune	36,864
r32 (Cham)	1,200	Any Rune	40,960
r33 (Zy)	1,800	Any Rune	45,056

Item	Charge	Base Item	Redeem
Healing Potion*	1/3	N/A	N/A
Mana Potion*	1/3	N/A	N/A
Stamina Potion*	1/3	N/A	N/A
Thawing Potion*	1/3	N/A	N/A
Antidote Potion*	1/3	N/A	N/A
Any Food Item**	1/3	N/A	N/A
Rejuvenation Potion	1	N/A	N/A
Full Rejuv Potion	3	N/A	N/A
Demon Box	60	Demon Box	500
Demon Key	90	Key x 2	1,500
Elixir	50	Rejuv	500
Zy-El Fragment	100	TP Scroll	5,000
Zy-El Scroll	500	Id Scroll	50,000
Minor Celeb Frag	20	Thaw	750
Minor Celeb Poster	200	Min Celeb Post	1,000
Major Celeb Frag (F)	50	Heal Pot	10,000
Major Celeb Frag (M)	50	Mana Pot	10,000
Major Celeb Poster	1,000	Maj Celeb Post	10,000
Cube Scroll Common	5	Cube Scroll	250
Cube Scroll Uncommon	15	Cube Scroll	1,500
Cube Scroll Secret	30	Cube Scroll	10,000
Cube Scroll Arcane	100	Cube Scroll	50,000
Jewel-mag	10	Jewel	250
Jewel-rar	20	Jewel	1,500
Jewel-crf	30	Jewel	10,000
Jewel-uni	50	Jewel	5,000
Amulet-mag	5	Amulet	100
Amulet-rar	10	Amulet	600
Amulet-crf	15	Amulet	3,600
Amulet-set	15	Amulet	5,000
Amulet-uni	30	Amulet	20,000
Ring-mag	5	Ring	200
Ring-rar	10	Ring	1,200
Ring-crf	15	Ring	7,200
Ring-set	15	Ring	10,000
Ring-uni	30	Ring	50,000
Piggy Bank 100K	40	N/A	N/A
Piggy Bank 1M	400	N/A	N/A
Piggy Bank 10M	4,000	N/A	N/A
Piggy Bank 100M	40,000	N/A	N/A

* Standard or better Heal/Mana potions only. Any mix of these potions must be input in groups of three to yield 1 Magic.

** Any mix of Meat or Vegi food items must be input in groups of three to yield 1 Magic.

Item	Charge	Base Item	Redeem
Class-mag	5	Class Item	1,000
Class-rar	15	Class Item	5,000
Class-crf	45	Class Item	25,000
Class-set	45	Class Item	50,000
Class-uni	135	Class Item	100,000
Melee-mag	4	Melee Item	500
Melee-rar	12	Melee Item	2,000
Melee-crf	36	Melee Item	10,000
Melee-set	36	Melee Item	15,000
Melee-uni	108	Melee Item	50,000
Missile-mag	3	Missile Item	750
Missile-rar	9	Missile Item	3,000
Missile-crf	27	Missile Item	15,000
Missile-set	27	Missile Item	22,500
Missile-uni	81	Missile Item	75,000
Helm-mag	3	Helm Item	500
Helm-rar	9	Helm Item	2,000
Helm-crf	27	Helm Item	10,000
Helm-set	27	Helm Item	15,000
Helm-uni	81	Helm Item	50,000
Shield-mag	3	Shield Item	500
Shield-rar	9	Shield Item	2,000
Shield-crf	27	Shield Item	10,000
Shield-set	27	Shield Item	15,000
Shield-uni	81	Shield Item	50,000
Torso-mag	4	Torso Item	500
Torso-rar	12	Torso Item	2,000
Torso-crf	36	Torso Item	10,000
Torso-set	36	Torso Item	15,000
Torso-uni	108	Torso Item	50,000
Boot-mag	3	Boot Item	500
Boot-rar	10	Boot Item	2,000
Boot-crf	30	Boot Item	10,000
Boot-set	30	Boot Item	15,000
Boot-uni	90	Boot Item	50,000
Belt-mag	3	Belt Item	500
Belt-rar	10	Belt Item	2,000
Belt-crf	30	Belt Item	10,000
Belt-set	30	Belt Item	15,000
Belt-uni	90	Belt Item	50,000
Glove-mag	3	Glove Item	500
Glove-rar	10	Glove Item	2,000
Glove-crf	30	Glove Item	10,000
Glove-set	30	Glove Item	15,000
Glove-uni	90	Glove Item	50,000

Item	Charge	Base Item	Redeem
Thrown-mag	3	Thrown Item	500
Thrown-rar	10	Thrown Item	2,000
Thrown-crf	30	Thrown Item	10,000
Thrown-set	30	Thrown Item	15,000
Thrown-uni	90	Thrown Item	50,000
Combo-mag	3	Combo Item	500
Combo-rar	10	Combo Item	2,000
Combo-crf	30	Combo Item	10,000
Combo-set	30	Combo Item	15,000
Combo-uni	90	Combo Item	50,000
Charm Small-mag	8	Charm Small	400
Charm Small-rar	12	Charm Small	3,000
Charm Small-crf	18	Charm Small	12,000
Charm Small-uni	36	Charm Small	60,000
Charm Medium-mag	5	Charm Med	250
Charm Medium-rar	8	Charm Med	2,000
Charm Medium-crf	12	Charm Med	8,000
Charm Medium-uni	24	Charm Med	40,000
Charm Large-mag	4	Charm Lrg	300
Charm Large-rar	6	Charm Lrg	2,500
Charm Large-crf	9	Charm Lrg	10,000
Charm Large-uni	18	Charm Lrg	50,000
Charm Quad-mag	3	Charm Quad	300
Charm Quad-rar	5	Charm Quad	2,500
Charm Quad-crf	8	Charm Quad	10,000
Charm Quad-uni	16	Charm Quad	50,000
Charm Tall-mag	2	Charm Tall	200
Charm Tall-rar	3	Charm Tall	1,500
Charm Tall-crf	4	Charm Tall	6,000
Charm Tall-uni	8	Charm Tall	30,000
Charm Hex-mag	2	Charm Hex	200
Charm Hex-rar	3	Charm Hex	1,500
Charm Hex-crf	4	Charm Hex	6,000
Charm Hex-uni	8	Charm Hex	30,000
Charm Narrow-mag	9	Charm Narow	400
Charm Narrow-rar	13	Charm Narow	3,000
Charm Narrow-crf	20	Charm Narow	12,000
Charm Narrow-uni	36	Charm Narow	60,000
ChoM - Minor	200	Any Charm	75,000
ChoM - Major	500	Any Charm	250,000
ChoM - Mega	1,000	Any charm	1,000,000
CubeAdder-Double	100	Id Scroll	15,000
CubeLock	300	TP Scroll	60,000

