CUBE RECIPES
NEW ADDITIONS IN PATCH 1.50

'Crafting Points'
Many cube recipes work only if you have more than the required amount of Crafting Points on your <u>equipped</u> items. If you do not meet this requirement, the recipe will not work. Crafting Point requirements are listed near the recipe in grey text.

Example :

 Upgrade Egg to Chicken : 200 Crafting Points

Arcane Shards
These reagents are required for many cube recipes. To obtain Arcane Shards, use the disenchant recipe to extract them from rare, crafted, unique or set items.

Victim's Heart/Meditation Candle
You can buy these reagents at the magic vendors for a base price of 100,000 gold.

1/9 DISENCHANTING RECIPES

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.

1.1 Disenchanting -

You can disenchant powerful items, stripping them of their magical modifiers and returning them as basic nonmagical 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 regular (nonmagical) items.

 rare item + gem + identify scroll -> Dull Arcane Shards + regular item if weapon/armor
 crafted item + gem + identify scroll -> Regular Arcane Shards + regular item if weapon/armor
 unique item + gem + identify scroll -> Glowing Arcane Shards + regular item if weapon/armor
 set item + gem + identify scroll -> Brilliant Arcane Shards + regular item if weapon/armor

 Disenchanting unique items : 100 Crafting Points
 Disenchanting set items : 400 Crafting Points

1.2 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.

The order is Dull <-> Regular <-> Glowing <-> Brilliant.

 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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Create custom-built items in the Horadric Cube. The resulting crafted item spawns with 1-2 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 20% chance each of 2, 3 or 4 affixes.
Item level 31-50 : 60% chance of 2 affixes and 20% chance each of 3 or 4 affixes.
Item level 51-70 : 80% chance of 3 affixes and 20% chance of 4 affixes.
Item level 71+ : 100% chance of 4 affixes.

The required level of a crafted item is :

[level of the highest affix * 3/4] + 10 + 3 * [number of random rare affixes]

Especially at lower levels, this formula may create items with a required level above the level of the character that crafted them. This is a feature of crafting and occurs in classic LoD as well.

Do not confuse required level, which appears on the item, with item level, which is invisible and usually equal to the monster level of the monster that dropped the item.

2.1 Regular Class Weapon Crafting -

The weakest, but easiest crafting recipes. They are useful early on, but you should abandon them once you have brilliant shards.

magic [weapon] + Regular Arcane Shards + [gem] -> reroll as crafted [weapon]
(output item level : 80% of character level or item level, whichever is highest)

All regular class weapon crafts : 50 Crafting Points

Amazon : requires Sapphires
Can craft Spears, Javelins, Bows and Crossbows.
+10-20 to All Attributes
5-10% Deadly Strike
[1-4 random rare affixes]
Can craft Sceptres.
+10-20 to All Attributes
+5-15% to Spell Damage
[1-4 random rare affixes]

Assassin : requires Skulls
Can craft Daggers, Throwing Knives and Polearms.
20% Faster Run/Walk
5-10% Deadly Strike
[1-4 random rare affixes]
Can craft Assassin-Specific Claws.
+5-10 Energy Bonus to Spell Damage
5-10% Deadly Strike
[1-4 random rare affixes]

Barbarian : requires Rubies
Can craft Swords, Spears, Polearms, Axes, Clubs and Maces.
+10-20 to All Attributes
5-10% Deadly Strike
[1-4 random rare affixes]

Druid : requires Emeralds
Can craft Bows and Crossbows.
Total Character Defense +15-30%
5-10% Deadly Strike
[1-4 random rare affixes]
Can craft Staves.
+10-20% to Spell Damage
All Resists +30-60%
[1-4 random rare affixes]

Necromancer : requires Topazes
Can craft Staves and Scythes.
+10-20% to Spell Damage
All Resists +30-60%
[1-4 random rare affixes]
Can craft Necromancer-Specific Wands.
+5-15% to Spell Damage
All Resists +15-30%
[1-4 random rare affixes]
Can craft Necromancer-Specific Crossbows.
5-10% Deadly Strike
All Resists +30-60%
[1-4 random rare affixes]
Can craft Daggers, Throwing Knives and Maces.
+5-15% to Spell Damage
5-10% Deadly Strike
[1-4 random rare affixes]

