

# RECIPES

This page lists Horadric Cube recipes and covers what has changed from the vanilla game. Note that while many vanilla recipes are quite useful, many others are not.

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## GEM & RUNE RECIPES

Flawless Gems, Perfect Gems, and all Runes are now stackable. They can be switched between their stacked and unstacked forms by cubing them. Some other items are newly stackable as well, and those items can be stacked/unstacked in the same way. Gems and Runes cannot be inserted into equipment sockets while in their stacked forms.

### Stacking/Unstacking Items

Ingredients	Result
1 unstacked Gem/Rune	stacked Gem/Rune
Stacked Gems/Runes of same type	1 unstacked Gem/Rune + remaining Stacked Gems/Runes

There are also convenient shortcuts for stacking/unstacking items

- ctrl+shift+click - switches a single item between



switching an item to it's stacked form

- stacked/unstacked forms
- ctrl+click (while holding items) - places an item in *stacked* form
- ctrl+shift+click (while holding items) - places an item in *unstacked* form



combining two stackable items

The gem-upgrading recipes are the same except the recipe for upgrading Flawless Gems, which now requires a key in addition to the gems.



unstacking an item

### Upgrading Gems

Ingredients	Result
3 Chipped Gems of same type	Flawed Gem of same type
3 Flawed Gems of same type	Normal Gem of same type
3 Normal Gems of same type	Flawless Gem of same type
3+ Flawless Gems of same type + Key	1+ Perfect Gems of same type

- When additional flawless gems are included (up to 48), multiple perfect gems will be produced at the same 3:1 ratio (up to 16)



upgrading stacked items

The rune-upgrading recipes now require a key in addition to the runes. These recipes no longer require any gems.

## Upgrading Runes

Ingredients	Result	Notes
3 <b>El</b> Runes (#1) + Key	1 <b>Eld</b> Rune (#2)	
3 <b>Eld</b> Runes (#2) + Key	1 <b>Tir</b> Rune (#3)	
3 <b>Tir</b> Runes (#3) + Key	1 <b>Nef</b> Rune (#4)	
3 <b>Nef</b> Runes (#4) + Key	1 <b>Eth</b> Rune (#5)	
3 <b>Eth</b> Runes (#5) + Key	1 <b>lth</b> Rune (#6)	
3 <b>lth</b> Runes (#6) + Key	1 <b>Tal</b> Rune (#7)	
3 <b>Tal</b> Runes (#7) + Key	1 <b>Ral</b> Rune (#8)	
3 <b>Ral</b> Runes (#8) + Key	1 <b>Ort</b> Rune (#9)	
3 <b>Ort</b> Runes (#9) + Key	1 <b>Thul</b> Rune (#10)	
3 <b>Thul</b> Runes (#10) + Key	1 <b>Amn</b> Rune (#11)	used to require Chipped Topaz
3 <b>Amn</b> Runes (#11) + Key	1 <b>Sol</b> Rune (#12)	used to require Chipped Amethyst
3 <b>Sol</b> Runes (#12) + Key	1 <b>Shael</b> Rune (#13)	used to require Chipped Sapphire
3 <b>Shael</b> Runes (#13) + Key	1 <b>Dol</b> Rune (#14)	used to require Chipped Ruby
3 <b>Dol</b> Runes (#14) + Key	1 <b>Hel</b> Rune (#15)	used to require Chipped Emerald
3 <b>Hel</b> Runes (#15) + Key	1 <b>lo</b> Rune (#16)	used to require Chipped Diamond
3 <b>lo</b> Runes (#16) + Key	1 <b>Lum</b> Rune (#17)	used to require Flawed Topaz
3 <b>Lum</b> Runes (#17) + Key	1 <b>Ko</b> Rune (#18)	used to require Flawed Amethyst
3 <b>Ko</b> Runes (#18) + Key	1 <b>Fal</b> Rune (#19)	used to require Flawed Sapphire
3 <b>Fal</b> Runes (#19) + Key	1 <b>Lem</b> Rune (#20)	used to require Flawed Ruby
3 <b>Lem</b> Runes (#20) + Key	1 <b>Pul</b> Rune (#21)	used to require Flawed Emerald
2 <b>Pul</b> Runes (#21) + Key	1 <b>Um</b> Rune (#22)	used to require Flawed Diamond
2 <b>Um</b> Runes (#22) + Key	1 <b>Mal</b> Rune (#23)	used to require Topaz
2 <b>Mal</b> Runes (#23) + Key	1 <b>Ist</b> Rune (#24)	used to require Amethyst
2 <b>Ist</b> Runes (#24) + Key	1 <b>Gul</b> Rune (#25)	used to require Sapphire
2 <b>Gul</b> Runes (#25) + Key	1 <b>Vex</b> Rune (#26)	used to require Ruby
2 <b>Vex</b> Runes (#26) + Key	1 <b>Ohm</b> Rune (#27)	used to require Emerald
2 <b>Ohm</b> Runes (#27) + Key	1 <b>Lo</b> Rune (#28)	used to require Diamond
2 <b>Lo</b> Runes (#28) + Key	1 <b>Sur</b> Rune (#29)	used to require Flawless Topaz
2 <b>Sur</b> Runes (#29) + Key	1 <b>Ber</b> Rune (#30)	used to require Flawless Amethyst
2 <b>Ber</b> Runes (#30) + Key	1 <b>Jah</b> Rune (#31)	used to require Flawless Sapphire
2 <b>Jah</b> Runes (#31) + Key	1 <b>Cham</b> Rune (#32)	used to require Flawless Ruby
2 <b>Cham</b> Runes (#32) + Key	1 <b>Zod</b> Rune (#33)	used to require Flawless Emerald

