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## [CUBE RECIPES]

Many cube recipes work only if you have more than the listed amount of Crafting Points on your equipped items. If so, their Crafting Point requirements are listed with the recipe.

There are several cube reagents in the game. A list of all cube reagents available in Median 2008 and their source follows :

- **Victim's Heart** and **Meditation Candle** : can be bought at the magic vendors for a base price of 100,000 gold each.

- **Arcane Shards** : acquired by disenchanting rare, crafted and unique items, using the disenchant recipes. There are four grades of them :

- Dull Arcane Shards
- Arcane Shards
- Glowing Arcane Shards
- Brilliant Arcane Shards

You do need the correct type to execute a cube recipe, but you can downgrade higher types and upgrade lower types.

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## 1. DISENCHANTING

This is how you get those useful Arcane Shards. It is usually a good idea to collect every gem and keep a spare supply of rare and crafted items, so you can turn them into Arcane Shards when you have enough gems.

### Disenchanting -

You can disenchant powerful items, stripping them of their magical modifiers and returning them as basic white items along with several Arcane Shards, which can be used as reagents for other cube recipes.

Rings and amulets are destroyed and not returned as white items.

rare item + Any Gem + identify scroll -> disenchant  
(you gain : 1x Dull Arcane Shards, nonmagical item if weapon/armor)

crafted item + Any Gem + identify scroll -> disenchant  
(you gain : 1x Arcane Shards, nonmagical item if weapon/armor)

unique item + Any Gem + identify scroll -> disenchant  
(you gain : 1x Glowing Arcane Shards, nonmagical item if weapon/armor)

Disenchanting unique items : 100 Crafting Points

### Arcane Shards Upgrade/Downgrade Recipes -

You can easily upgrade and downgrade Arcane Shards, by cubing them with themselves. You need three Arcane Shards to create the next higher grade, and cubing one returns three of the next lower grade. This is the only way to get Brilliant Arcane Shards.

any Arcane Shards except Brilliant x3 -> next higher Arcane Shards  
any Arcane Shards except Dull -> next lower Arcane Shards x3

Glowing Arcane Shards to Brilliant Arcane Shards : 200 Crafting Points

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## 2. CRAFTING

Create custom-built items in the Horadric Cube. The resulting crafted item spawns

with 1-5 preset modifiers depending on the crafting recipe used, and 1-4 extra random rare affixes, based on the item level :

- Item level 1-30 : 40% chance of 1 affix and a 20% chance each of 2, 3 or 4 affixes.
- Item level 31-50 : 60% chance of 2 affixes and a 20% chance each of 3 or 4 affixes.
- Item level 51-70 : 80% chance of 3 affixes and a 20% chance of 4 affixes.
- Item level 71+ : 100% chance of 4 affixes.

The required level of a crafted item is :

$$[\text{level of the highest affix} * 3/4] + 10 + 3 * [\text{number of random rare affixes}]$$

**Class Weapon Crafts -**

Create items for your own class, adding a bonus to up to 3 skills, or a bigger bonus to less skills (if they overlap), plus two additional preset bonuses and 1-4 random rare affixes.

All class weapon crafts : 50 Crafting Points

magic [weapon] + regular/Brilliant Arcane Shards + Perfect [Gem] -> class craft  
(level : 80% of character level or item level, whichever is highest)  
+3 to [random class skill] ([Your Class] Only)  
+2 (regular) or +3 (Brilliant) to [random class skill] ([Your Class] Only)  
+1 (regular) or +3 (Brilliant) to [random class skill] ([Your Class] Only)  
[1-4 random rare affixes]  
...and the following bonuses :

Amazon : requires Perfect Sapphires  
Can upgrade Spears, Javelins, Bows and Crossbows.  
+5-10 to All Attributes  
10-20% Deadly Strike  
Can upgrade Sceptres.  
+5-10 to All Attributes  
+5-15% to Spell Damage

Assassin : requires Perfect Skulls  
Can upgrade Knives, Polearms and Claws.  
10% Faster Run/Walk  
10-20% Deadly Strike

Barbarian : requires Perfect Rubies  
Can use Swords, Spears, Polearms, Axes, Clubs and Maces.  
+5-10 to All Attributes  
10-20% Deadly Strike

Druid : requires Perfect Emeralds  
Can upgrade Bows and Crossbows.  
Total Character Defense +15-25%  
10-20% Deadly Strike  
Can upgrade Staves.  
+5-15% to Spell Damage  
All Resists +15-30%

