

Diablo II: Lord of Destruction – Crafted Items

Crafted items are similar to rare items, but cannot be Gambled, dropped by Monsters or found in Chests. They can only be created with The Horadric Cube. Crafted Items are a form of Gambling for high level players or "hardcore" players. These serious players can have the ingredients and time to create a good Crafted Item. Crafted Items have the potential to be better than Rare Items and possibly certain Set or Unique Items.

Items in **Orange** are Crafted Items.

Crafted Items have 3-4 Fixed Properties

Each Crafted Item has one or more fixed properties. For example, there are some Crafted Items guaranteed to have from 5-10% Chance of Crushing Blow. Often the Fixed Properties are not available normally on Magic or Rare Items. It's also nice to be able to create an item knowing which fixed magical bonuses are going to always appear which is not the case with Magic or Rare Items.

Crafted Items have 1-4 Random Magical Prefixes/Suffixes

On top of those fixed properties, a Crafted Item can have from 1-4 standard Rare and Magic Prefix and Suffixes. These are generated pretty much the same way as a Rare item.

At ilvl 1-30, there's a 40% chance of 1 affix and a 20% chance each of 2, 3 or 4 affixes.

At ilvl 31-50, there's a 60% chance of 2 affixes and a 20% chance each of 3 or 4 affixes.

At ilvl 51-70, there's an 80% chance of 3 affixes and a 20% chance of 4 affixes.

At ilvl 71+, there's a 100% chance of 4 affixes.

When you Craft an item it loses all of its original Magical Prefixes/Suffixes. Creating a Crafted Item is just like the Imbue quest reward in that it takes the base item, and creates a new one with new properties.

The Level Requirement of crafted items will be higher than that of a rare item even if they have the same random prefixes/suffixes.

Crafted Items are pretty much a free shot of creating a Rare Item. You don't know if you'll get a "good" item since the bonuses are random but you do have a better chance than trying to find a Rare Item or Gambling for a Rare Item.

Because Crafted Items have fixed stats you have much more control over what magical bonuses will appear as opposed to finding or Gambling a Rare Item.

You can stack the "fixed" Magical Prefixes/Suffixes with regular Magical Prefixes/Suffixes that can appear on Rare Items to create bonuses that are much higher than would normally appear on a Rare Item. Note: this does not mean you will keep the Magical Bonuses on the item you place in the cube, this simply means that it's possible to combine the "fixed" Crafted Bonuses with normal Magic Prefixes and Suffixes.

The ilvl of a Crafted Item is equal to half the level of the crafting character (rounded down) plus half the ilvl of the input item (rounded down). Put another way: $ilvl = \text{int}(.5 * clvl) + \text{int}(.5 * ilvl)$

It's also worth noting that the ilvl, the quality and the properties of the jewel are completely irrelevant and don't affect the outcome at all.

Crafted Item Formulae

Place the listed Ingredients in the Horadric Cube and Transmute them. The ingredients must be exact, using the listed exact piece of Armor or Weapon.

The Crafted Recipe did not work

Make sure you use a Magic item, if it says Magic. Make sure you use the correct item type. If it's looking for a Belt, it's looking for the specific item "Belt" not any kind of Belt. It doesn't matter if the jewel is magic, rare, or even unique. They all work. If it doesn't work, you are probably doing something wrong. Make sure you have read all of the requirements

Some Crafted Recipes were in the game for a time but have since been removed or changed.

The following complete list of Crafted Formulae require Diablo II: LOD v1.10

Note: You can use the Normal, Exceptional, or Elite versions of items.

Helms

Crafted Item	Crafted Recipe	Fixed Effects
Hit Power Helm	Magic Full Helm / Basinet / Giant Conch Ith Rune Perfect Sapphire Any Jewel	(25-50) Defense vs. Missiles 5% Chance To Cast Level 4 Frost Nova When Struck Attacker Takes Damage of (3-7)
Blood Helm	Magic Helm / Casque / Armet Ral Rune Perfect Ruby Any Jewel	5-10% Deadly Strike (1-3)% Life Stolen Per Hit +(10-20) To Life
Caster Helm	Magic Mask/Death Mask / Demonhead Mask Nef Rune Perfect Amethyst Any Jewel	(1-4)% Mana Stolen Per Hit Regenerate Mana (4-10)% + (10-20) To Mana
Safety Helm	Magic Crown / Grand Crown / Corona Ith Rune Perfect Emerald Any Jewel	+ (10-30)% Enhanced Defense Lightning Resist + (5-10)% Magic Damage Reduced By (1-2) Damage Reduced By (1-4)