Paladin : requires Diamonds
Can craft Swords, Clubs and Maces.
+10-15% Increased Chance of Blocking
5-10% Deadly Strike
[1-4 random rare affixes]
Can craft Spears.
Total Character Defense +15-30%
5-10% Deadly Strike
[1-4 random rare affixes]
Can craft Hammers.
+10-20 to all Attributes
5-10% Deadly Strike
[1-4 random rare affixes]
Can craft Sceptres.
+10-15% Increased Chance of Blocking
+5-15% to Spell Damage
[1-4 random rare affixes]

Sorceress : requires Amethysts
Can craft Staves.
+10-20% to Spell Damage
All Resists +30-60%
[1-4 random rare affixes]
Can craft Orbs and Crystal Swords.
+5-15% to Spell Damage
All Resists +15-30%
[1-4 random rare affixes]

2.2 Regular Class Armor Crafting -

The armor piece crafts are weaker than the weapon crafts, spawning with less preset bonuses. Nevertheless, the ability to add certain bonuses to items that normally cannot have them is very valuable.

magic [armor] + Regular Arcane Shards + [gem] -> reroll as crafted [armor]
(output item level : 80% of character level or item level, whichever is highest)

All regular class armor crafts : 200 Crafting Points

Amazon : requires Sapphires
Can craft Gloves and Boots.
Slows Attacker by 10-20%
[1-4 random rare affixes]
Can craft Amazon-Specific Helms.
Total Character Damage Plus 20-30%
[1-4 random rare affixes]

Assassin : requires Skulls
Can craft Belts and Boots.
+10-30 Life after each Kill
[1-4 random rare affixes]
Can craft Assassin-Specific Shields.
+5-10% to Spell Damage
[1-4 random rare affixes]

Barbarian : requires Rubies
Can craft Belts and Barbarian-Specific Helms.
6-10% Life Stolen per Hit
[1-4 random rare affixes]

Druid : requires Emeralds
Can craft Amulets and Animal Pelts.
6-10% Mana Stolen per Hit
[1-4 random rare affixes]

Necromancer : requires Topazes
Can craft Gloves and Rings.
10-15% Bonus to Summoned Minion Life
[1-4 random rare affixes]
Can craft Shrunken Heads.
+5-15% to Spell Damage
All Resists +15-30%
[1-4 random rare affixes]

Paladin : requires Diamonds
Can craft Helms and Body Armors.
100-200% Damage Reflected
[1-4 random rare affixes]
Can craft Divine Shields.
+10-15% Increased Chance of Blocking
5-10% Deadly Strike
[1-4 random rare affixes]

Sorceress : requires Amethysts
Can craft Amulets and Rings.
+10-30 Mana after each Kill
[1-4 random rare affixes]
Can craft Sorceress-Specific Body Armors.
+5-15% to Spell Damage
[1-4 random rare affixes]

2.3 Brilliant Class Weapon Crafting -

If you can afford these, you can create some powerful weapons indeed.

magic [weapon] + Brilliant Arcane Shards + perfect [gem] -> reroll as crafted [weapon]
(output item level : 80% of character level or item level, whichever is highest)

All brilliant class weapon crafts : 100 Crafting Points

Amazon : requires Perfect Sapphires
Can craft Spears, Javelins, Bows and Crossbows.
+20-40 to All Attributes
10-20% Deadly Strike
[1-4 random rare affixes]
Can craft Sceptres.
+20-40 to All Attributes
+10-30% to Spell Damage
[1-4 random rare affixes]

Assassin : requires Perfect Skulls
Can craft Daggers, Throwing Knives and Polearms.
40% Faster Run/Walk
10-20% Deadly Strike
[1-4 random rare affixes]
Can craft Assassin-Specific Claws.
+10-20 Energy Bonus to Spell Damage
10-20% Deadly Strike
[1-4 random rare affixes]

Barbarian : requires Perfect Rubies
Can craft Swords, Spears, Polearms, Axes, Clubs and Maces.
+20-40 to All Attributes
10-20% Deadly Strike
[1-4 random rare affixes]

