Cube Recipes

Here I present all the cube recipes that are in the game, both original LOD recipes and my own, excepting those that you have to find yourself.

CONTENTS

Basic Recipes
Item Reroll
Sockets
Item Quality
Special Recipes
Favorite Talisman Upgrade
Ring of All Wonders Creation
Charms Creation
Aura Charms
Aura Charms Upgrade
Summon Charms
Summon Charms Upgrade
Cry Charms
Curse Charms

Basic recipes

input1	*input2*	*input3*	*output*
3 health potions	3 mana potions	1 standard gem	full rejuvenate potion
3 health potions	3 mana potions	1 chipped gem	rejuvenate potion
3 same healing potions			healing potion of next grade
3 same mana potions			mana potion of next grade
3 rejuvenate potions			full rejuvenate potion

3 magic jewels	rare jewel
3 rare jewels	crafted jewel
10 magic rings	rare ring
10 magic amulets	rare amulet
10 rare rings	unique ring
10 rare amulets	unique amulet
6 magic charms	rare charm

magic weapon	3 rare rings	rare weapon
magic armor	3 rare amulets	rare armor
rare weapon	3 unique rings	unique weapon
rare armor	3 unique amulets	unique armor

3 chipped gems	flawed gem
3 flawed gems	standard gem
3 standard gems	flawless gem
3 flawless gems	perfect gem

1 of each type of perfect gem excluding perfect skull (6 gems)	chipped Gem of Elements
3 chipped Gem of Elements	standard Gem of Elements
3 standard Gem of Elements	Divine Gem of Elements

2 of the same rune	next rune
3 Gar runes	Rune of Elements

green class-oriented amulet	crafted jewel	yellow amulet of same class
yellow class-oriented amulet	2 crafted jewels	orange amulet of same class
orange class-oriented amulet	3 crafted jewels	red amulet of same class
red class-oriented amulet	4 crafted jewels	blue amulet of same class
blue class-oriented amulet	2 unique rings	spectral amulet of same class

weak ring of statistic	3 rare jewels	lesser ring of same statistic
lesser ring of statistic	3 crafted jewels	strong ring of same statistic
strong ring of statistic	2 unique rings	greater ring of same statistic

perfect gem	Hammer	2 flawless gems
flawless gem		2 standard gems
standard gem		2 flawed gems
flawed gem		2 chipped gems

Elements: See in game (Ask Cain for this in each act)		
Crafted Element	Recipe Turner	Components of Element

2 Blood of Monster			Monster Blood Vial
3 Monster Blood Vial			Monster Blood Flask (not used)
3 Monster Blood Flask	Any flawless gem		Monster Blood Gem (not used)
3 Monster Blood Flask	Same Monster Blood Gem		Monster Blood Essence (not used)
Monster Blood Essence	Any flawless gem	Hammer	Monster Blood Powder (not used)

Item Reroll

input1	***input2***	***input3***	***output***
2 arrows			bolts
2 bolts			arrows

strangling gas potion	health potion	antidote potion

3 magic rings	magic amulet
3 magic amulets	magic ring

magic item	3 perfect gems		magic item
rare item	perfect skull	Stone of Jordan	high level rare item

green class-oriented amulet	magic jewel	green amulet of next class
yellow class-oriented amulet	2 magic jewels	yellow amulet of next class
orange class-oriented amulet	3 magic jewels	orange amulet of next class
red class-oriented amulet	4 magic jewels	red amulet of next class
blue class-oriented amulet	5 magic jewels	blue amulet of next class
spectral class-oriented amulet	6 magic jewels	spectral amulet of next class
Amazon -> Sorceress -> Necromancer -> Paladin -> Barbarian -> Druid -> Assassin -> Amazon		

Sockets

input1	***input2***	***input3***	***input4***	***output***
magic weapon	3 chipped gems			magic socketed weapon
socketed weapon	3 standard gems			magic socketed weapon
magic weapon	3 flawless gems			magic socketed weapon

rare item	3 perfect skull	Stone of Jordan		add 1 socket to rare

normal torso armor	Nyd rune	Gyfu rune	perfect topaz	socketed torso armor
normal weapon	Is rune	Wyn rune	perfect amethyst	socketed weapon
normal helm	Nyd rune	Wyn rune	perfect sapphire	socketed helm
normal shield	Is rune	Gyfu rune	perfect ruby	socketed shield

normal item		X Diamond Needles	same item with X sockets
magic item		X Magic Diamond Needles	
rare item		X Rare Diamond Needles	
set item		X Set Diamond Needles	
unique item		X Unique Diamond Needles	
X is no more than width* height of item (maximum is 6). Remember that you cannot make sockets in charms and arrows/bolts.			

