Ral + Sol + Perfect Emerald + Normal Unique Weapon	= Exceptional Version of Weapon
Tal + Shael + Perfect Diamond + Normal Unique Armor	= Exceptional Version of Armor
Lum + Pul + Perfect Emerald + Exceptional Unique Weapon	= Elite Version of Weapon (Ladder Only)
Ko + Lem + Perfect Diamond + Exceptional Unique Armor	= Elite Version of Armor (Ladder Only)

Ort + Amn + Perfect Sapphire + Normal (Basic) Rare Weapon	= Exceptional Rare Weapon
Ral + Thul + Perfect Amethyst + Normal (Basic) Rare Armor	= Exceptional Rare Armor
Fal + Um + Perfect Sapphire + Exceptional Rare Weapon	= Elite Rare Weapon
Ko + Pul + Perfect Amethyst + Exceptional Rare Armor	= Elite Rare Armor

6 Perfect Gems (of each type) + Amulet (any quality) = Prismatic Amulet   Wirt's Leg + A Tome of Town Portal = Secret Cow Level

3 El	= Eld		3 Thul + Chipped Topaz	= Amn
3 Eld	= Tir		3 Amn + Chipped Amethyst	= Sol
3 Tir	= Nef		3 Sol + Chipped Sapphire	= Shael
3 Nef	= Eth		3 Shael + Chipped Ruby	= Dol
3 Eth	= Ith			

3 Health Potions + 3 Mana Potions + Chipped Gem	= Rejuvenation Potion
3 Health Potions + 3 Mana Potions + Standard Gem	= Full Rejuvenation Potion
3 Small Rejuvenation Potions	= Full Rejuvenation Potion

3 Magic Rings	= Random Magic Amulet
3 Magic Amulets	= Random Magic Ring

3 Ith	= Tal
3 Tal	= Ral
3 Ral	= Ort
3 Ort	= Thul

The following upgrade formulae will only work for Single-Player, Open, or Ladder Characters.

3 Dol + Chipped Emerald	= Hel
3 Hel + Chipped Diamond	= Io
3 Io + Flawed Topaz	= Lum
3 Lum + Flawed Amethyst	= Ko
3 Ko + Flawed Sapphire	= Fal
3 Fal + Flawed Ruby	= Lem
3 Lem + Flawed Emerald	= Pul
2 Pul + Flawed Diamond	= Um
2 Um + Topaz	= Mal
2 Mal + Amethyst	= Ist
2 Ist + Sapphire	= Gul
2 Gul + Ruby	= Vex
2 Vex + Emerald	= Ohm
2 Ohm + Diamond	= Lo
2 Lo + Flawless Topaz	= Sur
2 Sur + Flawless Amethyst	= Ber
2 Ber + Flawless Sapphire	= Jah
2 Jah + Flawless Ruby	= Cham
2 Cham + Flawless Emerald	= Zod

3 Standard Gems + Socketed Weapon = Socketed Magic Weapon
This allows you to get new magic bonuses on an otherwise non magical weapon. ilvl = 30. It gets 1-2 sockets.

3 Chipped Gems + Magic Weapon = Socketed Magic Weapon
This adds sockets to a magic weapon. ilvl=25 magic weapon with 1-2 sockets.

3 Flawless Gems + Magic Weapon = Socketed Magic Weapon
This adds sockets to a magic weapon. ilvl=30 magic weapon with 1-2 sockets.

3 Perfect Skulls + Rare Item + Stone of Jordan	= Add+Socket To a Rare Item
Perfect Skull + Rare Item + Stone of Jordan	= High Quality New Rare Item of the same type
6 Perfect Skulls + Rare Item	= Random Low Quality Rare Item of the same type

2 Quivers of Bolts	= Quiver of Arrows
2 Quivers of Arrows	= Quiver of Bolts
Spear + Quiver of Arrows	= Stack of Javelins
Axe + Dagger	= Throwing Axe

Magic Ring + Perfect Emerald + Antidote Potion	= Jade Ring
Magic Ring + Perfect Ruby + Exploding Potion	= Garnet Ring
Magic Ring + Perfect Topaz + Rejuvenation Potion	= Coral Ring
Magic Ring + Perfect Sapphire + Thawing Potion	= Cobalt Ring

Ort + Weapon = Fully Repaired Weapon	Ral + Armor = Fully Repaired Armor

Ort + Chipped Gem + Weapon = Fully Repaired and Recharged Weapon

Hel + Scroll of Town Portal + Any Socketed Item = Unsocket that item
Warning: This will destroy any gems, s, or jewels you have socketed.