Druid : requires Perfect Emeralds
Can craft Bows and Crossbows.
Total Character Defense +30-45%
10-20% Deadly Strike
[1-4 random rare affixes]
Can craft Staves.
+20-40% to Spell Damage
All Resists +60-90%
[1-4 random rare affixes]

Necromancer : requires Perfect Topazes
Can craft Staves and Scythes.
+20-40% to Spell Damage
All Resists +60-90%
[1-4 random rare affixes]
Can craft Necromancer-Specific Wands.
+10-30% to Spell Damage
All Resists +30-45%
[1-4 random rare affixes]
Can craft Necromancer-Specific Crossbows.
10-20% Deadly Strike
All Resists +60-90%
[1-4 random rare affixes]
Can craft Daggers, Throwing Knives and Maces.
+10-30% to Spell Damage
10-20% Deadly Strike
[1-4 random rare affixes]

Paladin : requires Perfect Diamonds
Can craft Swords, Clubs and Maces.
+15-20% Increased Chance of Blocking
10-20% Deadly Strike
[1-4 random rare affixes]
Can craft Spears.
Total Character Defense +30-45%
10-20% Deadly Strike
[1-4 random rare affixes]
Can craft Hammers.
+20-40 to all Attributes
10-20% Deadly Strike
[1-4 random rare affixes]
Can craft Sceptres.
+15-20% Increased Chance of Blocking
+10-30% to Spell Damage
[1-4 random rare affixes]

Sorceress : requires Perfect Amethysts
Can craft Staves.
+20-40% to Spell Damage
All Resists +60-90%
[1-4 random rare affixes]
Can craft Orbs and Crystal Swords.
+10-30% to Spell Damage
All Resists +30-45%
[1-4 random rare affixes]

2.4 Brilliant Class Armor Crafting -

An improved version of the regular armor crafts.

magic [armor] + Brilliant Arcane Shards + perfect [gem] -> reroll as crafted [armor]
(output item level : 80% of character level or item level, whichever is highest)

All brilliant class weapon crafts : 400 Crafting Points

Amazon : requires Perfect Sapphires
Can craft Gloves and Boots.
Slows Attacker by 20-30%
[1-4 random rare affixes]
Can craft Amazon-Specific Helms.
Total Character Damage Plus 30-40%
[1-4 random rare affixes]

<u>Assassin</u> : requires Perfect Skulls
Can craft Belts and Boots.
+20-60 Life after each Kill
[1-4 random rare affixes]
Can craft Assassin-Specific Shields.
+10-15% to Spell Damage
[1-4 random rare affixes]

<u>Barbarian</u> : requires Perfect Rubies
Can craft Belts and Barbarian-Specific Helms.
11-15% Life Stolen per Hit
[1-4 random rare affixes]

<u>Druid</u> : requires Perfect Emeralds
Can craft Amulets and Animal Pelts.
11-15% Mana Stolen per Hit
[1-4 random rare affixes]

<u>Necromancer</u> : requires Perfect Topazes
Can craft Gloves and Rings.
20-30% Bonus to Summoned Minion Life
[1-4 random rare affixes]
Can craft Shrunken Heads.
+10-30% to Spell Damage
All Resists +30-45%
[1-4 random rare affixes]

<u>Paladin</u> : requires Perfect Diamonds
Can craft Helms and Body Armors.
200-400% Damage Reflected
[1-4 random rare affixes]
Can craft Divine Shields.
+15-20% Increased Chance of Blocking
10-20% Deadly Strike
[1-4 random rare affixes]

<u>Sorceress</u> : requires Perfect Amethysts
Can craft Amulets and Rings.
+20-60 Mana after each Kill
[1-4 random rare affixes]
Can craft Sorceress-Specific Body Armors.
+10-30% to Spell Damage
[1-4 random rare affixes]

2.5 Generic Crafting -

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

magic weapon + Glowing Arcane Shards + Victim's Heart -> reroll as crafted weapon
magic armor + Glowing Arcane Shards + Victim's Heart -> reroll as crafted armor
magic weapon + Glowing Arcane Shards + Meditation Candle -> reroll as crafted weapon
magic armor + Glowing Arcane Shards + Meditation Candle -> reroll as crafted armor
(output item level : 80% of character level or item level, whichever is highest)

All generic crafts : 400 Crafting Points

<u>Victim's Heart craft</u>
+1 to [random skill] ([Random Class] Only)
[1-4 random affixes]

<u>Meditation Candle craft</u>
Requirements -5-20%
[1-4 random affixes]

3/9 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.