any socketed item		Recipe Turner	destroys contents of sockets

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Item Quality

input1	***input2***	***input3***	***input4***	***output***
low quality weapon	chipped gem	Ur rune		normal weapon
low quality armor	chipped gem	Feoh rune		normal armor
normal weapon	standard gem	Nyd rune		high quality weapon
normal armor	standard gem	Hagal rune		high quality armor

basic unique weapon	5 perfect gems	exceptional unique weapon with new properties
basic unique armor	5 perfect gems	exceptional unique armor with new properties
exceptional unique weapon	5 perfect skulls	elite unique weapon with new properties
exceptional unique armor	5 perfect skulls	elite unique armor with new properties

basic unique weapon	3 perfect gems	exceptional unique weapon with same properties
basic unique armor	3 perfect gems	exceptional unique armor with same properties
exceptional unique weapon	3 perfect skulls	elite unique weapon with same properties
exceptional unique armor	3 perfect skulls	elite unique armor with same properties

weapon	Hagal rune		repair
armor	Wyn Rune		repair
weapon	Hagal rune	chipped gem	repair + recharge
armor	Wyn Rune	flawed gem	repair + recharge

normal weapon	Gem Powder	normal weapon of new quality
normal torso armor	Gem Powder	normal armor of new quality
Please note that this recipe may be applied only once for each item.		

Special Recipes

input1	***input2***	***input3***	***input4***	***output***
amulet	1 perfect gem of each type			prismatic amulet
ring	perfect ruby	exploding potion		garnet ring
ring	perfect sapphire	thawing potion		cobalt ring
ring	perfect topaz	rejuvenation potion		coral ring
ring	perfect emerald	antidote potion		jade ring

magic small shield	spiked club	2 skulls		shield of spikes
magic sword	ruby	4 health potion		sword of the leech
belt	kris	staff	diamond	savage polearm

magic helm	jewel	Ken rune	perfect sapphire	hitpower helm
magic boots	jewel	Wyn rune	perfect sapphire	hitpower boots
magic gloves	jewel	Hagal rune	perfect sapphire	hitpower gloves
magic belt	jewel	Gyfu rune	perfect sapphire	hitpower belt
magic shield	jewel	Rad rune	perfect sapphire	hitpower shield
magic torso armor	jewel	As rune	perfect sapphire	hitpower torso armor
magic amulet	jewel	Nyd rune	perfect sapphire	hitpower amulet
magic ring	jewel	Is rune	perfect sapphire	hitpower ring
magic weapon	jewel	Thorn rune	perfect sapphire	hitpower weapon
magic helm	jewel	Wyn rune	perfect ruby	blood helm
magic boots	jewel	Rad rune	perfect ruby	blood boots
magic gloves	jewel	As rune	perfect ruby	blood gloves
magic belt	jewel	Gyfu rune	perfect ruby	blood belt
magic shield	jewel	Ken rune	perfect ruby	blood shield
magic torso armor	jewel	Nyd rune	perfect ruby	blood torso armor
magic amulet	jewel	Is rune	perfect ruby	blood amulet
magic ring	jewel	Jera rune	perfect ruby	blood ring

magic weapon	jewel	Hagal rune	perfect ruby	blood weapon
magic helm	jewel	As rune	perfect amethyst	caster helm
magic boots	jewel	Nyd rune	perfect amethyst	caster boots
magic gloves	jewel	Hagal rune	perfect amethyst	caster gloves
magic belt	jewel	Ken rune	perfect amethyst	caster belt
magic shield	jewel	Rad rune	perfect amethyst	caster shield
magic torso armor	jewel	Gyfu rune	perfect amethyst	caster torso armor
magic amulet	jewel	Wyn rune	perfect amethyst	caster amulet
magic ring	jewel	Is rune	perfect amethyst	caster ring
magic weapon	jewel	Thorn rune	perfect amethyst	caster weapon
magic helm	jewel	Ken rune	perfect emerald	safety helm
magic boots	jewel	Hagal rune	perfect emerald	safety boots
magic gloves	jewel	Wyn rune	perfect emerald	safety gloves
magic belt	jewel	Gyfu rune	perfect emerald	safety belt
magic shield	jewel	As rune	perfect emerald	safety shield
magic torso armor	jewel	Rad rune	perfect emerald	safety torso armor
magic amulet	jewel	Nyd rune	perfect emerald	safety amulet
magic ring	jewel	Is rune	perfect emerald	safety ring
magic weapon	jewel	Jera rune	perfect emerald	safety weapon