3 Perfect Gems (of any type) + Magic Item = New Random Magic Item of the Same Type

3 Gems of the Same Type and Grade (lower than Perfect) = Higher Grade Gem of the Same Type

Tal + Thul + Perfect Topaz + Normal Body Armor = Socketed Body Armor of same type
Low-quality items and superior items do not work. The item gets 1-4 sockets.

Ral + Amn + Perfect Amethyst + Normal Weapon = Socketed Weapon of same type
Low-quality items and superior items do not work. The item gets 1-6 sockets.

Ral + Thul + Perfect Sapphire + Normal Helm = Socketed Helm of same type
Low-quality items and superior items do not work. The item gets 1-3 sockets.

Tal + Amn + Perfect Ruby + Normal Shield = Socketed Shield of same type
Low-quality items and superior items do not work. The item gets 1-4 sockets.

Magic Shield (any type) + Spiked Club + 2 Skulls (any quality)	= Magic Shield of Spikes
Diamond (any quality) + Staff + Kris + Belt (any type and quality)	= Savage Polearm Class Weapon
Eld + Chipped Gem + Low Quality Weapon	= Normal Quality Weapon of same type
El + Chipped Gem + Low Quality Armor	= Normal Quality Armor of same type
4 Health Potions (of any type) + Ruby (any type) + Magical Sword	= A Magic Sword of the Leech
Strangling Gas Potion + any type of Healing Potion	= Antidote Potion

Blood Craft: Perfect Gem + Jewel

Helm Casque Armet	Ral Ruby	5-10% Deadly Strike (1-3)% Life Stolen Per Hit +(10-20) To Life
Light Plated Boots Battle Boots Mirrored Boots	Eth Ruby	Replenish Life + (5-10) (1-3)% Life Stolen Per Hit +(10-20) To Life
Heavy Gloves Sharkskin Gloves Vampirebone Gloves	Nef Ruby	Crushing Blow (5-10)% (1-3)% Life Stolen Per Hit +(10-20) To Life
Belt Mesh Belt Mithril Coil	Tal Ruby	Open Wounds (5-10)% (1-3)% Life Stolen Per Hit +(10-20) To Life
Spiked Shield Barbed Shield Blade Barrier	Ith Ruby	Attacker Takes Damage (4-7) (1-3)% Life Stolen Per Hit +(10-20) To Life
Plate Mail Templar Coat Hellforge Plate	Thul Ruby	+ (1-3) Life Per Demon Kill (1-3)% Life Stolen Per Hit +(10-20) To Life
Amulet	Amn Ruby	5-10% Faster Run/Walk (1-3)% Life Stolen Per Hit +(10-20) To Life
Ring	Sol Ruby	+ (1-5) To Strength (1-3)% Life Stolen Per Hit +(10-20) To Life
Normal Axe Exceptional Axe Elite Axe	Ort Ruby	+ (30-60%) Enhanced Damage (1-4)% Life Stolen Per Hit +(10-20) To Life

Safety Craft: Perfect Gem + Jewel

Crown Grand Crown Corona	Ith Emerald	+ (10-30)% Enhanced Defense Lightning Resist + (5-10)% Magic Damage Reduction (1-2) Damage Reduced By (1-4)
Greaves War Boots Myrmidon Boots	Ort Emerald	+ (10-30)% Enhanced Defense Fire Resist + (5-10)% Magic Damage Reduction (1-2) Damage Reduced By (1-4)
Gauntlets War Gauntlets Ogre Gauntlets	Ral Emerald	+ (10-30)% Enhanced Defense Cold Resist + (5-10)% Magic Damage Reduction (1-2) Damage Reduced By (1-4)
Sash Demonhide Sash Spiderweb Sash	Tal Emerald	+ (10-30)% Enhanced Defense Poison Resist +(5-10)% Magic Damage Reduction (1-2) Damage Reduced By (1-4)
Kite Shield Dragon Shield Monarch	Nef Emerald	+ (10-30)% Enhanced Defense Magic Resistance +(5-10)% Magic Damage Reduction (1-2) Damage Reduced By (1-4)
Breast Plate Cuirass Great Hauberk	Eth Emerald	+ (10-30)% Enhanced Defense Half Freeze Duration Magic Damage Reduction (1-2) Damage Reduced By (1-4)
Amulet	Thul Emerald	+ (1-10)% Blocking Magic Damage Reduction (1-2) Damage Reduced By (1-4)
Ring	Amn Emerald	+ (1-5) To Vitality Magic Damage Reduction (1-2) Damage Reduced By (1-4)
Normal/Exceptional/Elite Spear or Javelin	Sol Emerald	+ (5-10)% Enhanced Defense Magic Damage Reduction (1-2) Damage Reduced By (1-4)

