
CUBE RECIPES

The Horadric Cube is an underused aspect of Diablo II. Median XL overhauls its function from a cute gimmick to an important tool of war.

Crafting Points

Many cube recipes work only if you have the required amount of Crafting Points on your equipped items. Crafting Point requirements are listed near the recipe in grey text:

Upgrade Egg to Chicken: 200 Crafting Points

To use this recipe and turn an egg into a chicken, you would need to wear items with a total of +200 crafting points or more.

Reagents

Oils/Catalysts/Sacrificial Heart/Meditation Candle

These reagents can be bought from the appropriate vendor.

Arcane Shards

This reagent is obtained by disenchanting unique items, see below.

Arcane Crystal

This reagent is created by cubing Arcane Shards in sets of five.

Mystic Orbs

These reagents can be obtained by buying them from any magic items vendor or by killing monsters. Note that not all Mystic Orbs can be bought...

Shrines

These reagents are orange crucifixes that drop in late Terror and in Destruction difficulty. They enable you to create and bless items, see below.

DISENCHANTING

DISASSEMBLE ITEMS INTO RESOURCES

Arcane Shards and Crystals

Destroy spare unique or set items to create Arcane Shards and combine those into Arcane Crystals, which are required for other cube recipes.

Any unique item + Catalyst of Disenchantment -> Arcane Shards + Catalyst of Disenchantment

Any set item + Catalyst of Disenchantment -> Arcane Shards + Catalyst of Disenchantment

Arcane Shards x5 -> Arcane Crystal

Signets of Learning

Destroy spare unique or set items to create Signets of Learning. Click the signet to gain 1 attribute point permanently.

Any unique item + Catalyst of Learning -> Signet of Learning + Catalyst of Learning

Any set item + Catalyst of Learning -> Signet of Learning + Catalyst of Learning

Each character can use a maximum of 500 Signets of Learning.

Certain third party private servers may have disabled the unique disenchant recipe to encourage farming. Contact the administrator of your private server for more details. I am not a server administrator because operating private servers is illegal.

ITEM QUALITY RECIPES

CHANGE THE QUALITY LEVEL OF YOUR ITEMS

Upgrade to Non-magical Item

Upgrade any low quality item to regular quality or a regular item to superior. This also rerolls the socket count on the item.

Low quality item + Oil of Enhancement -> reroll item as regular

Regular item + Oil of Enhancement -> reroll item as superior

Upgrade to Magical Item

Upgrade any plain item (white or grey) to a basic magical item.

Non-magical item + Oil of Enhancement + rune -> reroll item as magic

Magic item + Oil of Enhancement + rune -> reroll item as rare

Reroll Magic to Honorific

Honorific items are blank items that receive a double bonus from Mystic Orbs. This enables you to create your own custom items, provided you have some money to spend on the ingredients and the Mystic Orbs.

See the HONORIFIC AND SHRINE CRAFTS page for more details.

Magic weapon/armor + Meditation Candle + Sacrificial Heart -> return item as honorific

Reroll any Item to Unique

This powerful recipe uses the reagents obtained by disenchanting other uniques to turn any tiered item of your choosing into a unique. But choose wisely, because the crystals are precious and costly to replace.

Any non-sacred item + Oil of Enhancement + Arcane Crystal x2 -> reroll item as unique

Chaos Reroll Recipe

Ready to roll the dice? Your item may turn into a lowly white or magical item... or a powerful rare or unique. This recipe cannot create sacred uniques or sets, but it can create almost anything else for cheap.

Any item + Oil of Luck + jewel -> reroll item randomly (item level caps at 99)

Affix Burn Recipe

This explosive alchemical combination burns all magic off an item, returning it as a basic low quality item. This recipe is useful to prepare an item for a runeword.

Any item + Catalyst of Destruction + rune -> reroll item as low quality + Catalyst of Destruction

Warning! Do not forget the rune or you will destroy more than you bargained for.

Reroll Modifiers

These recipes reroll the modifiers and socket count on any non-magical, magic or rare item. This is useful when you have a bad rare that could have been good, or to try and get better superior bonuses on your item before making a runeword.

Non-magical item + Oil of Renewal -> reroll item

Magic item + Oil of Renewal -> reroll item

Rare item + Oil of Renewal -> reroll item

Zomghelp Recipe

Should you have some bad luck and find yourself stuck with no useful weapon or armour, use this recipe to create yourself some baseline items. The items come with very weak random stats, but have a built-in enhanced damage or defence bonus.

