
CUBE RECIPES

'Crafting Points'

Many cube recipes work only if you meet the required amount of Crafting Points on your equipped 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
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'Arcane Crystals'

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

What happened to Arcane Shards?

Prior to patch 1.57, the game used Arcane Shards instead of Arcane Crystals. In the current patch, Arcane Shards are deprecated and no longer functional.

Victim's Heart/Meditation Candle

You can buy these reagents at the magic vendors for a base price of 100,000 gold.

Item Classes

It has come to my attention that not everyone knows what a 'rare' or 'magic' item is. For those of you with less D2 knowledge, here is a summary of item types and colours:

Low Quality	
Regular	
Superior	
Low Quality	(if Ethereal and/or Socketed)
Regular	(if Ethereal and/or Socketed)
Superior	(if Ethereal and/or Socketed)
Magic	
Rare	
Crafted	
Unique	
Set	

1/10 ARCANES CRYSTAL RECIPES

NEW ADDITIONS IN PATCH 1.57

Many cube recipes require one or more Arcane Crystals, which you can acquire by disenchanting powerful items.

1.1 Disenchanting -

You can disenchant powerful items, destroying them and returning an Arcane Crystal, which can be used as a reagent for other cube recipes.

You cannot get Dazzling Arcane Crystals by disenchanting items.

any crafted item + gem + identify scroll -> Regular Arcane Crystal
any unique item + gem + identify scroll -> Glowing Arcane Crystal
any set item + gem + identify scroll -> Brilliant Arcane Crystal

Disenchanting set items : 400 Crafting Points

1.2 Arcane Crystal Upgrade/Downgrade Recipes -

Need a Brilliant Arcane Crystal, but don't have a set item on hand? Don't worry!

Using these recipes, you can upgrade or downgrade your Arcane Crystals. Three Arcane Crystals yield one of the next higher grade, and a single one downgrades into three of the next lower grade.

The order is **Regular <-> Glowing <-> Brilliant <-> Dazzling**.

any Arcane Crystals except Dazzling x3 -> next higher Arcane Crystal
any Arcane Crystal except Regular -> next lower Arcane Crystals x3
Glowing Arcane Crystal to Brilliant Arcane Crystal : 200 Crafting Points
Brilliant Arcane Crystal to Dazzling Arcane Crystal : 500 Crafting Points

2/10 CRAFTING

REDESIGNED IN PATCH 1.57

Patch 1.57 introduces an entirely new crafting system. You can reroll rare items as crafted items with random modifiers, and attach some modifiers on your own. Crafting requires the use of a Portable Shrine to bless the item that will be imbued with magical powers. Unfortunately, the Light is an unreliable ally...

Create crafted 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:

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

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.

Portable Shrines

You need a Portable Shrine to use crafting recipes. Portable Shrines drop in many different flavours, each with 10 charges when you find it. This gives you 10 crafting attempts, greatly increasing your chance to get something useful.

There are 20 different Portable Shrines. Each of them adds different preset modifiers to your crafted item; however, the modifiers are not guaranteed to appear on every try - and the actual bonuses granted by each type of Portable Shrine are a hermetic secret of the Light. Experiment!

The following is a list of Portable Shrines:

Abandoned Shrine	The hands of men may be guided by fate.
Creepy Shrine	Strength is bolstered by heavenly faith.
Cryptic Shrine	Arcane power brings destruction.
Divine Shrine	Drink and be refreshed.
Eerie Shrine	Knowledge and wisdom at the cost of self.
Enchanted Shrine	Magic is not always what it seems to be.
Fascinating Shrine	Intensity comes at the cost of wisdom.
Gloomy Shrine	Those who defend seldom attack.

Hidden Shrine	New strength is forged through destruction.
Magical Shrine	While the spirit is vigilant the body thrives.
Mysterious Shrine	Some are weakened as one grows strong.
Ornate Shrine	Energy comes at the cost of wisdom.
Quiet Shrine	The essence of life flows from within.
Religious Shrine	Time cannot diminish the power of steel.
Sacred Shrine	Salvation comes at the cost of wisdom.
Shimmering Shrine	Persistence comes at the cost of wisdom.
Spiritual Shrine	Riches abound when least expected.
Stone Shrine	The powers of mana refocused renews.
Tainted Shrine	Those who are last may yet be first.
Weird Shrine	The sword of justice is swift and sharp.