3.1 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.

This recipe cannot be used on Tier 6 items to create Sacred items. You have to find Sacred items yourself.

 rare weapon + perfect gem + magic jewel -> raise item to next tier
 rare armor + perfect gem + magic jewel -> raise item to next tier
 crafted weapon + perfect gem + magic jewel -> raise item to next tier
 crafted armor + perfect gem + magic jewel -> raise item to next 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

3.2 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 + perfect gem + magic jewel x3 -> raise item to next tier and reroll
 rare armor + perfect gem + magic jewel x3 -> raise item to next tier and reroll
 (output item 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

3.3 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.

Warning : This recipe forgets the ethereal state of the input item.

 tier 1 unique item + Thul Rune -> reroll as tier 2 version
 tier 2 unique item + Hel Rune -> reroll as tier 3 version
 tier 3 unique item + Lem Rune -> reroll as tier 4 version
 tier 4 unique item + Gul Rune -> reroll as tier 5 version

tier 5 unique item + Ber Rune -> reroll as tier 6 version

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

4/9 OTHER REROLL RECIPES

If you can't find any useful items, look no further. These recipes create items out of other items, potentially giving you something useful in exchange for your junk.

4.1 Reroll Regular Item as Superior -

regular weapon + gem -> reroll as superior
regular armor + gem -> reroll as superior
(output item level : 100% of input item level)

4.2 Reroll Superior Item as Magic -

superior weapon + gem -> reroll as magic
superior armor + gem -> reroll as magic
(output item level : 100% of input item level)

4.3 Reroll Magic Item as Rare (Gem Shatter Recipe) -

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 weapon + non-chipped gem -> reroll as rare + lower gem
magic armor + non-chipped gem -> reroll as rare + lower gem
magic ring/amulet + non-chipped gem -> reroll as rare + lower gem
(output item level : 50% of input item level)
(requires character level 10 or up)

The regular gem shattering recipes are fine for most purposes, but when you finally found that incredibly rare tier 6 item you always wanted, only the best reroll is good enough. This is a new addition in 1.46.

magic weapon + non-chipped gem + Glowing Arcane Shards -> reroll as rare + lower gem
magic armor + non-chipped gem + Glowing Arcane Shards -> reroll as rare + lower gem
magic ring/amulet + non-chipped gem + Glowing Arcane Shards -> reroll as rare + lower gem
(output item level : 90% of input item level)
(requires character level 10 or up)

4.4 Reroll Magic Item -

magic weapon + chipped gem -> reroll
magic armor + chipped gem -> reroll

magic ring/amulet + chipped gem -> reroll
magic quiver + chipped gem -> reroll
(output item level : 95% of input item level)

4.5 Reroll Magic Item and Add Bonus (Zomghelp Recipe) -

Newly added in 1.48, this recipe is intended to help out players with incredibly bad luck. It produces a magic item with a guaranteed damage or defense bonus. The level of the item is very low, meaning you are unlikely to get anything else of value on the created item. But they can be useful if you get in trouble.

magic weapon + Brilliant Arcane Shards -> reroll + enhanced damage
magic armor + Brilliant Arcane Shards -> reroll + enhanced defense
(output item level : set to 1)

Zomghelp Reroll
+(25 to 263)% Enhanced Damage/Defense
[random magic prefix and/or suffix]
The percentage is fixed, depending on your character level when you create the item. The bonus is 25% at level 1, plus 2% per character level above 1.