Magic weapon/armour + magic amulet + magic ring -> reroll item as level 1 magic item

This recipe also adds +25% Enhanced Damage (weapons) or +25% Enhanced Defense (armour) if you use it at character level 1, and an additional +2% for each higher character level. A level 40 character, for example, will get +103%.

UPTIER RECIPES

UPGRADE ITEMS TO THE NEXT HIGHER TIER

Uptiering an item increases its base statistics and maximum sockets but also increases requirements. These recipes cannot create Sacred items.

See the BASE ITEMS page for more information about item tiers.

Uptier Recipe

Upgrade any tiered item to the next higher tier. The modifiers on the item remain intact, but the new item will have improved base statistics and higher requirements.

Any non-sacred weapon/armour + Arcane Crystal -> return item as next higher tier

This recipe currently does not work on ethereal items due to a bug in some versions of Diablo II with the 'usemod' cube code.

Uptier Recipe (improved for uniques)

This recipe is an improved version of the generic uptier recipe. Not only is the item upgraded to the next higher tier, but the modifiers are replaced with those of the higher tier version of the unique. This is the preferred way to uptier uniques.

Unique non-sacred weapon/armour + Arcane Crystal + rune -> reroll as next higher tier

AFFIX RECIPES

ENHANCE YOUR ITEMS WITH EXTRA MAGICAL BONUSES

Mystic Orbs

Mystic Orbs add a magical bonus to an item at the cost of a higher required level to use the item. There are 65 known types in circulation, but rumours persist of lost ancient orbs with miraculous powers...

Any non-ethereal equippable item + Mystic Orb -> add orb bonus and +2 required level

You can only apply up to 15 of the same Mystic Orb (eg. +strength) to your item.

The level requirement penalty is applied after taking into account both the base item level and the level of any socket fillers. This means for example if you have a belt with required level 20, add five orbs (level penalty +10) and socket a Rha rune (required level 100), you get a belt with required level 100+10 = 110.

Lucky Bonus

This recipe grants a chance to add a minor extra bonus to an item.

Any non-ethereal item + Oil of Luck -> returns item, may add bonuses

This recipe has 20% chance to add any of the following bonuses:

Weapon: +40% Enhanced Damage, 100% Bonus to Attack Rating

Armour: +40% Enhanced Defense, Damage Reduced by 1%

Amulet: +1 to All Skill Levels

Ring: +10% to Spell Damage

Quiver: 5% Bonus to all Attributes

Jewel: +2 to Strength, +2 to Dexterity, +2 to Energy, +2 to Vitality

Socket Punch

Use this recipe to add extra sockets to an item. The more jewels you feed this recipe, the more sockets it will create.

Non-socketed non-ethereal item + jewel x[1-6] -> returns item with [1-6] sockets

Warning! This recipe will not go over the max natural sockets an item can have. Lower tier items have a lower socket count. Excess jewels are wasted.

See the BASE ITEMS page for more information about maximum sockets.

SHRINES

CALL ON DIVINE FORCES TO CRAFT YOUR OWN ITEMS

In Terror and Destruction difficulty, you may find blessed relics from the ancient labyrinth beneath Tristram, stolen before its collapse.

During those dark days the holy shrines in the cathedral's catacombs offered salvation to some adventurers and damnation to others; removed from their sockets, the enchanted crosses cannot permanently affect humans anymore, but their divine powers can be applied to items.

There are 15 types of shrines with eldritch names and a short clue as to what the shrine does. Beware, results may vary depending on divine will.

The following shrines exist:

Abandoned Shrine
Creepy Shrine
Eerie Shrine
Fascinating Shrine
Gloomy Shrine
Hidden Shrine
Magical Shrine
Ornate Shrine
Quiet Shrine
Sacred Shrine
Shimmering Shrine
Spiritual Shrine
Stone Shrine
Tainted Shrine
Weird Shrine

Each shrine comes with 10 charges. Each use in the cube will drain one charge. When you use up the last charge, it disappears.

Experiment, learn and create some of the most powerful items in all of Sanctuary.

Shrine Crafting

Use a shrine to turn any sacred item into a powerful crafted item. The crafted item comes with several random rare modifiers and there is a high chance that some preset modifiers based on shrine type will appear as well. The preset modifiers may stack with the rare modifiers, creating some very powerful items.

