Diablo II: Lord of Destruction - Horadric Cube

The **Horadric Cube** is a quest item obtained in Act II which can be used to complete several quests. In addition to that task, it can be also used as a permanent backpack to store additional items and create new ones.

Place the Horadric Cube in your inventory. Notice it only takes up 2x2 slots.

Place items into the Horadric Cube by picking them up, dragging them over the Horadric Cube, and left click on the Horadric Cube. You will hear a sound when the item is placed into the Cube. You can also pick the Horadric Cube, drag it over a large item you want to pick up, and left click on that item to place it into the Cube. You can also open up the Cube by right clicking on it like a Tome. Drag items from your inventory into the Cube.

Items will be Identified by Cain while inside the Horadric Cube.

You cannot place a Horadric Cube within a Horadric Cube, imagine that...

Store resistance Jewelry in your Cube. When facing a problem Lightning, Cold, Fire or Poison monster, open the Cube and get out your resistance jewelry.

Transmuting Items
You can use the Horadric Cube's magical powers to Transmute items into a new item. Place the items into the Cube and hit the Transmute Button.

The Horadric Cube can be used to create **Crafted Items**.

Transmuting Formulae
Listed below are the current recipes for the Horadric Cube. Simply place the items in the first half of the equation into the Cube and hit the Transmute Button to produce the item in the second half of the equation.

Important Note: Items marked: **1.10 only** will <u>only</u> work in you have the 1.10 patch installed

Potions:
3 Small Rejuvenation Potions = 1 Full Rejuvenation Potion

Strangling Gas Potion + any type of Healing Potion = 1 Antidote Potion

1.10 only 3 Health Potions + 3 Mana Potions + 1 Chipped Gem = 1 Rejuvenation Potion
Use this formula if you are in need of instant healing and/or mana. Any grade of Health/Mana Potion can be used.

1.10 only 3 Health Potions + 3 Mana Potions + 1 Standard Gem (normal) = 1 Full Rejuvenation Potion
Use this formula if you are in need of instant full healing and/or mana. Any grade of Health/Mana Potion can be used.

Gems:
3 Gems of the Same Type and Grade (lower than Perfect) = 1 Higher Grade Gem of the Same Type
Use this formula to upgrade your growing masses of low quality Gems into something more useful.

Ammo and weapon conversions
2 Quivers of Bolts = 1 Quiver of Arrows
>   For users of Bows that are in need of ammunition. Random quantity of Arrows produced.

2 Quivers of Arrows = 1 Quiver of Bolts
>   For users of Crossbows that are in need of ammunition. Random quantity of Bolts produced.

1 Spear + 1 Quiver of Arrows = 1 Stack of Javelins
>   Mainly for Amazons that are in need of Javelins to use with skills. Any class/type of Spear can be used.

1 Axe + 1 Dagger = Throwing Axe
>   Any class/type of Axe can be used (i.e. magic/socketed/non magical axe/etc). Random quantity of throwing axes produced.

Rune Upgrades:

3 Runes of the Same Type (Runes 1-9) = 1 Higher Level Rune This only works for Runes `El-Ort` and not on any higher Runes

3 El Runes	=	1 Eld Rune
3 Eld Runes	=	1 Tir Rune
3 Tir Runes	=	1 Nef Rune
3 Nef Runes	=	1 Eth Rune
3 Eth Runes	=	1 Ith Rune
3 Ith Runes	=	1 Tal Rune
3 Tal Runes	=	1 Ral Rune
3 Ral Runes	=	1 Ort Rune
3 Ort Runes	=	1 Thul Rune

1.10 only These next Rune upgrades also require specific types of gems:

3 Thul Runes	+ 1 Chipped Topaz	=	1 Amn Rune
3 Amn Runes	+ 1 Chipped Amethyst	=	1 Sol Rune
3 Sol Runes	+ 1 Chipped Sapphire	=	1 Shael Rune
3 Shael Runes	+ 1 Chipped Ruby	=	1 Dol Rune

1.10 only The following Rune upgrade formulae will only work for Single-Player, Open, or Ladder Characters. They will <u>not</u> work for Normal Characters on the Realms.

