

Patch Notes

#global

V3.04

General

- Added Crafting and the World
 - Includes chart and Vendor specifics

Crafting

- None

Reagents

- Tweaked Reagent Cost in Gold per Tier
 - Tier 5: 625 -> 725
 - Tier 6: 925 -> 1125
- Added ability to make Reagents with an Affinity

Smithing

- Added Concentration Bonus to Spell Foci Fauna

Enchanting

- Changed Enchanting to use only Reagents with Affinities to balance
- Added Save DC or Spell Attack
- Tweaked Wisdom Save from +6 -> +5

Website Tools

- Removed extraneous +1 to crafting
- Added Unmodified CR
- Added Difficulty Tier to Reagent
- Added place to put Weapon CR (for enchanting)