Please note that these recipes use wide item types. E.g. ‘magic helm’ means any magic head armor like sallet or crown. Recipe output have same narrow item type as recipe input. E.g. if you used magic full helm as recipe input, then you’ll get crafted full helm as output.
Also note that crafted items have capability to accept runewords.

any magic melee weapon	Magical Extractor	Melee Weapon’s Soul with item's modifiers (You may insert this only in melee weapons)
any magic missile weapon		Missile Weapon’s Soul with item's modifiers (You may insert this only in missile weapons)
any magic throwing weapon		Throwing Weapon's Soul with item's modifiers (You may insert this only in throwing weapons)
any magic torso armor		Armor’s Soul with item's modifiers (You may insert this only in torso armor)
any magic helm		Helm’s Soul with item's modifiers (You may insert this only in helms)
any magic gloves		Gloves’s Soul with item's modifiers (You may insert this only in gloves)
any magic boots		Boots’s Soul with item's modifiers (You may insert this only in boots)
any magic belt		Belt’s Soul with item's modifiers (You may insert this only in belts)
any magic shield		Shield’s Soul with item's modifiers (You may insert this only in shields)
any magic amulet		Amulet’s Soul with item's modifiers (You may insert this only in amulets)
any magic ring		Ring’s Soul with item's modifiers (You may insert this only in rings)

The same principle is applied to rare and unique items.

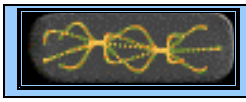
any rare item	Rare Extractor	Appropriate Soul with item's modifiers (You may insert this only in items of appropriate type)
any set item	Set Extractor	Appropriate Soul with item's modifiers (You may insert this only in items of appropriate type)
any unique item	Unique Extractor	Appropriate Soul with item's modifiers (You may insert this only in items of appropriate type)
any crafted item	Crafted Extractor	Appropriate Soul with item's modifiers (You may insert this only in items of appropriate type)

Alchemy Recipe	3 special potions	Mystery Potion
See the recipes on the Alchemy Recipes. Remember that Alchemy Recipe MUST be a component of the whole recipe.		

Alchemy Recipe	3 special potions	gem powder (as catalyst)	Mystery Potion
This recipe is similar the previous, but you can use different Gem Powders to adjust power of the recipe			

Blank stone	perfect amethyst	Bow Rune
	perfect ruby	Axe Rune
	perfect skull	Bone Rune
	perfect diamond	Sword Rune
	perfect topaz	Magic Rune
	perfect sapphire	Cloak Rune
	perfect emerald	Tree Rune
Output runes are class-oriented		

Blank Stone	Gem of Elements	Rune of Knowledge
3 Blank Stones	Magic jewel	«Great Void» Runescript

 10 «Great Void» Runescripts	«Absolute Void» Runescript

All items of same set	Special charm
I highly recommend this recipe **J**	

Weak Ring of statistic	Lesser Ring of same statistic	Strong Ring of same statistic	Greater Ring of same statistic	**Ultimate Ring of statistic**
Possible statistics here: Strength, Dexterity, Vitality, and Energy.				

Ultimate Ring of Strength	Ultimate Ring of Dexterity	Ultimate Ring of Vitality	Ultimate Ring of Energy	Rune of Elements	**Ring of Power**