## SOCKETING RECIPES

Sockets can only be added to 0-socket items that are capable of gaining sockets: helms, chests, shields, and non-throwing weapons. The maximum sockets an item can get is always restricted by the item base. "Standard" refers to items that are neither Superior nor Inferior. Note that the ethereal armor bug has been fixed in PD2.

## LARZUK'S PUZZLEBOX

Larzuk's Puzzlebox is a new item that adds 2-4 sockets to two-handed weapons or 1-2 sockets to other items, with equal chances for the number of sockets added. It has a droprate that is similar to

as **Gul/Vex**) and can be quite valuable since it can be used alongside Worldstone Shards to get items with both corruption modifiers *and* multiple sockets.

Larzuk's Puzzlepiece is also new and has the same effect, except it cannot be used with unique or set items. It's more common with a rarity similar to **Mal**.

Larzuk's Malus is a third new item and can be purchased from Larzuk.



Ingredients	Result
<b>Ral</b> Rune + <b>Amn</b> Rune + <b>Perfect Amethyst</b> + Standard Regular Weapon	Adds 1-6 sockets to the Weapon
<b>Tal</b> Rune + <b>Amn</b> Rune + <b>Perfect Ruby</b> + Standard Regular Shield	Adds 1-4 sockets to the Shield
<b>Tal</b> Rune + <b>Thul</b> Rune + <b>Perfect Topaz</b> + Standard Regular Chest	Adds 1-4 sockets to the Chest
<b>Ral</b> Rune + <b>Thul</b> Rune + <b>Perfect Sapphire</b> + Standard Regular Helm	Adds 1-3 sockets to the Helm
<b>Hel</b> Rune + Scroll of Town Portal + Any Socketed Item	Destroys gems/runes/jewels in the Item
3 Perfect Skulls + <u>Stone of Jordan</u> + <b>Rare</b> Item	Adds 1 socket to the Item
Larzuk's Malus + Item	Adds 1 socket to the Item
Larzuk's Puzzlebox + Two-Handed Weapon	Adds 2-4 sockets to the Item
Larzuk's Puzzlebox + Other Item	Adds 1-2 sockets to the Item
Larzuk's Puzzlepiece + Non-Unique/Non-Set Two-Handed Weapon	Adds 2-4 sockets to the Item
Larzuk's Puzzlepiece + Non-Unique/Non-Set Other Item	Adds 1-2 sockets to the Item

- The socketing recipes for **regular** items each roll 1-6 sockets with equal chances, but the actual number of sockets added will still be limited by the item base (e.g. Grim Helm will get 1 socket 1/6 of the time and 2 sockets 5/6 of the time)

In addition to these recipes, corruptions also have a chance to add sockets.

Besides recipes, the first quest in Act 5 (Siege on Harrogath) offers another way to get sockets. Larzuk will reward the player by adding sockets to an item of their choice:

- **Regular** items receive the maximum amount of sockets (depends on the base and ilvl)
- **Magic** items receive 1-2 sockets (equal chance for either outcome)
- Other items (Unique/**Set**/**Rare**/**Crafted**) receive 1 socket

## UPGRADING RECIPES

**Set** items and **crafted** items can now be upgraded. **Set** items use the same recipes as unique items, and **crafted** items use the same



Item requirements will be increased according to the item's new base. In vanilla, the required level was also increased further by +5/+7 (exceptional/elite) but this is not the case in PD2.