Only higher level monsters drop Portable Shrines, generally in Destruction (Hell) difficulty, and they are fairly rare.

The recipe

any rare item + Portable Shrine -> reroll as crafted, attach shrine bonuses + Portable Shrine (-1 Charge)
any crafted item + Portable Shrine -> reroll as crafted, attach shrine bonuses + Portable Shrine (-1 Charge)

Notice

As of 1.57 final, this recipe currently does not work on jewels, but the Zakarum sages are working to adapt the spells used and will have the modified rituals ready soon. (Read: next patch)

Btw. If you use a Portable Shrine with 1 charge remaining, it will be consumed by the recipe.

Btw. Not every possible modifier is beneficial...

3/10 ITEM UPGRADE RECIPES

NEW ADDITIONS IN PATCH 1.57

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.

Btw. These recipes cannot create, nor reroll, those powerful unique and set items that drop only in level 121 areas.

3.1 Reroll Low Quality Item as Regular -

Low quality items include Cracked, Rusted, Bent, etc.

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

3.2 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)

3.3 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)

3.4 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 + next lower gem
magic armor + non-chipped gem -> reroll as rare + next lower gem
magic ring/amulet + non-chipped gem -> reroll as rare + next lower gem
magic quiver + non-chipped gem -> reroll as rare + next lower gem
magic jewel + non-chipped gem -> reroll as rare + next lower gem
(output item level : 80% of input item level)
(requires character level 10 or up)

3.5 Reroll Rare Item as Unique (Crystal Shatter Recipe) -

This recipe, introduced in 1.57, turns any non-Sacred rare into a unique. The cost? It downgrades two Arcane Crystals...

rare weapon + non-Regular **Arcane Crystal x2** -> reroll as unique + next lower **Arcane Crystal x2**
rare armor + non-Regular **Arcane Crystal x2** -> reroll as unique + next lower **Arcane Crystal x2**
rare ring/amulet + non-Regular **Arcane Crystal x2** -> reroll as unique + next lower **Arcane Crystal x2**
rare quiver + non-Regular **Arcane Crystal x2** -> reroll as unique + next lower **Arcane Crystal x2**
rare jewel + non-Regular **Arcane Crystal x2** -> reroll as unique + next lower **Arcane Crystal x2**

Reroll any item : 250 Crafting Points

Warning : This recipe will not create Sacred uniques and other uniques that are listed as spawning only in level 121 areas.

3.6 Reroll Any Item as Low Quality (Affix Burn Recipe) -

A new 1.57 addition, this recipe rerolls an item as a nonmagical, low quality item. This recipe replaces the disenchanting that used to be popular in earlier patches to acquire nonmagical items.

any weapon + any rune + healing potion + mana potion -> reroll as low quality
any armor + any rune + healing potion + mana potion -> reroll as low quality
(output item level : 100% of input item level)

4/10 ITEM REROLL RECIPES

If you have a good item with bad modifiers, you can use these recipes to reroll the modifiers while leaving the base item type intact.

Btw. These recipes cannot create, nor reroll, those powerful unique and set items that drop only in level 121 areas.

4.1 Reroll Magic Item -

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

4.2 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 + Regular Arcane Crystal + antidote potion -> reroll + enhanced damage
magic armor + Regular Arcane Crystal + antidote potion -> 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.

4.3 Reroll Rare Item -

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

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

4.4 Reroll Rare Item as Level 99 -

You can use a Brilliant Arcane Crystal to reroll rares and boost their level to 99. The output item can spawn with any available rare affix in the game. Of course, the ingredients include special drops from the optional uberbosses, the toughest encounters in the game...

See THIS PAGE for information on the uber quests.