Rare/unique/set/crafted Sacred item + Shrine -> reroll item as crafted + Shrine -1 charge

Crafted items always have maximum sockets and receive a double bonus from Mystic Orbs.

What affixes will the item get?

The resulting crafted item spawns with 0-3 preset affixes depending on luck and shrine type 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.

Shrine Blessing

A variant of shrine crafting, this recipe allows you to impart the blessings of the shrine unto an existing sacred item. This randomly adds some or all of the shrine modifiers to the item and subtracts 1 charge. You can only use this recipe once per item, so choose your shrine wisely.

Non-ethereal rare/crafted/honorific Sacred item + Shrine + Arcane Crystal -> add shrine bonuses + Shrine -1 charge

What affixes will the item get?

The item retains its original affixes and gains 0-3 preset affixes depending on luck and shrine type used.

JEWELCRAFTING

CREATE YOUR OWN JEWELS

Jewelcrafting

Jewel + Oil of Jewelcrafting + rune -> reroll jewel as crafted, add bonuses

The bonuses on the jewel depend on the rune used as follows:

Tir: (6 to 10)% Better Chance of Getting Magic Items
Ith: All Resists +(3 to 5)%

Tir, Ith: 50 Crafting Points

Ort: Requirements -(2 to 4)%
Shael: +(21 to 50) Defense

Ort, Shael: 100 Crafting Points

Lum: +(1 to 2)% to Experience Gained
Lem: +(3 to 5) to All Attributes

Lum, Lem: 150 Crafting Points

Ist: +(4 to 6)% Bonus to Summoned Minion Life
Ohm: +(4 to 12) to Maximum Damage

Ist, Ohm: 200 Crafting Points

Ber: (1 to 2)% Life Stolen per Hit, (1 to 2)% Mana Stolen per Hit
Zod: +(1 to 3)% to Spell Damage

Ber, Zod: 250 Crafting Points

Kur: +(4 to 6)% Bonus to Summoned Minion Damage
Nas: Slows Target by 1%

Kur, Nas: 300 Crafting Points

Vith: +(2 to 4)% Bonus to Summoned Minion Resistances
Thai: +(6 to 15) to Minimum Damage

Vith, Thai: 350 Crafting Points

Nih: +(2 to 8) Life on Striking in Melee, +(2 to 8) Mana on Striking in Melee

Nih: 400 Crafting Points

ALCHEMY

CREATE MAGICAL ELIXIRS

Alchemy

Specific perfect gem + specific scroll -> corresponding Elixir x3

Any alchemy recipe: 500 Crafting Points

There are currently five known alchemy recipes. The mage clans are working on more and stronger concoctions, but the recent explosion of the Annuit lab caused the unfortunate loss of all collected knowledge so far.

Perfect Amber + Scroll of Identify + Sacrificial Heart + Meditation Candle:

Elixir of Adrenaline: *cancels a running spell timer*
Instant.

Perfect Emerald + Scroll of Town Portal:

Elixir of Greater Experience: +300% to Experience Gained
Duration: 20 seconds.

Perfect Ruby + Scroll of Identify:

Elixir of Greater Greed: 350% Better Chance of Getting Magic Items
Duration: 20 seconds.

Perfect Sapphire + Scroll of Town Portal:

Elixir of Power: +15 to All Skills
Duration: 20 seconds.

Perfect Topaz + Scroll of Identify:

Elixir of Love: Reduces all Vendor Prices 25%
Duration: 20 seconds.

The Elixir of Adrenaline cancels a spell timer (red skill icon), enabling you to use a timered skill instantly again.

MISCELLANEOUS RECIPES

EVERYTHING ELSE

Gem Upgrade

You can upgrade gems to the next higher quality level. Note that unlike classic Diablo II, this recipe only requires two gems, not three.

Same gem x2 -> next higher gem quality

Rune Upgrade/Downgrade

You can upgrade or downgrade runes to the next higher or lower rune. This is useful when you need a certain exact rune to create a runeword.

Same rune x2 -> next higher rune
Rune -> next lower rune

*These recipes do not allow you to obtain or downgrade Great Runes (**Taha**, **Ghal**, **Qor**, **Krys**, **Auhe** and **Sha'ad**).*

In Omega v003, you can skip a step by cubing 4 of the same rune, or 2 of the same rune and 1 of the next higher rune.