4.6 Reroll Rare Item -

rare weapon + perfect gem -> reroll
rare armor + perfect gem -> reroll
rare ring/amulet + perfect gem -> reroll
(output item level : 95% of input item level)

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

You can use Brilliant Arcane Shards to reroll items as level 99 rares. The output item can spawn with any rare affix in the game. Of course, the ingredients include special drops from the optional uberbosses, the toughest encounters in the game...
See M2008_uberquests.pdf or the homepage for information on the uber quests.

rare weapon + Brilliant Arcane Shards + Azmodan's Heart -> reroll and increase item level
rare armor + Brilliant Arcane Shards + Sacred Worldstone Key -> reroll and increase item level
rare ring/amulet + Brilliant Arcane Shards + Scroll of Kings -> reroll and increase item level
(output item level : set to 99)

Amulet : 250 Crafting Points
Any other item : 200 Crafting Points

4.7 Reroll Unique Item -

If a unique item turns out to have low random statistics, this recipe will reroll it, hopefully improving it in the process.

unique weapon + perfect gem x3 -> reroll
unique armor + perfect gem x3 -> reroll
unique ring/amulet + perfect gem x3 -> reroll

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

4.8 Chaos Reroll Recipe -

A new 1.49 addition, this recipe takes an input item and generates a new item of the same type. The new item can be cracked, unique or anything in between.

any weapon + Brilliant Arcane Shards + healing potion + mana potion -> reroll as random item grade

any armor + Brilliant Arcane Shards + healing potion + mana potion -> reroll as random item grade

any ring/amulet + Brilliant Arcane Shards + healing potion + mana potion -> reroll as random item grade

(output item level : 100% of input item level)

Unique : 0.17%
Set : 3.93%
Rare : 1.66%
Magic : 9.42%
Superior : 21.21%
Regular : 21.21%
Junk : 42.41%

Remember that sets have an item level of 121, so you may need to use an item found in a level 121 area if you are trying for a set item.

5/9 AFFIX BONUS RECIPES

The affix bonus recipes leave all existing modifiers on the input items intact, but add extra bonuses or improve the item in some other way. Feel free to use your precious high level items for these!

5.1 Extra Modifier Recipes -

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

The effect of this versatile recipe depends on the input item used, the gem type and the presence or absence of a scroll, according to the following list. The quality of the gem does not matter.

Warning : The required level penalty applies to the required level of either the base item or the gems/runes/jewels socketed into it, <u>whichever is higher</u>. This also occurs if you socket the item after performing these recipes on it. Please socket the item first, or you may end up with an unusable item after you put the gems/runes/jewels in.

Warning : Please do not ignore the notice saying that these recipes do not work on ethereal items. If you try, nothing may happen, or you may lose your item! This is a fix put in place to avoid the stacking defense bug with ethereal items, until Blizzard fixes the bug.

regular weapon + Regular Arcane Shards + [gem] + [optional scroll] -> return weapon with added bonuses

superior weapon + Regular Arcane Shards + [gem] + [optional scroll] -> return weapon with added bonuses

rare weapon + Regular Arcane Shards + [gem] + [optional scroll] -> return weapon with added bonuses

crafted weapon + Regular Arcane Shards + [gem] + [optional scroll] -> return weapon with added bonuses

(these recipes do not work on ethereal items)

[No gem] :
No scroll : +15% Enhanced Damage
(adds +5 to level requirement)
Btw. Enhanced Damage is capped at +350%, not counting gems/runes/jewels or runeword bonuses.

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 Spell 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 Spell 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 Spell 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 Spell 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)
Btw. Stun Attack is capped at 10 seconds.

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)

regular armor + Regular Arcane Shards + [gem] + [optional scroll] -> return armor with added bonuses
superior armor + Regular Arcane Shards + [gem] + [optional scroll] -> return armor with added bonuses
rare armor + Regular Arcane Shards + [gem] + [optional scroll] -> return armor with added bonuses
crafted armor + Regular Arcane Shards + [gem] + [optional scroll] -> return armor with added bonuses
(these recipes do not work on ethereal items)

[No gem] :
No scroll : +15% Enhanced Defense
(adds +5 to level requirement)
Btw. Enhanced Defense is capped at +350%, not counting gems/runes/jewels or
runeword bonuses.