Caster Craft: Perfect Gem + Jewel
**Rods are Scepters, Wands, and Staves.

Mask Death Mask Demonhead Mask	Nef Amethyst	(1-4)% Mana Stolen Per Hit Regenerate Mana (4-10)% + (10-20) To Mana
Boots Demonhide Boots Wyrmhide Boots	Thul Amethyst	Increase Max Mana (2-5)% Regenerate Mana (4-10)% + (10-20) To Mana
Leather Gloves Demonhide Gloves Bramble Mitts	Ort Amethyst	+ (1-3) Mana Per Kill Regenerate Mana (4-10)% + (10-20) To Mana
Light Belt Sharkskin Belt Vampirefang Belt	Ith Amethyst	5-10% Faster Cast Rate Regenerate Mana (4-10)% + (10-20) To Mana
Small Shield Round Shield Luna	Eth Amethyst	+ (5-10)% Blocking Regenerate Mana (4-10)% + (10-20) To Mana
Light Plate Mage Plate Archon Plate	Tal Amethyst	+ (1-3) Mana Per Kill Regenerate Mana (4-10)% + (10-20) To Mana
Amulet	Ral Amethyst	(5-10)% Faster Cast Rate Regenerate Mana (4-10)% + (10-20) To Mana
Ring	Amn Amethyst	+ (1-5) To Energy Regenerate Mana (4-10)% + (10-20) To Mana
Normal/Exceptional/Elite Rod**	Tir Amethyst	Increase Max Mana (1-5)% Regenerate Mana (4-10)% + (10-20) To Mana

Hit Power Craft: Perfect Gem + Jewel

Full Helm Basinet Giant Conch	Ith Sapphire	(25-50) Defense vs. Missiles 5% To Cast Lvl 4 Frost Nova When Struck Attacker Takes Damage of (3-7)
Chain Boots Mesh Boots Boneweave Boots	Ral Sapphire	(25-50) Defense vs. Melee 5% To Cast Lvl 4 Frost Nova When Struck Attacker Takes Damage of (3-7)
Chain Gloves Heavy Bracers Vambraces	Ort Sapphire	Knockback 5% To Cast Lvl 4 Frost Nova When Struck Attacker Takes Damage of (3-7)
Heavy Belt Battle Belt Troll Belt	Tal Sapphire	(5-10) % Damage Goes to Mana 5% To Cast Lvl 4 Frost Nova When Struck Attacker Takes Damage of (3-7)
Gothic Shield Ancient Shield Ward	Eth Sapphire	(5-10%) Increased Chance of Blocking 5% To Cast Lvl 4 Frost Nova When Struck Attacker Takes Damage of (3-10)
Field Plate Sharktooth Armor Kraken Shell	Nef Sapphire	10-20% Faster Hit Recovery 5% To Cast Lvl 4 Frost Nova When Struck Attacker Takes Damage of (3-10)
Amulet	Thul Sapphire	Hit Causes Monster To Flee (3-11)% 5% To Cast Lvl 4 Frost Nova When Struck Attacker Takes Damage of (3-10)
Ring	Amn Sapphire	+ (1-5) To Dexterity 5% To Cast Lvl 4 Frost Nova When Struck Attacker Takes Damage of (3-6)
Blunt Weapon	Tir Sapphire	+ (35-60%) Enhanced Damage 5% To Cast Lvl 4 Frost Nova When Struck Attacker Takes Damage of (3-7)