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

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

4.5 Reroll Unique Item -

If a non-Sacred 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
unique quiver + perfect gem x3 -> reroll
unique jewel + perfect gem x3 -> reroll

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

Warning : This recipe will not reroll Sacred uniques and other uniques that are listed as spawning only in level 121 areas.

4.6 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 Crystal + healing potion + mana potion -> reroll as random item grade
any armor + Brilliant Arcane Crystal + healing potion + mana potion -> reroll as random item grade
any ring/amulet + Brilliant Arcane Crystal + healing potion + mana potion -> reroll as random item grade
any quiver + Brilliant Arcane Crystal + healing potion + mana potion -> reroll as random item grade
any jewel + Brilliant Arcane Crystal + healing potion + mana potion -> reroll as random item grade
(output item level : 100% of input item level)

Btw. The output of this cube recipe is capped at level 99.

Btw. Magic find improves your chance to get a rare, unique or set item.

5/10 AFFIX BONUS RECIPES

NEW ADDITIONS IN PATCH 1.57

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 Add Extra Modifier to Item (Enhancement 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, **whichever is higher**. 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!

low quality weapon + Regular Arcane Crystal + [gem] + [optional scroll] -> return weapon with added bonuses
regular weapon + Regular Arcane Crystal + [gem] + [optional scroll] -> return weapon with added bonuses
superior weapon + Regular Arcane Crystal + [gem] + [optional scroll] -> return weapon with added bonuses
magic weapon + Regular Arcane Crystal + [gem] + [optional scroll] -> return weapon with added bonuses
rare weapon + Regular Arcane Crystal + [gem] + [optional scroll] -> return weapon with added bonuses
crafted weapon + Regular Arcane Crystal + [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 : Target Takes Additional Damage of 10
Town portal scroll : 3% Stamina Stolen per Hit
Identify scroll : 10% Bonus to Summoned Minion Attack Rating
(adds +5 to level requirement)

low quality armor + Regular Arcane Crystal + [gem] + [optional scroll] -> return armor with added bonuses
regular armor + Regular Arcane Crystal + [gem] + [optional scroll] -> return armor with added bonuses
superior armor + Regular Arcane Crystal + [gem] + [optional scroll] -> return armor with added bonuses
magic armor + Regular Arcane Crystal + [gem] + [optional scroll] -> return armor with added bonuses
rare armor + Regular Arcane Crystal + [gem] + [optional scroll] -> return armor with added bonuses
crafted armor + Regular Arcane Crystal + [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 : +3% Bonus to Summoned Minion Resistances

Town portal scroll : +2% Increased Healing Rate from Potions

Identify scroll : +5 Life when Struck by an Enemy

(adds +5 to level requirement)

magic amulet/ring/quiver + Regular Arcane Crystal + [gem] + [optional scroll] -> return item with added bonuses
rare amulet/ring/quiver + Regular Arcane Crystal + [gem] + [optional scroll] -> return item with added bonuses
crafted amulet/ring/quiver + Regular Arcane Crystal + [gem] + [optional scroll] -> return item with added bonuses

Amethyst :

No scroll : 2% Crushing Blow

Town portal scroll : +3 Mana on Striking

Identify scroll : 2% Bonus to Dexterity

(adds +5 to level requirement)

Diamond :

No scroll : 2% Chance to cast level 1 Crucify on Attack

Town portal scroll : 4% Faster Block Rate

Identify scroll : 2% Bonus to Strength

(adds +5 to level requirement)

Emerald :

No scroll : -2% to Enemy Poison Resistance

Town portal scroll : 4% Increased Attack Speed

Identify scroll : +5 Crafting Points

(adds +5 to level requirement)

Ruby :

No scroll : -2% to Enemy Fire Resistance

Town portal scroll : 2% Chance to cast level 5 Time Strike when you Kill an Enemy

Identify scroll : 2% Bonus to Vitality

(adds +5 to level requirement)

Sapphire :

No scroll : -2% to Enemy Cold Resistance

Town portal scroll : 4% Faster Cast Rate

Identify scroll : 3% Chance to cast level 7 Hunting Banshee when Struck

(adds +5 to level requirement)