Amethyst :
No scroll : +6 to Dexterity
Town portal scroll : +30 to Mana
Identify scroll : Slows Attacker by 2%
(adds +5 to level requirement)

Diamond :
No scroll : +6 to Strength
Town portal scroll : +30 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 : +6 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 : +6 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 40
Town portal scroll : Attacker Takes Lightning Damage of 40
Identify scroll : Attacker Takes Cold Damage of 40
(adds +5 to level requirement)

unique weapon + Regular Arcane Shards + [gem] + [optional scroll] -> return weapon with added bonuses

set weapon + Regular Arcane Shards + [gem] + [optional scroll] -> return weapon with added bonuses

(these recipes do not work on ethereal items)

[No gem] :
No scroll : +10% Enhanced Damage
(adds +5 to level requirement)
Btw. Enhanced Damage is capped at +350%, not counting gems/runes/jewels or
runeword bonuses.

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 Spell 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 Spell 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 Spell 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 Spell 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)
Btw. Stun Attack is capped at 10 seconds.

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 + [gem] + [optional scroll] -> return armor with added bonuses

set armor + Regular Arcane Shards + [gem] + [optional scroll] -> return armor with added bonuses

(these recipes do not work on ethereal items)

[No gem] :
No scroll : +10% Enhanced Defense
(adds +5 to level requirement)
Btw. Enhanced Defense is capped at +350%, not counting gems/runes/jewels or
runeword bonuses.

Amethyst :
No scroll : +4 to Dexterity
Town portal scroll : +20 to Mana
Identify scroll : Slows Attacker by 1%
(adds +5 to level requirement)

Diamond :
No scroll : +4 to Strength
Town portal scroll : +20 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 : +4 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 : +4 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 30
Town portal scroll : Attacker Takes Lightning Damage of 30
Identify scroll : Attacker Takes Cold Damage of 30
(adds +5 to level requirement)

This recipe is a great way to obtain powerful end-game items. Just take any item with good initial modifiers and a low required level, then do this recipe multiple times. Individual applications have only a minor effect, but they add up.

Do not push the required level of the item over 120, or the item will become useless.

5.2 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.

Warning : Low level items may have a lower socket cap. You may want to raise the item level first.

weapon + Six Angel Bag -> return weapon with max sockets
armor + Six Angel Bag -> return armor with max sockets
(these recipes do not work on ethereal items)

5.3 Random Socket Recipe -

Newly added in 1.46, this counterpart to the Max Socket Recipe gives your item a random additional number of sockets. The Sunless Crystal Bird drops in the same area as the Six Angel Bag, and only on Destruction difficulty.

Warning : Low level items may have a lower socket cap. You may want to raise the item level first.

weapon + Sunless Crystal Bird -> return weapon with random sockets
armor + Sunless Crystal Bird -> return armor with random sockets
(these recipes do not work on ethereal items)

5.4 White Item Level Booster -

Many players attempt to use the disenchant recipe to create nonmagical items and then add sockets to them for runeword purposes. However, the disenchant recipe creates level 1 items, meaning the resulting item is capped at 1-3 sockets.

Use this recipe on a nonmagical (regular) item before you add the sockets to raise its item level to 50, allowing it to receive the full range of possible sockets.

Do not confuse <u>required level</u>, which appears on the item, with <u>item level</u>, which is invisible and usually equal to the monster level of the monster that dropped the item.

regular weapon + Brilliant Arcane Shards -> return weapon with item level bonus
regular armor + Brilliant Arcane Shards -> return armor with item level bonus
(output item level : set to 50)
(these recipes do not work on ethereal items)

5.5 Random Extra Modifier Recipes -

Feeling lucky? These recipes provide a chance to enhance your item, 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.

weapon + Glowing Arcane Shards x3 -> return weapon + random bonuses

armor + Glowing Arcane Shards x3 -> return armor + random bonuses

ring/amulet + Glowing Arcane Shards x3 -> return ring/amulet + random bonuses

quiver + Glowing Arcane Shards x3 -> return quiver + random bonuses

(these recipes do not work on ethereal items)

Weapon
+40% Enhanced Damage (20%)
100% Bonus to Attack Rating (20%)
(you can only do this recipe once per item)

Armor
+40% Enhanced Defense (20%)
Damage Reduced by 10% (20%)
(you can only do this recipe once per item)

Ring
+10% to Spell Damage (20%)
(you can only do this recipe once per item)

Amulet
+1 to All Skill Levels (20%)
(you can only do this recipe once per item)

Quiver
+10 to all Attributes (20%)
(you can only do this recipe once per item)

6/9 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.