3 Dol Runes	+ 1 Chipped Emerald	=	1 Hel Rune
3 Hel Runes	+ 1 Chipped Diamond	=	1 Io Rune
3 Io Runes	+ 1 Flawed Topaz	=	1 Lum Rune
3 Lum Runes	+ 1 Flawed Amethyst	=	1 Ko Rune
3 Ko Runes	+ 1 Flawed Sapphire	=	1 Fal Rune
3 Fal Runes	+ 1 Flawed Ruby	=	1 Lem Rune
3 Lem Runes	+ 1 Flawed Emerald	=	1 Pul Rune
2 Pul Runes	+ 1 Flawed Diamond	=	1 Um Rune
2 Um Runes	+ 1 Topaz	=	1 Mal Rune
2 Mal Runes	+ 1 Amethyst	=	1 Ist Rune
2 Ist Runes	+ 1 Sapphire	=	1 Gul Rune
2 Gul Runes	+ 1 Ruby	=	1 Vex Rune
2 Vex Runes	+ 1 Emerald	=	1 Ohm Rune
2 Ohm Runes	+ 1 Diamond	=	1 Lo Rune
2 Lo Runes	+ 1 Flawless Topaz	=	1 Sur Rune
2 Sur Runes	+ 1 Flawless Amethyst	=	1 Ber Rune
2 Ber Runes	+ 1 Flawless Sapphire	=	1 Jah Rune
2 Jah Runes	+ 1 Flawless Ruby	=	1 Cham Rune
2 Cham Runes	+ 1 Flawless Emerald	=	1 Zod Rune

Rings & Amulets

3 Magic Rings = 1 Random Magic Amulet

Save any unwanted rings for the chance of getting a high quality amulet. ilvl = int(.75 * clvl). This means at Character Level 65, ilvl = 48. So any Magical Prefix or Suffix with a level of 48 and below might be available. Since +2 to Skills amulets, have a level of 90, it's not possible to create a +2 to skills Amulet with this formula.

3 Magic Amulets = 1 Random Magic Ring

Save any unwanted amulets for the chance of getting a high quality ring. ilvl = int(.75 * clvl). This means at Character Level 65, ilvl = 48. So any Magical Prefix or Suffix with a level of 51 and below might be available.

6 Perfect Gems (1 of each type) + 1 Amulet (any quality) = Prismatic Amulet

Use this formula to create an Amulet with Resistance to all. ilvl = 50. The amulet will always have the Prismatic prefix (All Resistancs +16-20) and has a chance at getting a suffix as well.

1 Magic Ring + 1 Perfect Emerald + 1 Antidote Potion = 1 Jade Ring

Use this formula to create a Poison Resistance Ring. The Jade Ring has a random percentage (21-30%) of Poison Resistance. You may also receive an additional Magic Suffix. ilvl=30.

1 Magic Ring + 1 Perfect Ruby + 1 Exploding Potion = 1 Garnet Ring

Use this formula to create a Fire Resistance Ring. The Garnet Ring has a random percentage (21-30%) of Fire Resistance. You may also receive an additional Magic Suffix. ilvl=30.

1 Magic Ring + 1 Perfect Topaz + 1 Rejuvenation Potion = 1 Coral Ring

Use this formula to create a Lightning Resistance Ring. The Coral Ring has a random percentage (21-30%) of Lightning Resistance. You may also receive an additional Magic Suffix. ilvl=30.

1 Magic Ring + 1 Perfect Sapphire + 1 Thawing Potion = 1 Cobalt Ring

Use this formula to create a Cold Resistance Ring. The Cobalt Ring has a random percentage (21-30%) of Cold Resistance. You may also receive an additional Magic Suffix. ilvl=30.