Malah's Resistances Scroll	Lapiswrath Ginther's Rift Lightsabre	4 standard gems 4 flawless gems 4 perfect gems		Malah's Charm of Elemental Damage I Malah's Charm of Elemental Damage II Malah's Charm of Elemental Damage III
	Clania Pinia Stoneraven	4 standard gems 4 flawless gems 4 perfect gems		Malah's Charm of Elemental Piercing I Malah's Charm of Elemental Piercing II Malah's Charm of Elemental Piercing III
	Plapitian The Oculus Fathom	4 standard gems 4 flawless gems 4 perfect gems		Malah's Charm of Elemental Skills I Malah's Charm of Elemental Skills II Malah's Charm of Elemental Skills III
	Cleius Settius Potengunius	4 standard gems 4 flawless gems 4 perfect gems		Malah's Charm of Elemental Resistances I Malah's Charm of Elemental Resistances II Malah's Charm of Elemental Resistances III
	Swordback Hold Lance Guard Spike Thorn	4 standard gems 4 flawless gems 4 perfect gems		Malah's Charm of Elemental Deflection I Malah's Charm of Elemental Deflection II Malah's Charm of Elemental Deflection III
	Victors Silk Corpsemourn Tyrael's Might	4 standard gems 4 flawless gems 4 perfect gems		Malah's Charm of Elemental Absorbtion I Malah's Charm of Elemental Absorbtion II Malah's Charm of Elemental Absorbtion III
Use one of each of the following gems in these recipes: Sapphire, Emerald, Ruby and Topaz. Note that recipes with standard gems work on all three difficulties. Recipes with flawless gems work only on Nightmare and Hell. And recipes with perfect gems work only on Hell difficulty. Note that you can have no more than one of each of Malah's charms.				

Alkor's Potion of Life	magic jewel		Two random Mystery Potions

Amulet of Afflicted Morphing	Recipe Turner	Topaz Powder	Same amulet without morphing state (Your character doesn't morph into the monster when equipping it)
Amulet of Apparition Morphing		Sapphire Powder	
Amulet of Stygian Fury Morphing		Emerald Powder	
Amulet of Undead Stygian Doll Morphing		Amethyst Powder	
Amulet of Venom Lord Morphing		Ruby Powder	

Any weapon	3 beaker of blood of same monster	Same weapon with “+150% Enhanced Damage vs. appropriate type of monster”.
Remember that you can to apply this recipe 3 times per same item only.		
Any gloves	3 beaker of blood of same monster	Same gloves with “+50% to Attack Rating vs. appropriate type of monster”.
Remember that you can to apply this recipe 3 times per same item only.		
Any torso armor	Blood of Balrog, Blood of Fetish, Blood of Fallen, and Blood of Sand Raider	Same torso armor with “+75% to Fire Resistance”.
Any torso armor	Blood of Scarab, Blood of Bighead, Blood of Baboon, and Blood of Bat Demon	Same torso armor with “+75% to Lightning Resistance”.
Any torso armor	Blood of Snow Yeti, Blood of Frozen Horror, Blood of Minion, and Blood of Vile	Same torso armor with “+75% to Cold Resistance”.
Any torso armor	Blood of Zombie, Blood of Sand Maggot, Blood of Putrid Defiler, and Blood of Regurgitator	Same torso armor with “+75% to Poison Resistance”.
Remember that you can to apply any of these recipes only once per same item.		

Favorite Talisman Upgrade

Your Favorite Talisman	10 Fragments of Fire	Your Favorite Talisman with “Adds 10 Fire Damage” modifier
	10 Fragments of Water	Your Favorite Talisman with “Adds 10 Cold Damage” modifier
	10 Fragments of Air	Your Favorite Talisman with “Adds 10 Lightning Damage” modifier
	10 Fragments of Earth	Your Favorite Talisman with “Adds 10 Poison Damage over 1 Second” modifier
Only following character classes can use these recipes in described form: Amazon, Assassin, Barbarian, and Paladin. Druid, Necromancer, and Sorceress can use these recipes too, but they need to add Rare Jewel in each recipe.		

Your Favorite Talisman	10 Fragments of Fire	Your Favorite Talisman with “Adds 3% to all Fire Damage” modifier
	10 Fragments of Water	Your Favorite Talisman with “Adds 3% to all Cold Damage” modifier
	10 Fragments of Air	Your Favorite Talisman with “Adds 3% to all Lightning Damage” modifier
	10 Fragments of Earth	Your Favorite Talisman with “Adds 3% to all Poison Damage” modifier
Only following character classes can use these recipes: Druid, Necromancer, and Sorceress. Amazon, Assassin, Barbarian, and Paladin can use these recipes too, but they need to add Rare Jewel in each recipe.		

Your Favorite Talisman	10 Synapses	Your Favorite Talisman with “+ 20 to Mana” modifier
	10 Emotions	Your Favorite Talisman with “+ 2 to Strength” and “+ 2 to Dexterity” modifiers
	10 Cells	Your Favorite Talisman with “+ 20 to Life” modifier

Any character class can use these recipes.		
Your Favorite Talisman	5 Chipped Gems of Elements	Your Favorite Talisman with “+ 1 to Endurance” modifier
Any character class can use these recipes.		