6.1 Basic Jewelcrafting -

magic jewel + perfect gem + [rune] -> reroll as crafted jewel
(output item level : 85% of input item level)

Jewelcraft
[1-4 random rare affixes]
The preset 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 Spell Damage

6.2 Advanced Jewelcrafting -

As of 1.50, For those who can do the hardest uberquests with ease and have ubercharms to burn, these recipes may create the best jewels ever.

magic jewel + Brilliant Arcane Shards + Spirit Trance Herb -> reroll as crafted jewel

magic jewel + Brilliant Arcane Shards + Moon of the Spider -> reroll as crafted jewel

(output item level : 85% of input item level)

Advanced jewelcraft : 500 Crafting Points

<u>Spirit Trance Herb Jewelcraft</u>
1-3% Bonus to all Attributes
[1-4 random rare affixes]

<u>Moon of the Spider Jewelcraft</u>
1-3% Chance of Crushing Blow
[1-4 random rare affixes]

7/9 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.

7.1 Basic Alchemy -

Temporarily increase your character's attributes by a percentage.

perfect amethyst + identify scroll -> Elixir of Greater Strength x3
Elixir effect - 100% Bonus to Strength
Duration 20 seconds
perfect topaz + town portal scroll -> Elixir of Greater Dexterity x3
Elixir effect - 100% Bonus to Dexterity
Duration 20 seconds
perfect sapphire + identify scroll -> Elixir of Greater Energy x3
Elixir effect - 100% Bonus to Energy
Duration 20 seconds
perfect ruby + town portal scroll -> Elixir of Greater Vitality x3
Elixir effect - 100% Bonus to Vitality
Duration 20 seconds

All basic alchemy recipes : 250 Crafting Points

7.2 Advanced Alchemy -

Create elixirs that do more nifty stuff, including reducing vendor prices and resetting skill cooldowns.

perfect emerald + town portal scroll -> Elixir of Greater Experience x3
Elixir effect - +300% to Experience Gained
Duration 20 seconds
perfect ruby + identify scroll -> Elixir of Greater Greed x3
Elixir effect - +350% Better Chance of getting Magic Items
Duration 20 seconds
perfect topaz + identify scroll -> Elixir of Concentration x3
Elixir effect - +25% to Buff/Debuff/Cold Skill Duration
Duration 20 seconds
perfect amethyst + town portal scroll -> Elixir of Love x3
Elixir effect - Reduces all Vendor Prices 10%
Duration 20 seconds
perfect sapphire + town portal scroll -> Elixir of Power x3
Elixir effect - +2 to All Skills
Duration 20 seconds
perfect emerald + identify scroll -> Elixir of Adrenaline x3

Elixir effect - Cancels a running skill timer
Instant effect

 All advanced 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.

8/9 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 M2008_attributechallenges.pdf or the homepage for more details about the Attribute Challenge.

9/9 MISCELLANEOUS RECIPES

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

9.1 Gem/Rune Upgrade/Downgrade Recipes -

 any non-perfect gem x3 -> next higher gem
 any rune except Zod x3 -> next higher rune
 any rune except El -> next lower rune x2

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

9.2 Other Miscellaneous Recipes -

 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 uberquests.
See M2008_uberquests.pdf or the homepage for information on the uber quests.

 regular item + town portal scroll x3 + perfect gem x3 -> unsocket

 superior item + town portal scroll x3 + perfect gem x3 -> unsocket

 magic item + town portal scroll x3 -> unsocket

 rare item + town portal scroll x3 -> unsocket

 crafted item + town portal scroll x3 -> unsocket

 unique item + town portal scroll x3 -> unsocket

 set item + town portal scroll x3 -> unsocket

 (regular and superior items include runewords)

 (these recipes do not work on ethereal items)

Used on an item with one or more sockets filled, this returns both the item and the gems, runes and/or jewels it contained. The recipe works on regular, superior (and therefore runeword) items again in 1.51, though it more limited and you can no longer reroll runewords hundreds of times.

 Wirt's Leg + town portal tome -> Cow Level portal

Beware, the Cow Level is now much harder than before.

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