**Crafting and Augments**

Characters that can craft armor, weapons and jewelry have the ability to add special attributes to the items they create. By adding augments during the crafting process, crafters gain a chance for each of those augments to bind to the item, giving the final product a special effect.

**Augment Slots**

The first phase in crafting a magic item is to craft the base item and determine the number of augment slots it will have.

Every crafted item has one or more augment slots based on its tier. Generally, tier one items have a single slot. Higher tier items have more slots, up to nine slots for the highest tier items.

**Slotting Augments**

Once the base item is done, you can slot one augment into each of the augment slots. Each augment has between 8-12 possible effects and when it is slotted, one of those effects will be chosen randomly.

**Binding Augments**

By default, each augment has a small chance to bind its effect to the crafted item. This chance is based on the skill level of the crafter. With a skill level of 8, each augment has a 1/12 chance to bind. Every 4 levels increases this chance by 1/12, up to a max of 7/12.

Augments that come up with matching effects will have their chance increased by 1/12 for each matching slot beyond the first. So, a pair of effects sees each augment’s chance increase by 1/12. Three of a kind increases the chance by 2/12, and so on.

The binding chance can be increased in a variety of ways. A Master Crafting license will increase the binding chance for all your augments by 1/12. Golden augments exist that will take up a slot, but increase all of the binding chances of the other augments in the item by 1/12.

Each augment’s chance is rolled and those that make the roll, bind their effects to the final item. Those that fail the roll are lost.

Note – the chances here might be off… we’ll see.

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| **Roll** | **Goblin (1/12)** | **Bog (1/12)** | **Balar (2/12)** | **Zombie** |
| 1 | Climb | Cure Poison | +Strength | Rot |
| 2 | Sneak | Detect Poison | +Toughness | Slow |
| 3 | Dark Vision | Poison Cloud | +HP | Resist Wound |
| 4 | Goblin Tongue | Poison Damage | Knockback | Resist Stun |
| 5 | Pack Tactics | Poison Resist | Knockback Resist | Resist Bleed |
| 6 | +Damage | Sicken Chance | Dark Vision | +HP |
| 7 | Grey Magic | Weaken Chance | Goblin Tongue | Invis to Undead |
| 8 | Frost Blade | Alchemy | Throw | Black Magic |
| 9 | Resist Cold | Free Movement | Reach |  |
| 10 | Fog | Quicksand | Slam |  |
| 11 | Bleeder | Bog Affinity | Bonus Block |  |
| 12 | Type II | Type II | Big Club | Type V |