Sockets

3 Perfect Skulls + 1 Rare Item + Stone of Jordan = Add 1 Socket To a Rare Item

Rare Items can only have two sockets. You cannot add sockets to items that don't normally have sockets.

1.10 only 1 Hel Rune + Scroll of Town Portal + Any Socketed Item = Unsocket that item

Warning: This will destroy any gems, runes, or jewels you have socketed. This is useful if you are not happy with the gems you have socketed and you want to socket the item in another way.

1.10 only 3 Standard Gems (normal) and 1 Socketed Weapon (Any Type) =   1 Socketed Magic Weapon
(of same type)

This takes a socketed weapon and makes it a magic socketed weapon with a random number of sockets. This allows you to get new magic bonuses on an otherwise non magical weapon. The original weapon properties will be removed (rerolled) when the new weapon is created. ilvl = 30. It gets 1-2 sockets.

1.10 only 3 Chipped Gems + 1 Magic Weapon = Socketed Magic Weapon

This adds sockets to a magic weapon. The original magic weapon properties will be removed (rerolled) when the new weapon is created. If you use this formula with a weapon that is not normally socketed such as a Javelin, this recipe will create a new magical weapon without any sockets. ilvl=25 magic weapon with 1-2 sockets.

1.10 only 3 Flawless Gems + 1 Magic Weapon = Socketed Magic Weapon

This adds sockets to a magic weapon. The original magic weapon properties will be removed (rerolled) when the new weapon is created. If you use this formula with a weapon that is not normally socketed such as a Javelin, this recipe will create a new magical weapon without any sockets. ilvl=30 magic weapon with 1-2 sockets.

1.10 only 1 Tal Rune + 1 Thul Rune + 1 Perfect Topaz + Normal Body Armor = Socketed Body Armor of same type

The number of sockets created will vary. The item must be normal and unsocketed. Low-quality items and superior items do not work. The item gets 1-4 sockets, randomly. However, the number of sockets is then restricted by the maximum number of sockets that base item with that ilvl can have. For example, if you have an item that can only have 2 sockets, there's a 5/6 chance of getting 2 sockets and a 1/6 chance of getting 1 socket.

Sockets continued...

1.10 only **1 Ral Rune + 1 Amn Rune + 1 Perfect Amethyst + Normal Weapon = Socketed Weapon of same type**

The number of sockets created will vary. The item must be normal and unsocketed. Low-quality items and superior items do not work. The item gets 1-6 sockets, randomly. However, the number of sockets is then restricted by the maximum number of sockets that base item with that ilvl can have. For example, if you have an item that can only have 2 sockets, there's a 5/6 chance of getting 2 sockets and a 1/6 chance of getting 1 socket.

1.10 only **1 Ral Rune + 1 Thul Rune + 1 Perfect Sapphire + Normal Helm = Socketed Helm of same type**

The number of sockets created will vary. The item must be normal and unsocketed. Low-quality items and superior items do not work. The item gets 1-4 sockets, randomly. However, the number of sockets is then restricted by the maximum number of sockets that base item with that ilvl can have. For example, if you have an item that can only have 2 sockets, there's a 5/6 chance of getting 2 sockets and a 1/6 chance of getting 1 socket.

1.10 only **1 Tal Rune + 1 Amn Rune + 1 Perfect Ruby + Normal Shield = Socketed Shield of same type**

The number of sockets created will vary. The item must be normal and unsocketed. Low-quality items and superior items do not work. The item gets 1-4 sockets, randomly. However, the number of sockets is then restricted by the maximum number of sockets that base item with that ilvl can have. For example, if you have an item that can only have 2 sockets, there's a 5/6 chance of getting 2 sockets and a 1/6 chance of getting 1 socket.