Dupe Recipe (Equippable items)

Ever been tempted to use computer magic to dupe your items? Now you can do so legitimately. This recipe will duplicate any equippable item, however the resulting items are slightly weaker than the original.

Any equippable item + Oil of Duplication + Arcane Crystal -> item x2 and +5 required level

This recipe can only be used once: duplicated items cannot be duplicated again.

Dupe Recipe (Jewels)

Jewels can be duplicated freely: they receive no required level penalty and have no limit on the maximum number you can create.

Any jewel + Oil of Duplication + Arcane Crystal -> item x2

The Cornerstone of the World unique jewel cannot be duped for balance reasons.

Unsocket Recipe

These recipes separate the socket fillers (gems, jewels, runes) from an item and return both the item and the socket fillers.

Magical:
Rare:
Set:
Unique:
Crafted:
Honorific:

Socketed item + Oil of Disjunction -> separate item and socket fillers

Non-magical:

Socketed item + Oil of Disjunction + perfect gem x3 -> separate item and socket fillers

Non-magical socketed items are grey, and therefore include runewords. The price is higher for these items to prevent unhealthy amounts of runeword rerolling.

Book of Summoning Creation Recipe

You need a Book to do any of the summoning uberquests. Although the ingredients are expensive, once you have a Book, you get to keep it.

See the SUMMONING UBERQUESTS page for more information on what you can do with this Book once you have it.

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

Pearl of Wisdom Cycle

The omnipresent Pearls of Wisdom found in Act 1 Hatred give new players some valuable information about Median XL. Using this recipe, you can browse through them all.

Pearl of Wisdom -> returns next Pearl of Wisdom

Unassign Skill and Attribute Points

Diablo II patch 1.13 enables ingame skill and attribute respects, both at Akara's and by collecting items. In Median, the recipe is much more accessible. This recipe creates an elixir that refunds your skill and attribute points.

Oil of Absolution + rune -> Belladonna Elixir

The elixir works only in Diablo II Lord of Destruction patch 1.13.

Shortcut Recipe

Looking for a way to skip some of that long and boring content? Create your own quest items and give the questgivers the middle finger.

Arcane Crystal x2 + healing potion -> Horadric Staff
Arcane Crystal x2 + mana potion -> Khalim's Will

You do need to create the quest items in the difficulty where you intend to use them, because they are earmarked by difficulty.

Item Destruction Recipe

Is your stash completely filled with useless garbage? Does the mountain of items where all those monsters were just a second ago hide that unique from view? This recipe for destruction will remove just about any items you feed it from the game and out of your way.

Any number of items + Catalyst of Destruction -> Catalyst of Destruction

In Omega v003, this feature was expanded to accept any number of input items. Clear out carriageloads of unwanted items at the press of a button.

R.I.P. Recipe

If you went wild with reanimate items and now you can't see the forest for the reanimated Ents, this recipe can help. It adds the 'R.I.P.' modifier to an item, causing your kills to stay dead instead of rising up to get in your way. This should help out players with slower computers.

Any item + Catalyst of Destruction + Arcane Crystal -> returns item with R.I.P. modifier + Catalyst of Destruction

Apply Trophy to Uberquest Charm

Killing an uberquest boss will often yield his own special unique charm on Destruction difficulty. But before you grab the charm and leave the uberquest area for good, consider that many bosses also have an additional 2% chance to drop a special trophy which you can cube with the charm for a small extra bonus.

See the UBERQUESTS MENU for more information.

Any uberquest trophy + Corresponding unique charm -> return charm with added bonus

This recipe only works once per charm.

I Am Rich

Want to show the common rabble in your game how rich and powerful you are? This recipe consumes some of the rarest trophies in the game and returns a completely useless item. Show it to friends and strangers so they know that you are strong, powerful and wealthy enough to waste trophies on a worthless item.

See the UBERQUESTS MENU for more information.

Vizjun Trophy + Brother Laz Trophy + Duncraig Trophy -> I Am Rich Gem

If created in version 1.Z9, the gem grants a red glow of intimidation when put into your inventory. Copies of this item created in earlier versions now say 'Poser!'.

This recipe is inspired by the \$1000 iPhone application that does nothing.

Cow Level Portal

Moo! You need to have killed Baal on your current difficulty and stand in the Rogue Encampment to use this recipe. Be careful, the cows have been beefed up in Median XL.

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