Topaz :

No scroll : -2% to Enemy Lightning Resistance

Town portal scroll : 2% Deadly Strike

Identify scroll : 2% Bonus to Energy

(adds +5 to level requirement)

Skull :

No scroll : +5% Bonus to Poison Skill Duration

Town portal scroll : 4% Faster Hit Recovery

Identify scroll : 2% Chance to cast level 2 Spike Nova when Struck

(adds +5 to level requirement)

Rainbow Stone :

No scroll : +4 Energy Factor to Spell Damage

Town portal scroll : +50 Maximum Stamina

Identify scroll : +10 Mana when Struck by an Enemy

(adds +5 to level requirement)

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

set weapon + **Regular Arcane Crystal** + [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 : Target Takes Additional Damage of 8

Town portal scroll : 2% Stamina Stolen per Hit

Identify scroll : 8% Bonus to Summoned Minion Attack Rating

(adds +5 to level requirement)

unique armor + Regular Arcane Crystal + [gem] + [optional scroll] -> return armor with added bonuses
set armor + Regular Arcane Crystal + [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 : +2% Bonus to Summoned Minion Resistances

Town portal scroll : +1% Increased Healing Rate from Potions

Identify scroll : +3 Life when Struck by an Enemy

(adds +5 to level requirement)

unique amulet/ring/quiver + Regular Arcane Crystal + [gem] + [optional scroll] -> return item with added bonuses
set amulet/ring/quiver + Regular Arcane Crystal + [gem] + [optional scroll] -> return item with added bonuses

Amethyst :

No scroll : 1% Crushing Blow

Town portal scroll : +2 Mana on Striking
Identify scroll : 1% Bonus to Dexterity
(adds +5 to level requirement)

Diamond :
No scroll : 1% Chance to cast level 1 Crucify on Attack
Town portal scroll : 3% Faster Block Rate
Identify scroll : 1% Bonus to Strength
(adds +5 to level requirement)

Emerald :
No scroll : -1% to Enemy Poison Resistance
Town portal scroll : 3% Increased Attack Speed
Identify scroll : +3 Crafting Points
(adds +5 to level requirement)

Ruby :
No scroll : -1% to Enemy Fire Resistance
Town portal scroll : 1% Chance to cast level 5 Time Strike when you Kill an Enemy
Identify scroll : 1% Bonus to Vitality
(adds +5 to level requirement)

Sapphire :
No scroll : -1% to Enemy Cold Resistance
Town portal scroll : 3% Faster Cast Rate
Identify scroll : 2% Chance to cast level 7 Hunting Banshee when Struck
(adds +5 to level requirement)

Topaz :
No scroll : -1% to Enemy Lightning Resistance
Town portal scroll : 1% Deadly Strike
Identify scroll : 1% Bonus to Energy
(adds +5 to level requirement)

Skull :
No scroll : +3% Bonus to Poison Skill Duration
Town portal scroll : 3% Faster Hit Recovery
Identify scroll : 1% Chance to cast level 2 Spike Nova when Struck
(adds +5 to level requirement)

Rainbow Stone :
No scroll : +4 Energy Factor to Spell Damage
Town portal scroll : +50 Maximum Stamina
Identify scroll : +10 Mana when Struck by an Enemy
(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 Socketing -

Newly added in 1.57, these recipes gives your item a specific additional number of sockets. They add between 1 and 5 sockets to your item depending on how many identify scrolls you include.

The recipe for 6 sockets is special, requiring the reward charm from the uberlevel Island of the Sunless Sea.