#### Upgrading Unique/Set Items

Ingredients	Result
Ral Rune + Sol Rune + Perfect Emerald + Normal Unique/Set Weapon	Exceptional Version of Weapon
Tal Rune + Shael Rune + Perfect Diamond + Normal Unique/Set Armor	Exceptional Version of Armor
Lum Rune + Pul Rune + Perfect Emerald + Exceptional Unique/Set Weapon	Elite Version of Weapon
Ko Rune + Lem Rune + Perfect Diamond + Exceptional Unique/Set Armor	Elite Version of Armor

#### Upgrading Rare/Crafted Items

Ingredients	Result
Ort Rune + Amn Rune + Perfect Sapphire + Normal Rare/Crafted Weapon	Exceptional Version of Weapon
Ral Rune + Thul Rune + Perfect Amethyst + Normal Rare/Crafted Armor	Exceptional Version of Armor
Fal Rune + Um Rune + Perfect Sapphire + Exceptional Rare/Crafted Weapon	Elite Version of Weapon
Ko Rune + Pul Rune + Perfect Amethyst + Exceptional Rare/Crafted Armor	Elite Version of Armor

- Although armor with Enhanced Defense normally has base defense set to its maximum value + 1, upgraded armor with Enhanced Defense has its base defense value randomly selected again.
- Upgrading ethereal items will not increase their current durability according to however much their maximum durability increases - their current durability may actually be reduced by a seemingly random amount.
- Unlike vanilla, upgrading a Circlet will turn it into a Coronet instead of the exceptional version (Tiara)

## REPAIRING RECIPES

The repairing recipes have been merged, and now repair *and* recharge items without requiring any gems. There's also a new recipe that can be used to repair any item, including ethereal items.

Ingredients	Result	Notes
<b>Ort</b> Rune + non-ethereal Weapon	Repaired/Recharged Weapon	used to require a Chipped Gem
<b>Ral</b> Rune + non-ethereal Armor	Repaired/Recharged Armor	used to require a Flawed Gem
<b>Zod</b> Rune + Perfect Skull + Item	Repaired/Recharged Item	works with <b>ethereal</b> items

## OTHER MODIFICATION RECIPES

Ingredients	Result	Notes
Vial of Lightsong + Item	Item becomes ethereal	doesn't work with set items or items that lack durability (indestructible items)
Lilith's Mirror + Item	Item is duplicated	only works with <b>magic/rare</b> equipment and jewels the items are marked as "mirrored", have their color palettes changed to white & black, and cannot be used in any cube recipes

- Vial of Lightsong is a new item that can drop from any enemy (1:7.5 million chance)
- Lilith's Mirror is a new item that can drop from any enemy (1:25 million chance)

Mirrored jewels retain their original color palette, but any item socketed with mirrored jewels will inherit the jewel's special color palette and "mirrored" status - the socketed item cannot be used in cube recipes. The item's color palette will be changed as follows:

- upper jewel: white
- lower jewel: black
- 2 lower jewels: red
- 3 lower jewels: green
- 4 lower jewels: gold
- upper jewel with any number of additional upper/lower jewels: silver

Note: "upper" and "lower" refer to where the jewels appeared in the cube after being mirrored, and are often used interchangeably with "white" and "black", respectively.

## CREATION RECIPES

These recipes create new items - any affixes on ingredient items are not preserved.

If a recipe has stackable gems/runes as ingredients, those ingredients can be stacked *or* unstacked, and even stacked in different groups. Here are some examples using the rerolling recipe with a grand charm:



## POTIONS

Ingredients	Result
Strangling Gas Potion + Any health potion	Antidote Potion
Any 3 health potions + Any 3 mana potions + Chipped Gem	Rejuvenation Potion
Any 3 health potions + Any 3 mana potions + Normal Gem	Full Rejuvenation Potion
3 Rejuvenation Potions	Full Rejuvenation Potion

## AMMUNITION



Any axe + Any dagger	Throwing Axe
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Recipes for creating regular arrows from multiple bolts and regular bolts from multiple arrows have been removed.

### REGULAR ITEMS

Ingredients	Result
El Rune + Chipped Gem + Low Quality Armor	Standard Quality Armor of same type (ilvl = 1)
Eld Rune + Chipped Gem + Low Quality Weapon	Standard Quality Weapon of same type (ilvl = 1)

- These recipes can be used to guarantee a certain number of sockets in combination with Larzuk's quest. Unfortunately, few items can get more than 3 sockets at ilvl 1, so they have limited usefulness.