Your Favorite Talisman	10 Perfect Skulls	Your Favorite Talisman with “+ 3% to Bone Skills Efficiency” modifier
Any character class can use these recipes.		

Ring of All Wonders Creation

<<Very important information>>
You can make only one recipe (A, B, C, or D) per stage (13 recipes total). As you can see, in general, “A” recipes just pass Ring of All Wonders to other stages unchanged. “B”, “C”, and “D” recipes are able to add a modifier to the Ring. Please, note that ***you can add no more than 5 modifiers on your Ring of All Wonders***. Choose modifiers wisely. **J**

Stage 1
Note: This first recipe applies two penalty modifiers to Ring of All Wonders. These penalties will stay on Ring down to last recipe (13) execution.

A	First Ring of Wonder	magic jewel	-	Ring of All Wonders (stage 1)
B			Synapse	Ring of All Wonders (stage 1) with “-X% to Enemy Cold Resistance” modifier
C			Emotion	Ring of All Wonders (stage 1) with “Knockback” modifier
D			Cell	Ring of All Wonders (stage 1) with “+X to Energy (based on level)” modifier

Stage 2

A	Ring of All Wonders (stage 1)	Second Ring of Wonder	magic jewel	-	Ring of All Wonders (stage 2)
B				Synapse	Ring of All Wonders (stage 2) with “+X% to All Fire Damage (based on level)” modifier
C				Emotion	Ring of All Wonders (stage 2) with “Ignore Target’s Defense” modifier
D				Cell	Ring of All Wonders (stage 2) with “+X to Mana (based on level)” modifier

Stage 3

A	Ring of All Wonders (stage 2)	Third Ring of Wonder	magic jewel	-	Ring of All Wonders (stage 3)
B				Synapse	Ring of All Wonders (stage 3) with “Prevent Monster Heal” modifier
C				Emotion	Ring of All Wonders (stage 3) with “Replenish Life +X” modifier
D				Cell	Ring of All Wonders (stage 3) with “All Resistances +X%” modifier

Stage 4

A	Ring of All Wonders (stage 3)	4th Ring of Wonder	magic jewel	-	Ring of All Wonders (stage 4)
B				Synapse	Ring of All Wonders (stage 4) with “Piercing Attack (missiles)” modifier
C				Emotion	Ring of All Wonders (stage 4) with “Regenerate Mana X%” modifier
D				Cell	Ring of All Wonders (stage 4) with “Cannot Be Frozen” modifier

Stage 5

A	Ring of All Wonders (stage 4)	5th Ring of Wonder	magic jewel	-	Ring of All Wonders (stage 5)
B				Synapse	Ring of All Wonders (stage 5) with “+X% to Faster Cast Rate” modifier
C				Emotion	Ring of All Wonders (stage 5) with “X% Deadly Strike (based on level)” modifier
D				Cell	Ring of All Wonders (stage 5) with “Slain Monsters Rest in Peace” modifier

Stage 6

A	Ring of All Wonders (stage 5)	6th Ring of Wonder	magic jewel	-	Ring of All Wonders (stage 6)
B				Synapse	Ring of All Wonders (stage 6) with “-X% to Enemy Fire Resistance” modifier
C				Emotion	Ring of All Wonders (stage 6) with “Hit Blinds Target” modifier
D				Cell	Ring of All Wonders (stage 6) with “X% Damage Taken Goes to Mana” modifier

Stage 7

A	Ring of All Wonders (stage 6)	7th Ring of Wonder	magic jewel	-	Ring of All Wonders (stage 7)
B				Synapse	Ring of All Wonders (stage 7) with “+X% to Faster Run/Walk” modifier