Necromancer : requires Perfect Topazes  
Can upgrade Staves, Wands, Scythes and Voodoo Heads.  
+5-15% to Spell Damage  
All Resists +15-30%  
Can upgrade Knives and Maces.  
+5-15% to Spell Damage  
10-20% Deadly Strike

Paladin : requires Perfect Diamonds  
Can upgrade Swords, Maces and Aerin Shields.  
+10-20% Increased Chance of Blocking  
10-20% Deadly Strike  
Can upgrade Spears.  
Total Character Defense +15-25%  
10-20% Deadly Strike  
Can upgrade Sceptres.  
+10-20% Increased Chance of Blocking  
+5-15% to Spell Damage

Sorceress : requires Perfect Amethysts  
Can upgrade Staves, Orbs and Crystal Swords.  
+5-15% to Spell Damage  
All Resists +15-30%

The three skill bonuses, the two other preset bonuses and the 1-4 random bonuses add up to 5-8 bonuses. You can get some very nice items this way.

**Class Armor Crafts -**

The armor piece crafts are weaker than the weapon crafts, spawning with only two skill bonuses instead of three. Nevertheless, the ability to add skill bonuses to items that normally cannot have them is very valuable.

All class armor crafts : 200 Crafting Points

magic [armor] + regular/Brilliant Arcane Shards + Perfect [Gem] -> class craft  
(level : 80% of character level or item level, whichever is highest)  
+2 to [random class skill] ([Your Class] Only)  
+1 (regular) or +2 (Brilliant) to [random class skill] ([Your Class] Only)  
[1-4 random rare affixes]  
...and the following bonuses :

Amazon : requires Perfect Sapphires  
Can upgrade Gloves and Boots.  
Slows Attacker by 5-15%

Assassin : requires Perfect Skulls  
Can upgrade Belts and Boots.  
+5-15 Life after each Kill

Barbarian : requires Perfect Rubies  
Can upgrade Primal Helms and Belts.  
3-5% Life stolen per Hit

Druid : requires Perfect Emeralds  
Can upgrade Amulets and Animal Pelts.  
3-5% Mana stolen per Hit

Necromancer : requires Perfect Topazes  
Can upgrade Gloves and Rings.  
15-30% Bonus to Summoned Minion Life

Paladin : requires Perfect Diamonds  
Can upgrade Helms and Body Armors.  
50-100% Damage Reflected

Sorceress : requires Perfect Amethysts  
Can upgrade Amulets and Rings.  
+5-15 Mana after each Kill

**Generic Crafts -**

These recipes can be used on any magic weapon or armor and are potentially useful to any class.

All generic crafts : 400 Crafting Points

magic weapon/armor + Glowing Arcane Shards + Victim's Heart -> +skills  
(level : 80% of character level)  
+1 to [random skill] ([Random Class] Only)  
[1-4 random affixes]

magic weapon/armor + Glowing Arcane Shards + Meditation Candle -> -reqs  
(level : 80% of character level)  
Requirements -5-20%  
[1-4 random affixes]

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3. TIER UPGRADES

Using these recipes, you can upgrade rare and unique items to the next higher tier.

There are 6 tiers of item quality in the mod, for example 'Short Sword (1)' is a tier 1 short sword. Think of them like normal, exceptional, elite and three more. Higher tier items generally have better base stats, but also higher requirements.

Rare/Crafted Tier Upgrade (keep modifiers) -

These recipes enable you to upgrade the tier of a rare item, without affecting its modifiers. No more throwing away those great rares that just happen to be on a junk base item.

rare/crafted weapon/armor + Any Perfect Gem + magic Jewel -> +1 tier

- Tier 1 to tier 2 : no requirements
- Tier 2 to tier 3 : 200 Crafting Points
- Tier 3 to tier 4 : 400 Crafting Points
- Tier 4 to tier 5 : 600 Crafting Points
- Tier 5 to tier 6 : 800 Crafting Points

Rare Tier Upgrade (reroll modifiers) -

From rags to riches. This recipe allows you to upgrade a rare item to the next tier, and reroll it at the same time. That useless rare dropped by Hatred (Normal) Diablo just may become your godly end-game weapon.

rare weapon/armor + Any Perfect Gem + magic Jewel x3 -> +1 tier, reroll  
(level : 95% of input item level)

- Tier 1 to tier 2 : no requirements
- Tier 2 to tier 3 : 200 Crafting Points
- Tier 3 to tier 4 : 400 Crafting Points
- Tier 4 to tier 5 : 600 Crafting Points
- Tier 5 to tier 6 : 800 Crafting Points

Unique Tier Upgrade (reroll modifiers) -

Likewise, you can upgrade unique items to the next higher tier, rerolling their modifiers.