Boots

Crafted Item	Crafted Recipe	Fixed Effects
Hit Power Boot	Magic Chain / Mesh / Boneweave Boots Ral Rune Perfect Sapphire Any Jewel	(25-50) Defense vs. Melee 5% Chance To Cast Level 4 Frost Nova When Struck Attacker Takes Damage of (3-7)
Blood Boot	Magic Light Plated Boots / Battle Boots / Mirrored Boots Eth Rune Perfect Ruby Any Jewel	Replenish Life + (5-10) (1-3)% Life Stolen Per Hit +(10-20) To Life
Caster Boot	Magic Boots / Demonhide Boots / Wyrmhide Boots Thul Rune Perfect Amethyst Any Jewel	Increase Maximum Mana (2-5)% Regenerate Mana (4-10)% + (10-20) To Mana
Safety Boot	Magic Greaves / War Boots / Myrmidon Boots Ort Rune Perfect Emerald Any Jewel	+ (10-30)% Enhanced Defense Fire Resist + (5-10)% Magic Damage Reduced By (1-2) Damage Reduced By (1-4)

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Gloves

<i>Crafted Item</i>	<i>Crafted Recipe</i>	<i>Fixed Effects</i>
Hit Power Glove	Magic Chain Gloves / Heavy Bracers / Vambraces Ort Rune Perfect Sapphire Any Jewel	Knockback 5% Chance To Cast Level 4 Frost Nova When Struck Attacker Takes Damage of (3-7)
Blood Glove	Magic Heavy Gloves / Sharkskin Gloves / Vampirebone Gloves Nef Rune Perfect Ruby Any Jewel	Crushing Blow (5-10)% (1-3)% Life Stolen Per Hit +(10-20) To Life
Caster Glove	Magic Leather Gloves / Demonhide Gloves / Bramble Mitts Ort Rune Perfect Amethyst Any Jewel	+ (1-3) Mana Per Kill Regenerate Mana (4-10)% + (10-20) To Mana
Safety Glove	Magic Gauntlets / War Gauntlets / Ogre Gauntlets Ral Rune Perfect Emerald Any Jewel	+ (10-30)% Enhanced Defense Cold Resist + (5-10)% Magic Damage Reduced By (1-2) Damage Reduced By (1-4)

Belts

<i>Crafted Item</i>	<i>Crafted Recipe</i>	<i>Fixed Effects</i>
Hit Power Belt	Magic Heavy Belt / Battle Belt / Troll Belt Tal Rune Perfect Sapphire Any Jewel	(5-10) % Damage Goes to Mana 5% Chance To Cast Level 4 Frost Nova When Struck Attacker Takes Damage of (3-7)
Blood Belt	Magic Belt / Mesh Belt / Mithril Coil Tal Rune Perfect Ruby Any Jewel	Open Wounds (5-10)% (1-3)% Life Stolen Per Hit +(10-20) To Life
Caster Belt	Magic Light Belt / Sharkskin Belt / Vampirefang Belt Ith Rune Perfect Amethyst Any Jewel	5-10% Faster Cast Rate Regenerate Mana (4-10)% + (10-20) To Mana
Safety Belt	Magic Sash / Demonhide Sash / Spiderweb Sash Tal Rune Perfect Emerald Any Jewel	+ (10-30)% Enhanced Defense Poison Resist +(5-10)% Magic Damage Reduced By (1-2) Damage Reduced By (1-4)

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Shields

Crafted Item	Crafted Recipe	Fixed Effects
Hit Power Shield	Magic Gothic Shield / Ancient Shield / Ward Eth Rune Perfect Sapphire Any Jewel	(5-10%) Increased Chance of Blocking 5% Chance To Cast Level 4 Frost Nova When Struck Attacker Takes Damage of (3-10)
Blood Shield	Magic Spiked Shield / Barbed Shield / Blade Barrier Ith Rune Perfect Ruby Any Jewel	Attacker Takes Damage of (4-7) (1-3)% Life Stolen Per Hit +(10-20) To Life
Caster Shield	Magic Small Shield / Round Shield / Luna Eth Rune Perfect Amethyst Any Jewel	+ (5-10)% Increased Chance Of Blocking Regenerate Mana (4-10)% + (10-20) To Mana
Safety Shield	Magic Kite Shield / Dragon Shield / Monarch Nef Rune Perfect Emerald Any Jewel	+ (10-30)% Enhanced Defense Magic Resistance +(5-10)% Magic Damage Reduced By (1-2) Damage Reduced By (1-4)