C	(stage 6)	Wonder		Emotion	Ring of All Wonders (stage 7) with "+X% to All Poison Damage (based on level)" modifier
D				Cell	Ring of All Wonders (stage 7) with "Slow Target by X%" modifier
Stage 8					
A	Ring of All Wonders (stage 7)	8th Ring of Wonder	magic jewel	-	Ring of All Wonders (stage 8)
B				Synapse	Ring of All Wonders (stage 8) with "+X% to Increased Attack Speed" modifier
C				Emotion	Ring of All Wonders (stage 8) with "-X% to Enemy Lightning Resistance" modifier
D				Cell	Ring of All Wonders (stage 8) with "Hit Causes Monster to Flee X%" modifier
Stage 9					
A	Ring of All Wonders (stage 8)	9th Ring of Wonder	magic jewel	-	Ring of All Wonders (stage 9)
B				Synapse	Ring of All Wonders (stage 9) with "+X% to Faster Block Rate" modifier
C				Emotion	Ring of All Wonders (stage 9) with "X% Chance of Crushing Blow (based on level)" modifier
D				Cell	Ring of All Wonders (stage 9) with "+X to Strength (based on level)" modifier
Stage 10					
A	Ring of All Wonders (stage 9)	10th Ring of Wonder	magic jewel	-	Ring of All Wonders (stage 10)
B				Synapse	Ring of All Wonders (stage 10) with "+X% to All Lightning Damage (based on level)" modifier
C				Emotion	Ring of All Wonders (stage 10) with "-X% to Enemy Poison Resistance" modifier
D				Cell	Ring of All Wonders (stage 10) with "+X to Dexterity (based on level)" modifier
Stage 11					
A	Ring of All Wonders (stage 10)	11th Ring of Wonder	magic jewel	-	Ring of All Wonders (stage 11)
B				Synapse	Ring of All Wonders (stage 11) with "X% Increased Chance of Blocking" modifier
C				Emotion	Ring of All Wonders (stage 11) with "+X% to All Cold Damage (based on level)" modifier
D				Cell	Ring of All Wonders (stage 11) with "Freezes Target +X" modifier
Stage 12					
A	Ring of All Wonders (stage 11)	12th Ring of Wonder	magic jewel	-	Ring of All Wonders (stage 12)
B				Synapse	Ring of All Wonders (stage 12) with "X% Chance of Open Wounds (based on level)" modifier
C				Emotion	Ring of All Wonders (stage 12) with "+X to Vitality (based on level)" modifier
D				Cell	Ring of All Wonders (stage 12) with "+X% to Magic Resist" modifier
Stage 13 (last stage) Note: This last recipe removes two penalty modifiers from Ring of All Wonders, so you can enjoy Ring's bonuses without any penalties. **J**					
A	Ring of All Wonders (stage 12)	13th Ring of Wonder	magic jewel	-	Ring of All Wonders (completed)
B				Synapse	Ring of All Wonders (completed) with "X% Faster Hit Recovery" modifier
C				Emotion	Ring of All Wonders (completed) with "+X to Life (based on level)" modifier
D				Cell	Ring of All Wonders (completed) with "Damage Reduced by X%" modifier

Charms Creation

Aura Charms

6 rare charms	Rare jewel	Flame	Brute Blood Vial	Sand Raider Blood Vial	Charm of Might
			Zombie Blood Vial	Brute Blood Vial	Charm of Resist Fire
Special requirements for recipes above: none					
6 rare charms	Rare jewel	Flame	Zombie Blood Vial	Bat Demon Blood Vial	Charm of Resist Cold
			Overseer Blood Vial	Minion Blood Vial	Charm of Oak Sage
			Blunderbore Blood Vial	Thorn Hulk Blood Vial	Charm of Defiance
			Frog Demon Blood Vial	Balrog Blood Vial	Charm of Holy Fire
			Quill Rat Blood Vial	Thorn Hulk Blood Vial	Charm of Thorns
Special requirements for recipes above: character level 8					
6 rare charms	Rare jewel	Flame	Zombie Blood Vial	Fallen Blood Vial	Charm of Resist Lightning
			Human Blood Vial	Foul Crow Blood Vial	Charm of Cleansing
			Baboon Blood Vial	Corrupt Rogue Blood Vial	Charm of Blessed Aim
Special requirements for recipes above: character level 16					
6 rare	Rare		Sand Leaper Blood Vial	Goatman Blood Vial	Charm of Vigor

charms	jewel		Siege Beast Blood Vial	Vulture Blood Vial	Charm of Wolverine
			Doom Knight Blood Vial	Vile Blood Vial	Charm of Concentration
			Frozen Horror Blood Vial	Snow Yeti Blood Vial	Charm of Holy Freeze
Special requirements for recipes above: character level 24					
6 rare charms	Rare jewel	Flame	Putrid Defiler Blood Vial	Imp Blood Vial	Charm of Meditation
			Zakarum Cleric Blood Vial	Imp Blood Vial	Charm of Holy Shock
			Zakarum Cleric Blood Vial	Human Blood Vial	Charm of Sanctuary
Special requirements for recipes above: character level 32					
6 rare charms	Rare jewel	Flame	Vampire Blood Vial	Succubus Blood Vial	Charm of Redemption
			Scarab Blood Vial	Death Mauler Blood Vial	Charm of Salvation
			Quill Rat Blood Vial	Death Mauler Blood Vial	Charm of Barbs
			Blood Lord Blood Vial	Council Member Blood Vial	Charm of Fanaticism
			Regurgitator Blood Vial	Claw Viper Blood Vial	Charm of Conviction
Special requirements for recipes above: character level 40					
Please, note that all these charms have aura level 1. You can upgrade aura level on these charms with the recipes below.					