Higher tier versions of the same unique almost always have better stats than lower tier versions. The only exception is skill level bonuses, which may turn out worse if the dice are against you.

- Tier 1 unique item + Thul Rune -> tier 2 version, reroll
- Tier 2 unique item + Hel Rune -> tier 3 version, reroll
- Tier 3 unique item + Lem Rune -> tier 4 version, reroll
- Tier 4 unique item + Gul Rune -> tier 5 version, reroll
- Tier 5 unique item + Ber Rune -> tier 6 version, reroll

- Tier 1 to tier 2 : 200 Crafting Points
- Tier 2 to tier 3 : 400 Crafting Points
- Tier 3 to tier 4 : 600 Crafting Points
- Tier 4 to tier 5 : 800 Crafting Points
- Tier 5 to tier 6 : 1000 Crafting Points

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4. OTHER REROLL RECIPES

Reroll Normal Item as Superior -

normal weapon/armor + Any Gem -> reroll as superior  
(level : 100% of input item level)

Reroll Superior Item as Magic -

superior weapon/armor + Any Gem -> reroll as magic  
(level : 66% of input item level)

**Reroll Magic Item as Rare -**

magic item + Ral Rune + Any Gem -> reroll as rare  
(level : 95% of input item level)

Amulet : 100 Crafting Points  
Any other item : no requirements

This does not work on jewels.

**Reroll Rare Item -**

rare item + Any Gem -> reroll  
(level : 95% of input item level)

Amulet : 200 Crafting Points  
Any other item : 150 Crafting Points

**Reroll Unique Item -**

unique item + Any Perfect Gem x3 -> reroll

Amulet : 200 Crafting Points  
Any other item : 150 Crafting Points

**Reroll Rare Item (super) -**

You can use Brilliant Arcane Shards to reroll items as level 80 rares. Most (but not all) rare affixes can spawn on the output item. Of course, the ingredients include special drops from the optional uberbosses, the toughest encounters in the game... See [HERE](#) for information on the uber quests.

rare weapon + Azmodan's Heart + Brilliant Arcane Shards -> super reroll  
rare armor + Sacred Worldstone Key + Brilliant Arcane Shards -> super reroll  
rare ring/amulet + Scroll of Kings + Brilliant Arcane Shards -> super reroll  
(Affix level : 80)

**Gem Shattering Recipes -**

A new addition in 1.43, these recipes use higher gem grades as reagents to turn magic items into rares. The gem grade you use has no impact on the quality of the resulting item. If you find yourself wondering what to do with those perfect gems, this is the solution.

magic item + non-chipped Gem -> reroll as rare + next lower Gem  
(level : 95% of input item level)

This does not work on jewels.

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**5. AFFIX BONUS RECIPES**

**Add Modifiers to Rare/Crafted/Unique Item -**

These recipes add modifiers to existing items, improving them at the cost of a higher required level.

rare weapon + regular Arcane Shards + [Any Gem] + [optional scroll] -> bonus  
crafted weapon + regular Arcane Shards + [Any Gem] + [optional scroll] -> bonus  
(only works on non-ethereal items)

[No Gem] :  
No scroll : +15% Enhanced Damage

(adds +5 to level requirement)  
**Btw.** Enhanced Damage is capped at +350%.

Amethyst :  
No scroll : 15% Bonus to Attack Rating  
Town portal scroll : Slows Target by 5%  
Identify scroll : 2% Mana Stolen per Hit  
(adds +5 to level requirement)

Diamond :  
No scroll : +25% Damage to Undead  
Town portal scroll : 5% Chance of Uninterruptable Attack  
Identify scroll : +25% Damage to Demons  
(adds +5 to level requirement)

Emerald :  
No scroll : +3% to Poison Skill Damage  
Town portal scroll : Poison Length Reduced by 5%  
Identify scroll : 5% Deadly Strike  
(adds +5 to level requirement)

Ruby :  
No scroll : +3% to Fire Skill Damage  
Town portal scroll : 10% Chance of Open Wounds  
Identify scroll : 2% Life Stolen per Hit  
(adds +5 to level requirement)