### MAGIC ITEMS

Ingredients	Result	Notes
3 Magic Amulets	1 Magic Ring (ilvl = $\lceil \text{clvl} * 0.75 \rceil$ )	
3 Magic Rings	1 Magic Amulet (ilvl = $\lceil \text{clvl} * 0.75 \rceil$ )	
3 Perfect Gems + Magic Item	Magic Item of same type (same ilvl)	cannot be used with corrupted items

- Rerolling magic items with perfect gems is a good way to get more opportunities at getting specific magic items. Magic items aren't typically competitive with other options, but magic charms have no alternatives so they're a popular choice for rerolling - grand charms are especially useful if they get +1 to a class skill tab.
- Bracketed formula values are rounded down.

### MAGIC ITEMS WITH SOCKETS

Ingredients	Result
3 Chipped Gems + Magic Weapon	Magic Weapon of same type with 1-2 sockets (ilvl = 25)
3 Normal Gems + Socketed Weapon	Magic Weapon of same type with 1-2 sockets (ilvl = 30)
3 Flawless Gems + Magic Weapon	Magic Weapon of same type with 1-2 sockets (ilvl = 30)

### MAGIC ITEMS WITH OTHER PREDETERMINED AFFIXES

Ingredients	Result	Notes
6 Perfect Gems (1 of each type except skull) + Magic Amulet	Magic Prismatic Amulet (ilvl = 50)	Prismatic = All Resistances +[16-20]
Perfect Emerald + Antidote Potion + Magic Ring	Magic Jade Ring (ilvl = 30)	Jade = Poison Resist + [21-30]%
Perfect Ruby + Exploding Potion + Magic Ring	Magic Garnet Ring (ilvl = 30)	Garnet = Fire Resist +[21-30]%
Perfect Topaz + Poison Potion	Magic Coral Ring (ilvl = 30)	Coral = Lightning Resist + [21-30]%

Perfect Sapphire + Thawing Potion + Magic Ring	Magic Cobalt Ring (ilvl = 30)	Cobalt = Sapphire Resist +[21-30]%
Any 4 health potions + Any ruby + Magic Sword	Magic Sword of the Leech (same type, ilvl = 30)	of the Leech = [4-5]% Life Stolen per Hit
Any 2 skulls + Magic Shield + Any Spiked Club	Magic Shield of Spikes (same type, ilvl = 30)	of Spikes = Attacker Takes Damage of [4-6]
Any diamond + Any Kris + Any staff + Any belt	Magic Savage Polearm (random type, ilvl = 50)	Savage = +[66-80]% Enhanced Damage

## RARE ITEMS

Ingredients	Result	Notes
6 Perfect Skulls + Rare Item	Rare Item of same type (ilvl = $[\text{clvl} \cdot 0.4] + [\text{ilvl} \cdot 0.4]$ )	cannot be used with corrupted items
Perfect Skull + Stone of Jordan + Rare Item	Rare Item of same type (ilvl = $[\text{clvl} \cdot 0.66] + [\text{ilvl} \cdot 0.66]$ )	cannot be used with corrupted items

- Rerolling rare items with perfect skulls is a good way to get more opportunities at getting specific rare items. The ilvl will be reduced each time, so it's most effective on high level characters with high level items - it's particularly effective with items that have few useful high-level affixes (like rings) or Diadems since their high qvl/mlvl completely counteracts lower ilvls. With repeated rerolling for other items, the ilvl can stabilize as high as ilvl 65 with a level 98+ character.
- Bracketed formula values are rounded down.

Besides recipes, the fifth quest in Act 1 (Tools of the Trade) offers another way to generate rare items. After returning the Horadric Malus, Charsi will imbue a zero-socket regular item of the player's choice. The imbued item will become a new rare item of the same type and have the same possible affixes (indistinguishable from "typical" rares except if it's Wirt's Leg), although there are some differences in the item generation:

$$\text{imbued ilvl} = \text{clvl} + 4 \text{ (capped at 99)}$$

- if an ethereal item is imbued, the resulting item will also be ethereal (no other item stats matter)
- if the item is capable of getting pointmods (staffmods), it will have *much* better chances than usual to get pointmods and for those pointmods to be higher level (+3 to multiple skills)

Note: Pointmod chances are increased based on the character's level, up to level 94

Popular imbue targets are diadems for characters of any level and pointmod-capable items for level 71+ characters. Imbuing other items at lower levels can result in useable items, but will usually prevent the best affixes from having a chance to appear.

While normally considered a downside, corruptions also have a chance to turn items into rares.