Aura Charms Upgrade

Charm of Might	Any perfect gem	Blood of Brute OR Blood of Sand Raider	+1 to Aura Level on charm (maximum aura level on these charms is 24).
Charm of Resist Fire		Blood of Zombie OR Blood of Brute	
Charm of Resist Cold		Blood of Zombie OR Blood of Bat Demon	
Charm of Oak Sage		Blood of Overseer OR Blood of Minion	
Charm of Defiance		Blood of Blunderbore OR Blood of Thorn Hulk	
Charm of Holy Fire		Blood of Vampire OR Blood of Succubus	
Charm of Thorns		Blood of Quill Rat OR Blood of Thorn Hulk	
Charm of Resist Lightning	3 any perfect gem	Blood of Zombie OR Blood of Fallen	+1 to Aura Level on charm (maximum aura level on these charms is 16).
Charm of Cleansing		Blood of Human OR Blood of Foul Crow	
Charm of Blessed Aim		Blood of Baboon OR Blood of Corrupt Rogue	
Charm of Vigor		Blood of Sand Leaper OR Blood of Goatman	
Charm of Wolverine		Blood of Siege Beast OR Blood of Vulture	
Charm of Concentration		Blood of Doom Knight OR Blood of Vile	
Charm of Holy Freeze		Blood of Frozen Horror OR Blood of Snow Yeti	
Charm of Meditation		Blood of Putrid Defiler OR Blood of Imp	
Charm of Holy Shock		Blood of Zakarum Cleric OR Blood of Imp	
Charm of Sanctuary		Blood of Zakarum Cleric OR Blood of Human	
Charm of Redemption	Chipped gem of Elements	Blood of Vampire OR Blood of Succubus	+1 to Aura Level on charm (maximum aura level on these charms is 8).
Charm of Salvation		Blood of Scarab OR Blood of Death Mauler	
Charm of Barbs		Blood of Quill Rat OR Blood of Death Mauler	
Charm of Fanaticism		Blood of Blood Lord OR Blood of Council Member	
Charm of Conviction		Blood of Regurgitator OR Blood of Claw Viper	

Summon Charms

6 rare charms	Rare jewel	Stone	Foul Crow Blood Vial	Bat Demon Blood Vial	Charm of Raven
			Claw Viper Blood Vial	Goatman Blood Vial	Charm of Poison Creeper
			Zakarum Cleric Blood Vial	Zombie Blood Vial	Charm of Skeleton
Special requirements for recipes above: none					
6 rare charms	Rare jewel	Stone	Minion Blood Vial	Scarab Blood Vial	Charm of Clay Golem
			Sand Leaper Blood Vial	Panther Woman Blood Vial	Charm of Spirit Wolf
Special requirements for recipes above: character level 8					
6 rare charms	Rare jewel	Stone	Zakarum Cleric Blood Vial	Overseer Blood Vial	Charm of Skeletal Mage
			Claw Viper Blood Vial	Imp Blood Vial	Charm of Carrion Vine

Special requirements for recipes above: character level 16					
6 rare charms	Rare jewel	Stone	Vampire Blood Vial	Frog Demon Blood Vial	Charm of Blood Golem
			Frog Demon Blood Vial	Succubus Blood Vial	Charm of Dire Wolf
Special requirements for recipes above: character level 24					
6 rare charms	Rare jewel	Stone	Minion Blood Vial	Thorn Hulk Blood Vial	Charm of Iron Golem
			Blunderbore Blood Vial	Arachnid Blood Vial	Charm of Solar Creeper
Special requirements for recipes above: character level 32					
6 rare charms	Rare jewel	Stone	Minion Blood Vial	Balrog Blood Vial	Charm of Fire Golem
			Human Blood Vial	Corrupt Rogue Blood Vial	Charm of Valkyrie
			Putrid Defiler Blood Vial	Brute Blood Vial	Charm of Grizzly
Special requirements for recipes above: character level 40					
Please note that all these charms have level 1 of the summoning skill. You can upgrade the level of the summoning skill on these charms with the recipes below.					