Sapphire :  
No scroll : +3% to Cold Skill Damage  
Town portal scroll : 3% Bonus to Buff/Debuff/Cold Skill Duration  
Identify scroll : +15 to Maximum Damage  
(adds +5 to level requirement)

Topaz :  
No scroll : +3% to Lightning Skill Damage  
Town Portal scroll : 2% Curse Length Reduction  
Identify scroll : 5% Better Chance of Getting Magic Items  
(adds +5 to level requirement)

Skull :  
No scroll : 2% Crushing Blow  
Town portal scroll : Stun Attack [0.2 seconds]  
Identify scroll : +3% Bonus to Summoned Minion Damage  
(adds +5 to level requirement)

Rainbow Stone :  
No scroll : -2% to Enemy Fire Resistance  
Town portal scroll : -2% to Enemy Lightning Resistance  
Identify scroll : -2% to Enemy Cold Resistance  
(adds +5 to level requirement)

rare armor + regular Arcane Shards + [Any Gem] + [optional scroll] -> bonus  
crafted armor + regular Arcane Shards + [Any Gem] + [optional scroll] -> bonus  
(only works on non-ethereal items)

[No Gem] :  
No scroll : +15% Enhanced Defense  
(adds +5 to level requirement)  
**Btw.** Enhanced Defense is capped at +350%.

Amethyst :  
No scroll : +3 to Dexterity  
Town portal scroll : +15 to Mana  
Identify scroll : Slows Attacker by 2%  
(adds +5 to level requirement)

Diamond :  
No scroll : +3 to Strength  
Town portal scroll : +15 to Life  
Identify scroll : +5% Bonus to Summoned Minion Life  
(adds +5 to level requirement)

Emerald :

No scroll : 30% Extra Gold from Monsters  
Town portal scroll : Poison Resist +10%  
Identify scroll : +10 Crafting Points  
(adds +5 to level requirement)

Ruby :  
No scroll : +3 to Vitality  
Town portal scroll : Fire Resist +10%  
Identify scroll : +5% to Vitality when using a Healing Potion  
(adds +5 to level requirement)

Sapphire :  
No scroll : 5% Better Chance of Blocking  
Town portal scroll : Cold Resist +10%  
Identify scroll : +5% to Energy when using a Mana Potion  
(adds +5 to level requirement)

Topaz :  
No scroll : +3 to Energy  
Town portal scroll : Lightning Resist +10%  
Identify scroll : Total Character Defense Plus 2%  
(adds +5 to level requirement)

Skull :  
No scroll : +30 Defense  
Town portal scroll : 3% Damage Taken Goes To Mana  
Identify scroll : +2% to Experience Gained  
(adds +5 to level requirement)

Rainbow Stone :  
No scroll : Attacker Takes Fire Damage of 10  
Town portal scroll : Attacker Takes Lightning Damage of 10  
Identify scroll : Attacker Takes Cold Damage of 10  
(adds +5 to level requirement)

unique weapon + regular Arcane Shards + [Any Gem] + [optional scroll] -> bonus  
(only works on non-ethereal items)

[No Gem] :  
No scroll : +10% Enhanced Damage  
(adds +5 to level requirement)  
**Btw.** Enhanced Damage is capped at +350%.

Amethyst :  
No scroll : 10% Bonus to Attack Rating  
Town portal scroll : Slows Target by 3%  
Identify scroll : 1% Mana Stolen per Hit  
(adds +5 to level requirement)

Diamond :  
No scroll : +15% Damage to Undead  
Town portal scroll : 3% Chance of Uninterruptable Attack  
Identify scroll : +15% Damage to Demons  
(adds +5 to level requirement)

Emerald :  
No scroll : +2% to Poison Skill Damage  
Town portal scroll : Poison Length Reduced by 3%  
Identify scroll : 3% Deadly Strike  
(adds +5 to level requirement)

Ruby :  
No scroll : +2% to Fire Skill Damage  
Town portal scroll : 7% Chance of Open Wounds  
Identify scroll : 1% Life Stolen per Hit  
(adds +5 to level requirement)

Sapphire :  
No scroll : +2% to Cold Skill Damage  
Town portal scroll : 2% Bonus to Buff/Debuff/Cold Skill Duration  
Identify scroll : +10 to Maximum Damage  
(adds +5 to level requirement)

Topaz :  
No scroll : +2% to Lightning Skill Damage  
Town Portal scroll : 2% Curse Length Reduction  
Identify scroll : 3% Better Chance of Getting Magic Items  
(adds +5 to level requirement)