Body

Crafted Item	Crafted Recipe	Fixed Effects
Hit Power Body	Magic Field Plate / Sharktooth Armor / Kraken Shell Nef Rune Perfect Sapphire Any Jewel	10-20% Faster Hit Recovery 5% Chance To Cast Level 4 Frost Nova When Struck Attacker Takes Damage of (3-10)
Blood Body	Magic Plate Mail / Templar Coat / Hellforge Plate Thul Rune Perfect Ruby Any Jewel	+ (1-3) Life Per Demon Kill (1-3)% Life Stolen Per Hit +(10-20) To Life
Caster Body	Magic Light Plate / Mage Plate / Archon Plate Tal Rune Perfect Amethyst Any Jewel	+ (1-3) Mana Per Kill Regenerate Mana (4-10)% + (10-20) To Mana
Safety Body	Magic Breast Plate / Cuirass / Great Hauberk Eth Rune Perfect Emerald Any Jewel	+ (10-30)% Enhanced Defense Half Freeze Duration Magic Damage Reduced By (1-2) Damage Reduced By (1-4)

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Amulets

Crafted Item	Crafted Recipe	Fixed Effects
Hit Power Amulet	Magic Amulet Thul Rune Perfect Sapphire Any Jewel	Hit Causes Monster To Flee [5-15] % 5% Chance To Cast Level 4 Frost Nova When Struck Attacker Takes Damage of (3-11)
Blood Amulet	Magic Amulet Amn Rune Perfect Ruby Any Jewel	5-10% Faster Run/Walk (1-4)% Life Stolen Per Hit +(10-20) To Life
Caster Amulet	Magic Amulet Ral Rune Perfect Amethyst Any Jewel	(5-10)% Faster Cast Rate Regenerate Mana (4-10)% + (10-20) To Mana
Safety Amulet	Magic Amulet Thul Rune Perfect Emerald Any Jewel	+ (1-10)% Increased Chance Of Blocking Magic Damage Reduced By (1-2) Damage Reduced By (1-4)

Rings

Crafted Item	Crafted Recipe	Fixed Effects
Hit Power Ring	Magic Ring Amn Rune Perfect Sapphire Any Jewel	+ (1-5) To Dexterity 5% Chance To Cast Level 4 Frost Nova When Struck Attacker Takes Damage of (3-6)
Blood Ring	Magic Ring Sol Rune Perfect Ruby Any Jewel	+ (1-5) To Strength (1-3)% Life Stolen Per Hit +(10-20) To Life
Caster Ring	Magic Ring Amn Rune Perfect Amethyst Any Jewel	(+ (1-5) To Energy Regenerate Mana (4-10)% + (10-20) To Mana
Safety Ring	Magic Ring Amn Rune Perfect Emerald Any Jewel	+ (1-5) To Vitality Magic Damage Reduced By (1-2) Damage Reduced By (1-4)

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Weapons

Crafted Item	Crafted Recipe	Fixed Effects
Hit Power Weapon	<p>Magic Normal / Exceptional / Elite Blunt Weapon</p> <p>Note: Blunt Weapons are Clubs, Hammers, Maces, Scepters, Staves and Wands. Hammers are War Hammer, Maul, Great Maul. Clubs are Club and Spiked Club. Maces are Mace, Flail, and Morning Star.</p> <p>Tir Rune Perfect Sapphire Any Jewel</p>	<p>+ (35-60%) Enhanced Damage 5% Chance To Cast Level 4 Frost Nova When Struck Attacker Takes Damage of (3-7)</p>
Blood Weapon	<p>Magic Normal / Exceptional / Elite Axe</p> <p>Ort Rune Perfect Ruby Any Jewel</p>	<p>+ (35-60%) Enhanced Damage (1-4)% Life Stolen Per Hit +(10-20) To Life</p>
Caster Weapon	<p>Magic Normal / Exceptional / Elite Rod</p> <p>Note: Rods are Scepters, Wands, and Staves.</p> <p>Tir Rune Perfect Amethyst Any Jewel</p>	<p>Increase Maximum Mana (1-5)% Regenerate Mana (4-10)% + (10-20) To Mana</p>
Safety Weapon	<p>Magic Normal / Exceptional / Elite Spear or Javelin</p> <p>Sol Rune Perfect Emerald Any Jewel</p>	<p>+ (5-10%) Enhanced Defense Magic Damage Reduced By (1-2) Damage Reduced By (1-4)</p>

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