Summon Charms Upgrade

Charm of Raven	Any perfect gem	Blood of Foul Crow OR Blood of Bat Demon	+1 to Level of Summoning Skill on charm (maximum skill level on these charms is 24).
Charm of Poison Creeper		Blood of Claw Viper OR Blood of Goatman	
Charm of Skeleton		Blood of Zakarum Cleric OR Blood of Zombie	
Charm of Clay Golem		Blood of Minion OR Blood of Scarab	
Charm of Spirit Wolf		Blood of Sand Leaper OR Blood of Panther Woman	
Charm of Skeletal Mage	3 any perfect gem	Blood of Zakarum Cleric OR Blood of Overseer	+1 to Level of Summoning Skill on charm (maximum skill level on these charms is 16).
Charm of Carrion Vine		Blood of Claw Viper OR Blood of Imp	
Charm of Blood Golem		Blood of Vampire OR Blood of Frog Demon	
Charm of Dire Wolf		Blood of Frog Demon OR Blood of Succubus	
Charm of Iron Golem	Chipped gem of Elements	Blood of Minion OR Blood of Thorn Hulk	+1 to Level of Summoning Skill on charm (maximum skill level on these charms is 8).
Charm of Solar Creeper		Blood of Blunderbore OR Blood of Arachnid	
Charm of Fire Golem		Blood of Minion OR Blood of Balrog	
Charm of Valkyrie		Blood of Human OR Blood of Corrupt Rogue	
Charm of Grizzly		Blood of Putrid Defiler OR Blood of Brute	
Please note that if you try to upgrade Summon Charm with your class skill, then maximum skill level on charm will be 3 in any case.			

Warcry Charms

6 rare charms	Rare jewel	Essence of Air	Quill Rat Blood Vial	Goatman Blood Vial	Charm of Howl
Special requirements for recipes above: none					
6 rare charms	Rare jewel	Essence of Air	Council Member Blood Vial	Foul Crow Blood Vial	Charm of Shout
			Arachnid Blood Vial	Baboon Blood Vial	Charm of Taunt
Special requirements for recipes above: character level 8					
6 rare charms	Rare jewel	Essence of Air	Sand Raider Blood Vial	Scarab Blood Vial	Charm of Battle Cry
Special requirements for recipes above: character level 24					
6 rare charms	Rare jewel	Essence of Air	Blood Lord Blood Vial	Vile Blood Vial	Charm of Battle Orders
Special requirements for recipes above: character level 32					
6 rare charms	Rare jewel	Essence of Air	Fetish Blood Vial	Claw Viper Blood Vial	Charm of War Cry
			Panther Woman Blood Vial	Sand Leaper Blood Vial	Charm of Battle Command
Special requirements for recipes above: character level 40					

Please note that all these charms have different levels of the various warcry skills. You CANNOT upgrade these charms in any way.

Curse Charms

6 rare charms	Rare jewel	Essence of Water	Fallen Blood Vial	Doom Knight Blood Vial	Charm of Amplify Damage
Special requirements for recipes above: none					
6 rare charms	Rare jewel	Essence of Water	Fetish Blood Vial	Foul Crow Blood Vial	Charm of Dim Vision
			Sand Maggot Blood Vial	Imp Blood Vial	Charm of Weaken
Special requirements for recipes above: character level 8					
6 rare charms	Rare jewel	Essence of Water	Vulture Blood Vial	Fallen Blood Vial	Charm of Iron Maiden
			Doom Knight Blood Vial	Arachnid Blood Vial	Charm of Terror
Special requirements for recipes above: character level 16					
6 rare charms	Rare jewel	Essence of Water	Goatman Blood Vial	Putrid Defiler Blood Vial	Charm of Confuse
			Succubus Blood Vial	Sand Maggot Blood Vial	Charm of Life Tap
Special requirements for recipes above: character level 24					
6 rare charms	Rare jewel	Essence of Water	Council Member Blood Vial	Overseer Blood Vial	Charm of Attract
			Frozen Horror Blood Vial	Bighead Blood Vial	Charm of Decrepify
Special requirements for recipes above: character level 32					
6 rare charms	Rare jewel	Essence of Water	Regurgitator Blood Vial	Bighead Blood Vial	Charm of Lower Resist
Special requirements for recipes above: character level 40					
Please note that all these charms have different levels of the various curse skills. You CANNOT upgrade these charms in any way.					