Skull :  
No scroll : 1% Crushing Blow  
Town portal scroll : Stun Attack [0.12 seconds]  
Identify scroll : +2% Bonus to Summoned Minion Damage  
(adds +5 to level requirement)

Rainbow Stone :  
No scroll : -1% to Enemy Fire Resistance  
Town portal scroll : -1% to Enemy Lightning Resistance  
Identify scroll : -1% to Enemy Cold Resistance  
(adds +5 to level requirement)

unique armor + regular Arcane Shards + [Any Gem] + [optional scroll] -> bonus  
(only works on non-ethereal items)

[No Gem] :  
No scroll : +10% Enhanced Defense  
(adds +5 to level requirement)  
**Btw.** Enhanced Defense is capped at +350%.

Amethyst :  
No scroll : +2 to Dexterity  
Town portal scroll : +10 to Mana  
Identify scroll : Slows Attacker by 1%  
(adds +5 to level requirement)

Diamond :  
No scroll : +2 to Strength  
Town portal scroll : +10 to Life  
Identify scroll : +3% Bonus to Summoned Minion Life  
(adds +5 to level requirement)

Emerald :  
No scroll : 20% Extra Gold from Monsters  
Town portal scroll : Poison Resist +7%  
Identify scroll : +7 Crafting Points  
(adds +5 to level requirement)

Ruby :  
No scroll : +2 to Vitality  
Town portal scroll : Fire Resist +7%  
Identify scroll : +3% to Vitality when using a Healing Potion  
(adds +5 to level requirement)

Sapphire :  
No scroll : 3% Better Chance of Blocking  
Town portal scroll : Cold Resist +7%  
Identify scroll : +3% to Energy when using a Mana Potion  
(adds +5 to level requirement)

Topaz :  
No scroll : +2 to Energy  
Town portal scroll : Lightning Resist +7%  
Identify scroll : Total Character Defense Plus 1%  
(adds +5 to level requirement)

Skull :  
No scroll : +20 Defense  
Town portal scroll : 2% Damage Taken Goes To Mana  
Identify scroll : +1% to Experience Gained  
(adds +5 to level requirement)

Rainbow Stone :  
No scroll : Attacker Takes Fire Damage of 7  
Town portal scroll : Attacker Takes Lightning Damage of 7  
Identify scroll : Attacker Takes Cold Damage of 7  
(adds +5 to level requirement)



Max Socket Recipe -

If your favourite item just does not have enough sockets, use this recipe to max out the socket count. The Six Angel Bag is the hard part, dropping only from a tough kill on Destruction difficulty.

any non-ethereal weapon/armor + Six Angel Bag -> max sockets

Add Modifiers to Item (random) -

Feeling lucky? These recipes provide a chance to enhance the item even more, but have only 1/5 chance to actually add any bonuses and you can only do them once on a given item. The resulting item, improved or not, has the text *Already Upgraded* on it and cannot be upgraded again.

any non-ethereal weapon + Glowing Arcane Shards x3 -> chance at upgrade  
+40% Enhanced Damage (20%)  
100% Bonus to Attack Rating (20%)  
(you can only do this recipe once per item)

any non-ethereal armor + Glowing Arcane Shards x3 -> chance at upgrade  
+40% Enhanced Defense (20%)  
Damage Reduced by 10% (20%)  
(you can only do this recipe once per item)

any ring + Glowing Arcane Shards x3 -> chance at upgrade  
+10% to Spell Damage (20%)  
(you can only do this recipe once per item)

any amulet + Glowing Arcane Shards x3 -> chance at upgrade  
+1 to All Skill Levels (20%)  
(you can only do this recipe once per item)

'Any item' means any item. These are actually among the few recipes that can affect runewords.

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6. JEWELCRAFTING

These recipes generate random crafted jewels with added preset modifiers. The jewels are generated with a level equal to 85% of the input jewel's level. If you want the best possible jewels ever, this is how you get them.

magic Jewel + Any Perfect Gem + [Insert] Rune -> jewel craft

The added modifier depends on the rune used, as follows.