Item Upgrades

1 Perfect Skull + 1 Rare Item + Stone of Jordan = 1 High Quality New Rare Item of the same type

This formula has the possibility of creating a higher quality Rare Item than the following formula. ilvl = int(.66 * clvl) + int(.66 * ilvl) That is, the ilvl will be equal to .66 times your clvl (rounded down) plus .66 times the input item's ilvl (also rounded down).

6 Perfect Skulls + 1 Rare Item = 1 Random Low Quality Rare Item of the same type

You can use this formula to get another chance at a Rare Item of the same type. ilvl = int(.4 * clvl) + int(.4 * ilvl) Player level matters. This formula will not work on items larger than 3x2.

4 Health Potions (of any type) + Ruby (any type) + Magical Sword = A Magic Sword of the Leech

You can use this formula to get a Life Stealing sword. ilvl = 30. The sword will always have the "of the Leech" suffix (4-5% Life Stolen Per Hit) and has a chance at getting a prefix as well. The type of sword is retained. For example, a champion sword as input will give a champion sword as output.

3 Perfect Gems (of any type) + 1 Magic Item = 1 New Random Magic Item of the Same Type

You can use this formula to get another chance at a Magic Item of the same type. The ilvl = ilvl. This means to use 100% of the ilvl of the input item. It's important to note the difference between "the ilvl is set to a fixed number" like what happens in some recipes and "the ilvl of the output is exactly the same as the ilvl of the input" as is the case here. So if you're cubing for +skills Grand Charms, for example, you want to use Charms starting from late Nightmare, not ones that dropped in the Normal Blood Moor. You can use this formula (with an Amulet) to create a +2 Skills Amulet. And you cannot Gamble one before Character Level 84. Be warned however, that the chances of getting that on an Amulet might be very low (considering everything is available) and it might take a lot of tries. Rare Items cannot be used with this formula to create new Rare Items. You can also use this on Charms and Jewels.

1 Magic Shield (any type) + 1 Spiked Club (any quality) + 2 Skulls (any quality) = Magic Shield of Spikes

ilvl=30. The shield will always have the "of Spikes" suffix (Attacker Takes Damage of 4-6) and has a chance at getting a prefix as well. The type of shield is retained, and any type of shield (including paladin shields and necromancer shrunken heads) works as input.

Diamond (any quality) + 1 Staff (any type and quality) + 1 Kris (any quality) + 1 Belt (any type and quality) = Savage Polearm Class Weapon

ivl = 50. The polearm will always have the Savage prefix (66-80% Enhanced Damage) and has a chance at getting a suffix as well. The polearm will be one of the following, selected randomly: Bardiche, Battle Scythe, Bill, Halberd, Lochaber Axe, Partizan, Poleaxe, Scythe, Voulge, War Scythe (put another way, any normal polearm or any exceptional polearm other than Bec-de-Corbin and Grim Scythe).

1.10 only **1 Eld Rune + 1 Chipped Gem + Low Quality Weapon = Normal Quality Weapon of same type**

ilvl = 1. That is, regardless of what the ilvl was beforehand, it will be set to 1.

1.10 only **1 El Rune + 1 Chipped Gem + Low Quality Armor = Normal Quality Armor of same type**

Item Upgrades Continued...

1.10 only 1 Ral Rune + 1 Sol Rune + 1 Perfect Emerald + Normal Unique Weapon = Exceptional Version of Weapon
> This formula changes the base item type from the normal to exceptional version. For example an Axe is turned into a Cleaver. This does NOT convert the item to the Exceptional Unique version of the Unique Item. Unique item bonuses remain the same; only the item it's based on is upgraded. This can be used to upgrade Ethereal Items also. They will continue to be Ethereal after they are upgraded. Also if the item is socketed, then jewels or runes and their mods will also remain.