See THIS PAGE for more details about the Island of the Sunless Sea.

weapon + Glowing Arcane Crystal + Identify scroll x[1-5] -> return weapon with 1-5 sockets
armor + Glowing Arcane Crystal + Identify scroll x[1-5] -> return armor with 1-5 sockets
weapon + Glowing Arcane Crystal + Sunless Crystal Bird -> return weapon with 6 sockets
armor + Glowing Arcane Crystal + Sunless Crystal Bird -> return armor with 6 sockets
(these recipes do not work on ethereal items)

5.3 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.

any weapon + Glowing Arcane Crystals x3 -> return weapon + random bonuses
any armor + Glowing Arcane Crystals x3 -> return armor + random bonuses
any ring/amulet + Glowing Arcane Crystals x3 -> return ring/amulet + random bonuses
any quiver + Glowing Arcane Crystals x3 -> return quiver + random bonuses
any jewel + Glowing Arcane Crystals x3 -> return jewel + 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)

Jewel

+2 to Strength (20%)
+2 to Dexterity (20%)
+2 to Vitality (20%)
+2 to Energy (20%)
(you can only do this recipe once per item)

6/10 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
 Kur Rune : +3-5% Bonus to Summoned Minion Damage
 Nas Rune : Slows Target by 3-5%
 Vith Rune : +1-2% to All Maximum Resistances
 Thai Rune : +6-24 to Minimum 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 Crystals + Spirit Trance Herb -> reroll as crafted jewel
magic jewel + Brilliant Arcane Crystals + Moon of the Spider -> reroll as crafted jewel
(output item level : 85% of input item level)
Advanced jewelcraft : 500 Crafting Points

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

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

7/10 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 5%
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.

8/10 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. Your reward are some recipes to add powerful bonuses to a unique class charm.

See THIS PAGE for more details about the Attribute Challenges.

9/10 LEVEL CHALLENGE RECIPES

This is the reward for completing the level challenges, involving the completion of a certain uberlevel at a very low character level. Your reward are some recipes to add powerful bonuses to a unique class charm.

See THIS PAGE for more details about the Level Challenges.

10/10 MISCELLANEOUS RECIPES

NEW ADDITIONS IN PATCH 1.57

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 x2 -> next higher gem
Flawless to perfect : 50 Crafting Points
any rune except Xar x2 -> next higher rune
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
Upgrade Zod to Sha : 1300 Crafting Points
Upgrade Sha to Lah : 1400 Crafting Points
Upgrade Lah to Kur : 1500 Crafting Points
Upgrade Kur to Ix : 1600 Crafting Points
Upgrade Ix to Thur : 1700 Crafting Points
Upgrade Thur to Nas : 1800 Crafting Points
Upgrade Nas to Ath : 1900 Crafting Points
Upgrade Ath to Kra : 2000 Crafting Points
Upgrade Kra to Vith : 2100 Crafting Points
Upgrade Vith to No : 2200 Crafting Points
Upgrade No to Yul : 2300 Crafting Points
Upgrade Yul to Thai : 2400 Crafting Points
Upgrade Thai to Rha : 2500 Crafting Points
Upgrade Rha to Xar : 2600 Crafting Points

any rune except EI -> next lower rune

Downgrade Sha to Zod : 200 Crafting Points
Downgrade Lah to Sha : 400 Crafting Points
Downgrade Kur to Lah : 600 Crafting Points
Downgrade Ix to Kur : 800 Crafting Points
Downgrade Thur to Ix : 1000 Crafting Points
Downgrade Nas to Thur : 1200 Crafting Points
Downgrade Ath to Nas : 1400 Crafting Points
Downgrade Kra to Ath : 1600 Crafting Points
Downgrade Vith to Kra : 1800 Crafting Points
Downgrade No to Vith : 2000 Crafting Points
Downgrade Yul to No : 2200 Crafting Points
Downgrade Thai to Yul : 2400 Crafting Points
Downgrade Rha to Thai : 2600 Crafting Points
Downgrade Xar to Rha : 2800 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* for more information on the uber quests.

any low quality item + town portal scroll x3 + perfect gem x3 -> unsocket
any regular item + town portal scroll x3 + perfect gem x3 -> unsocket
any superior item + town portal scroll x3 + perfect gem x3 -> unsocket
any magic item + town portal scroll x3 -> unsocket
any rare item + town portal scroll x3 -> unsocket
any crafted item + town portal scroll x3 -> unsocket
any unique item + town portal scroll x3 -> unsocket
any 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.

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

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