- Tir Rune : +5-15% Better Chance of getting Magic Items
- Ith Rune : All Resists +3-5%
- Ort Rune : Requirements -2-4%
- Shael Rune : Total Character Defense Plus 2-3%
- Lum Rune : +1-2% to Experience Gained
- Lem Rune : +3-5 to All Attributes
- Ist Rune : Total Character Damage Plus 2-3%
- Ohm Rune : +4-10 to Maximum Damage
- Ber Rune : 1-3% Life Stolen per Hit, 1-3% Mana Stolen per Hit
- Zod Rune : +2-5% to Skill damage

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7. ALCHEMY

You can generate elixirs by transmuting gems with scrolls. Elixirs give you a temporary boost to one or more attributes. You can only have one elixir active at any time.

Base Stats -

Perfect Amethyst + identify scroll -> Elixir of Greater Strength  
Elixir effect - 100% Bonus to Strength  
Duration 20 seconds

Perfect Topaz + town portal scroll -> Elixir of Greater Dexterity  
Elixir effect - 100% Bonus to Dexterity  
Duration 20 seconds

Perfect Sapphire + identify scroll -> Elixir of Greater Energy  
Elixir effect - 100% Bonus to Energy  
Duration 20 seconds

Perfect Ruby + town portal scroll -> Elixir of Greater Vitality  
Elixir effect - 100% Bonus to Vitality  
Duration 20 seconds

**Other Stats -**

Perfect Emerald + town portal scroll -> Elixir of Greater Experience  
Elixir effect - +300% to Experience Gained  
Duration 20 seconds

Perfect Ruby + identify scroll -> Elixir of Greater Greed  
Elixir effect - +350% Better Chance of getting Magic Items  
Duration 20 seconds

Perfect Topaz + identify scroll -> Elixir of Concentration  
Elixir effect - +25% to Buff/Debuff/Cold Skill Duration  
Duration 20 seconds

Perfect Amethyst + town portal scroll -> Elixir of Love  
Elixir effect - Reduces all Vendor Prices 40%  
Duration 20 seconds

Perfect Sapphire + town portal scroll -> Elixir of Power  
Elixir effect - +2 to All Skill Levels  
Duration 20 seconds

**Instant -**

Perfect Emerald + identify scroll -> Elixir of Adrenaline  
Elixir effect - Cancels a running skill timer  
Instant effect

All alchemy recipes : 500 Crafting Points

The [Elixir of Adrenaline](#) removes a running skill timer (red skill icon), enabling you to use another timered skill right away instead of having to wait for the skill timer to run out before you can use the second skill.

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8. ATTRIBUTE CHALLENGE RECIPES

This is the reward for completing certain tasks with only half of your attribute points used up. It may be much harder to complete the game that way, but the spoils are worth it.

There are recipes to create powerful unique charms, and improved versions of the class crafting recipes.

See the [Attribute Challenge](#) page for more details.

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9. MISCELLANEOUS RECIPES

Last but certainly not least, all cube recipes that do not fall under one of the above

categories.

Wirt's Leg + Tome of Town Portal -> Cow Level portal

Victim's Heart x3 + Meditation Candle x3 -> Book of Summoning

This is how you generate the Book of Summoning, used to access the special summoning quests. It does nothing else, so if you are not yet ready to attempt the summoning quests, you may want to save your money.

Any Gem x3 -> next higher gem

Any Rune x3 -> next higher rune

- Shael to Dol : 50 Crafting Points
- Dol to Hel : 100 Crafting Points
- Hel to Io : 150 Crafting Points
- Io to Lum : 200 Crafting Points
- Lum to Ko : 250 Crafting Points
- Ko to Fal : 300 Crafting Points
- Fal to Lem : 350 Crafting Points
- Lem to Pul : 400 Crafting Points
- Pul to Um : 450 Crafting Points
- Um to Mal : 500 Crafting Points
- Mal to Ist : 550 Crafting Points
- Ist to Gul : 600 Crafting Points
- Gul to Vex : 650 Crafting Points
- Vex to Ohm : 700 Crafting Points
- Ohm to Lo : 750 Crafting Points
- Lo to Sur : 800 Crafting Points
- Sur to Ber : 900 Crafting Points
- Ber to Jah : 1000 Crafting Points
- Jah to Cham : 1100 Crafting Points
- Cham to Zod : 1200 Crafting Points

item + Thul Rune + Dull Arcane Shards -> removes socket fillers

Any item : 250 Crafting Points

Used on an item with one or more sockets filled, this destroys the gems, runes and/or jewels socketed into the item and returns the clean socketed item.

item + Hel Rune + town portal scroll -> unsocket

Any item : 50 Crafting Points

Used on an item with one or more sockets filled, this destroys the item and returns the gems, runes and/or jewels it contained.

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