#### QUEST ITEMS

Ingredients	Result
Amulet of the Viper + Staff of Kings	Horadric Staff
Khalim's Eye + Khalim's Brain + Khalim's Heart + Khalim's Flail	Khalim's Will

#### JEWEL FRAGMENTS

Ingredients	Result
1-15 Jewels + Key	1-15 Jewel Fragments

Jewel Fragments are new items - they have no affixes and cannot be socketed into equipment, but can stack up to 50 and be used like jewels for recipes.

#### ESSENCES

Ingredients	Result
Twisted Essence of Suffering + Charged Essence of Hatred + Burning Essence of Terror + Festering Essence of Destruction	Token of Absolution

Essences can now drop from bosses in Nightmare difficulty as well as Hell difficulty. (same drop chances)

- **Token of Absolution** resets character skills/stats
  - **Twisted Essence of Suffering** drops from Andariel/Duriel (~16.1%/~21.3% chance)
  - **Charged Essence of Hatred** drops from Mephisto (~8.3% chance)
  - **Burning Essence of Terror** drops from Diablo (~8.3% chance)
  - **Festering Essence of Destruction** drops from Baal (~8.3% chance)

#### OTHER ITEMS

Ingredients	Result
Sigil of Madawc + Sigil of Talic + Sigil of Korlic	Relic of the Ancients
Any 3 uber organs (Mephisto's Brain, Diablo's Horn, Baal's Eye) + Key	Pandemonium Talisman
Prime Evil Soul + Black Soulstone + Pure Demonic Essence	Vision of Terror
Trang-Oul's Jawbone + Splinter of the Void + Hellfire Torch	Voidstone

Relic of the Ancients, Pandemonium Talisman, Vision of Terror, Voidstone, and all their ingredients (except the uber organs and Hellfire Torch) are new items.

Characters can no longer freely exit/re-enter Uber Tristram while enemies remain within, and the same applies to the new Diablo-C clone fight. Note that only 1 uber zone (or man) may be opened per

- **Relic of the Ancients** grants access to Uber Ancients for all players near the blood fountain
  - **Sigil of Madawc** drops from T1 map monsters (1:12k chance)
  - **Sigil of Talic** drops from T2 map monsters (1:10k chance)
  - **Sigil of Korlic** drops from T3 map monsters (1:8k chance)
- **Pandemonium Talisman** grants access to Uber Tristram for all players near the blood fountain (replaces the direct portal that used to be made with 1 of each uber organ)
  - **Mephisto's Brain** drops from Uber Izual in the Furnace of Pain
  - **Diablo's Horn** drops from Lilith (sometimes referred to as Uber Andariel) in the Matron's Den
  - **Baal's Eye** drops from Uber Duriel in the Forgotten Sands
- **Vision of Terror** grants access to the new Diablo-Clone fight for all players near the blood fountain (DClone no longer randomly appears when Stones of Jordan are sold to merchants)
  - **Prime Evil Soul** drops from Diablo/Baal in Hell difficulty (2% chance - unconfirmed)
  - **Black Soulstone** drops from Uber Tristram bosses (12% chance per uber boss)
  - **Pure Demonic Essence** drops from Map bosses (2% chance - unconfirmed)
- **Voidstone** grants access to Rathma
  - **Splinter of the Void** drops from Shadow of Mendeln map event (40% chance - unconfirmed)
  - **Trang-Oul's Jawbone** drops from undead enemies (1:45k chance in Hell, 3x/9x rarer in Nightmare/Normal)
  - Hellfire Torch

## PORTALS

Ingredients	Result	Notes
<u>Wirt's Leg</u> + <u>Tome of Town Portal</u>	Opens a portal to the Moo Moo Farm (Secret Cow Level)	Only works in the Rogue Encampment (Act 1 town) with a character that has defeated Baal in the current difficulty
<u>Key of Terror</u> + <u>Key of Hate</u> + <u>Key of Destruction</u>	Opens a portal to one of the mini-uber zones (Furnace of Pain, Matron's Den, Forgotten Sands)	Only works in Harrogath (Act 5 town) in Hell difficulty; which zone the portal opens is random, but they will not repeat if opened in the same game

Killing the Cow King will no longer prevent you from opening the Secret Cow Level.

Uber Keys now have slightly different colors to help differentiate them, and are now also dropped by Blood Raven, Bloodwitch, and Izual in Hell difficulty. They can also be dropped during the Spire of Darkness event in maps.

- **Key of Terror** drops from The Countess (1:11 chance) and Blood Raven (1:9 chance)
- **Key of Hate** drops from The Summoner (1:8 chance) and Bloodwitch (1:9 chance)
- **Key of Destruction** drops from Nihlathak (1:8 chance) and Izual (1:9

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