

# Item Enchantment

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## The Simple Man's Guide to Enchanting

Written by [Silence](#).

So you want to know how to get into the world of enchanting? To have the best equipment takes time and dedication to obtain, enchanting is not an exception to this. **If you're a filthy casual who can't read then skip to the end for the TLDR at the end.**

While at first glance the entire process seems daunting. "How can I do this? What? This item does not have any attachment slots? What does that even mean?"

Well Timmah, I'm going to tell you today! Illustrated with pictures no less!



Look at this helmet, it's boring. It's bland. I want to change it into something useful.

This is the first thing you need when you start enchanting; an item. Not any item can be enchanted though! All equipment besides items with charges, stone skin amulets being an example, can be. Here I have a winged helmet for paladins. It's ordinary and has no personal *finesse* that could help me in its fullest capacity. The first thing I'm going to need is an orb of enchantment. But one careful thing should be noted - each item can ONLY HOLD 4 SLOTS. It can hold less, but not more than that.

## Equipment can and will drop with 5 slots on it.

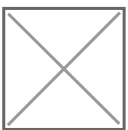


Picture of Orb of Enchantment.



Aw man, this thing is a beaut!! You can obtain it through Task bosses, quests or directly from the store.

After using it, I have attached a slot onto the helmet, now it says in the description - "Enchantments: 1 slots." I should emphasis again, EACH PIECE OF EQUIPMENT CAN ONLY HOLD FOUR SLOTS. But now we're ready to apply some enchantments! There are several different types of crystals that can be attached and three different tiers. Let's look at how each one looks and what it does!



The four tiers are Lesser, Regular, Grand and Ultimate.

There is an enchanting skill, located in the **Skills & Stats** window at the bottom.



Lesser crystals have no requirement to use and will help you start enchanting.

**Lesser Enchantment Crystals:** 0 level required in Enchanting

**Enchantment Crystals:** 15 level required in Enchanting

**Grand Enchantment Crystals:** 25 level required in Enchanting

**Ultimate Enchantment Crystals:** 35 level required in Enchanting

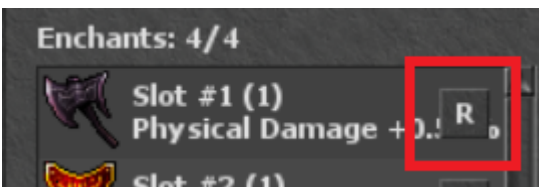
Crystals can break upon attempting to enchant. Keep that in mind and get a few before you start.

Also keep in mind the enchant is completely random.

The different enchant types:



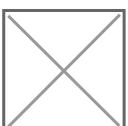
Press the R to remove any enchants on the item.



After removing enchantments the socket is not removed, but allows you to add another enchantment.

And now Timmah, you're probably asking, "oh man, what set can I trick out to help me," now we're getting into the nitty gritty stuff. Technical stuff.

On this set I would want to maybe go critical chance + skills bonus. There is one important note - there are limits on what you can stack on your character.

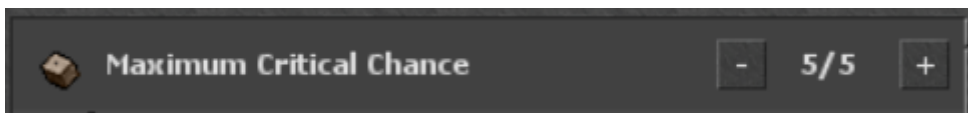


Life Leech	7.00%
Mana Leech	6.00%
Critical Chance	15.00%
Critical Damage	82.20%

While you can focus on 1 stat entirely, some stats do have a cap and anything above that cap will not provide a benefit. For example, Critical Strike Chance caps out at 10%. Anything above that does not count. *\*Unless you talent into Maximum Critical Chance. Keep in mind this **increases the cap**, not your **current** critical chance.*

Here are the limits that you **CANNOT** go past -

- **Regeneration (mana and health)** - There is no limit! Stack your character's regeneration to the sky.
- **Skills** - You cannot add more than +100 skills to your character through enchanting and inherent bonuses combined.
- **Speed** - 1500. This is the game server's limit.
- **Critical Damage** - Limit unknown?
- **Critical Hit** - 10%(15% with talent Maximum Critical Chance)



- **Luck** - There is no limit! This increase your drop rate by a %.
- **Elemental Resistances** - [Elemental Protection Explanation](#)

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# Enchantment Crystal Combiner

Furthermore, enchantment crystals can be combined using the Enchantment Crystal Combiner station.

You see a blackboard.

You read: Enchantment Crystal Combiner

3x Lesser = 1x Normal

3x Normal = 1x Grand

5x Grand = 1x Ultimate

Combining has no chance of failure and as such will always succeed to combine the enchantment crystals into the higher tier.

Please keep in mind that only enchantment crystals of the same type (Regen, defense, offense, skills, utility) can be combined. The resulting enchantment crystal will always be of the same type

as the three base enchantment crystals. You can find the Enchantment Crystal Combiner at the bottom floor of the depot.



Just place crystals on the table and pull the lever.

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# Value Ranges

The value ranges can be viewed by using an enchantment crystal on the item, choose the tier and then the enchant type.



## TLDR:

To start enchanting items, you will need an **Orb of Enchantment**. You can get this from Quests, Task bosses, Market, or purchase them directly from the store. You only need to 'use' this item on the piece of equipment you want to enchant.

The next item you need is a lesser enchantment crystal which has no enchantment skill required to use. There are five different types of enchantment crystals; Regen, Offense, Defense, Skills, Utility. The amount of bonus each gives depends on the tier of crystal used.

**Lesser Enchantment Crystals:** 0 level required in Enchanting

**Enchantment Crystals:** 15 level required in Enchanting

**Grand Enchantment Crystals:** 25 level required in Enchanting

**Ultimate Enchantment Crystals:** 35 level required in Enchanting

You are able to see your current enchantment level by saying **!skills** or going into your Skills & Stats window and scrolling to the bottom.

You **CANNOT** go past these limits -

- **Regeneration:** - No limit.
- **Skills:** Cannot go above +100 through enchants and bonuses on gear.

- **Speed** - 1500. This is the game server's limit.
  - **Critical Hit Chance**: 10% (15% with Talents)
  - **Critical Damage** - Limit unknown?
  - **Luck** - There is no limit! This increase your drop rate by a %.
  - **Elemental Resistances** - [Elemental Protection Explanation](#)
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If you have any questions or comments on this Game Guide, please leave us feedback on its [Feedback Thread!](#)

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## Enchanting Mount

Players that have reached Enchanting Level 20 will now have a chance to loot Enchanting Mount Recipe from bosses. Once learned, you will be able to craft an item that grants enchanting exclusive mount. This item can be traded and sold to other players.

*Updated: 01/01/2023*

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