1.10 only 1 Tal Rune + 1 Shael Rune + 1 Perfect Diamond + Normal Unique Armor = Exceptional Version of Armor
> This formula changes the base item type from the normal to exceptional version. For example Quilted Armor is turned into Ghost Armor. This does NOT convert the item to the Exceptional Unique version of the Unique Item. So you cannot for example use this formula to transform Greyform into The Spirit Shroud. Unique item bonuses remain the same; only the item it's based on is upgraded. This can be used to upgrade Ethereal Items also. They will continue to be Ethereal after they are upgraded. Also if the item is socketed, then jewels or runes and their mods will also remain. Armor refers to any sort of armor, including helms, boots, belts, gloves and shields, not just body armor.

1.10 only 1 Lum Rune + 1 Pul Rune + 1 Perfect Emerald + Exceptional Unique Weapon = Elite Version of Weapon (Ladder Only)
> This formula changes the base item type from the exceptional to elite version. For example a Cleaver is turned into a Small Crescent. This does NOT convert the item to the Elite Unique version of the Exceptional Unique Item. Unique item bonuses remain the same; only the item it's based on is upgraded. This can be used to upgrade Ethereal Items also. They will continue to be Ethereal after they are upgraded. You cannot do this formula unless you are using a Ladder Character. Also if the item is socketed, then jewels or runes and their mods will also remain.

1.10 only 1 Ko Rune + 1 Lem Rune + 1 Perfect Diamond + Exceptional Unique Armor = Elite Version of Armor (Ladder Only)
> This formula changes the base item type from the exceptional to elite version. For example Ghost Armor is turned into a Dusk Shroud. This does NOT convert the item to the Elite Unique version of the Unique Item. Unique item bonuses remain the same; only the item it's based on is upgraded. This can be used to upgrade Ethereal Items also. They will continue to be Ethereal after they are upgraded. You cannot do this formula unless you are using a Ladder Character. Also if the item is socketed, then jewels or runes and their mods will also remain. Armor refers to any sort of armor, including helms, boots, belts, gloves and shields, not just body armor.

1.10 only 1 Ort Rune +1 Amn Rune +1 Perfect Sapphire Normal (Basic) Rare Weapon = Exceptional Rare Weapon
> The item type is upgraded.

1.10 only 1 Ral Rune + 1 Thul Rune + 1 Perfect Amethyst + Normal (Basic) Rare Armor = Exceptional Rare Armor
> The item type is upgraded.

1.10 only 1 Fal Rune + 1 Um Rune + 1 Perfect Sapphire + Exceptional Rare Weapon = Elite Rare Weapon
> The item type is upgraded.

1.10 only 1 Ko Rune + 1 Pul Rune + 1 Perfect Amethyst + Exceptional Rare Armor = Elite Rare Armor
> The item type is upgraded.

Item Repairs

1.10 only 1 Ort Rune + Weapon = Fully Repaired Weapon
> Use this Rune + Your Horadric Cube to repair your weapon. **NOTE:** You cannot repair Ethereal Weapons.

1.10 only 1 Ral Rune + Armor = Fully Repaired Armor
> Use this Rune + Your Horadric Cube to repair your armor.   **NOTE:** You cannot repair Ethereal Armor.

1.10 only 1 Ort Rune + 1 Chipped Gem (any kind) + Weapon = Fully Repaired and Recharged Weapon
> **NOTE:** You cannot repair ethereal weapons.

1.10 only 1 Ral Rune + 1 Flawed Gem (any kind) + Armor = Fully Repaired and Recharged Armor
> **NOTE:** You cannot repair ethereal armor.
> Armor refers to any sort of armor, including helms, boots, belts, gloves and shields, not just body armor.

Mooooooo!
Wirt's Leg + A Tome of Town Portal = Secret Cow Level

You must Transmute in the Act I Rogue Encampment. You must have already killed Baal in the same Difficulty Level. One time per Difficulty Level. Warning: if you lead the Cows around the Red Portal and die, you may not be able to fight your way back inside. Try to run in as far as you can and open up an escape Town Portal for backup. MooOOOOOOOooooo