

# ENCHANTMENTS

## Boots

- Enchant Boots - **Minor Agility** = 6x Strange Dust, 2x Lesser Astral Essence = **Agility +1**
- Enchant Boots - **Lesser Agility** = 1x Soul Dust, 1x Lesser Mystic Essence = **Agility +3**
- Enchant Boots - **Agility** = 2x Greater Nether Essence = **Agility +5**
- Enchant Boots - **Greater Agility** = 8x Greater Eternal Essence = **Agility +7**
- Enchant Boots - **Minor Stamina** = 8x Strange Dust = **Stamina +1**
- Enchant Boots - **Lesser Stamina** = 4x Soul Dust = **Stamina +3**
- Enchant Boots - **Stamina** = 5x Vision Dust = **Stamina +5**
- Enchant Boots - **Greater Stamina** = 10x Dream Dust = **Stamina +7**
- Enchant Boots - **Lesser Spirit** = 1x Greater Mystic Essence, 2x Lesser Mystic -Essence = **Spirit +3**
- Enchant Boots - **Spirit** = 2x Greater Eternal Essence, 1x Lesser Eternal Essence = **Spirit +5**
- Enchant Boots - **Minor Speed** = 1x Small Radiant Shard, 1x Aquamarine, 1x Lesser Nether Essence = **slight movement speed increase**

## Bracer

- Enchant Bracer - **Minor Deflect** = 1x Lesser Magic Essence, 1x Strange Dust = **Defense +1**
- Enchant Bracer - **Lesser Deflection** = 1x Lesser Mystic Essence, 2x Soul Dust = **Defense +2**
- Enchant Bracer - **Deflection** = 1x Greater Nether Essence, 2x Dream Dust = **Defense +3**
- Enchant Bracer - **Lesser Intellect** = 2x Greater Astral Essence = **Intellect +3**
- Enchant Bracer - **Intellect** = 2x Lesser Nether Essence = **Intellect +5**
- Enchant Bracer - **Greater Intellect** = 3x Lesser Eternal Essence = **Intellect +7**
- Enchant Bracer - **Minor Spirit** = 2x Lesser Magic Essence = **Spirit +1**
- Enchant Bracer - **Lesser Spirit** = 2x Lesser Astral Essence = **Spirit +3**
- Enchant Bracer - **Spirit** = 1x Lesser Mystic Essence = **Spirit +5**
- Enchant Bracer - **Greater Spirit** = 3x Lesser Nether Essence, 1x Vision Dust = **Spirit +7**
- Enchant Bracer - **Superior Spirit** = 3x Lesser Eternal Essence, 10x Dream Dust = **Spirit +9**
- Enchant Bracer - **Minor Stamina** = 3x Strange Dust = **Stamina +1**
- Enchant Bracer - **Lesser Stamina** = 2x Soul Dust = **Stamina +3**
- Enchant Bracer - **Stamina** = 6x Soul Dust = **Stamina +5**
- Enchant Bracer - **Greater Stamina** = 5x Dream Dust = **Stamina +7**
- Enchant Bracer - **Superior Stamina** = 15x Illusion Dust = **Stamina +9**
- Enchant Bracer - **Minor Strength** = 5x Strange Dust = **Strength +1**
- Enchant Bracer - **Lesser Strength** = 2x Soul Dust = **Strength +3**
- Enchant Bracer - **Strength** = 1x Vision Dust = **Strength +5**
- Enchant Bracer - **Greater Strength** = 2x Dream Dust, 1x Greater Nether Essence = **Strength +7**
- Enchant Bracer - **Superior Strength** = 6x Illusion Dust, 6x Greater Eternal Essence = **Strength +9**
- Enchant Bracer - **Minor Agility** = 2x Strange Dust, 1x Greater Magic Essence = **Agility +1**
- Enchant Bracer - **Minor Health** = 1x Strange Dust = **Health +5**

## Chest

- Enchant Chest - **Minor Health** = 1x Strange Dust = **Health +5**
- Enchant Chest - **Lesser Health** = 2x Strange Dust, 2x Lesser Magic Essence = **Health +15**
- Enchant Chest - **Health** = 4x Strange Dust, 1x Lesser Astral Essence = **Health +25**
- Enchant Chest - **Greater Health** = 3x Soul Dust = **Health +35**
- Enchant Chest - **Superior Health** = 6x Vision Dust = **Health +50**
- Enchant Chest - **Major Health** = 6x Illusion Dust, 1x Small Brilliant Shard = **Health +100**
- Enchant Chest - **Minor Mana** = 1x Lesser Magic Essence = **Mana +5**

- Enchant Chest - **Lesser Mana** = 1x Greater Magic Essence, 1x Lesser Magic Essence = **Mana +20**
- Enchant Chest - **Mana** = 1x Greater Astral Essence, 2x Lesser Astral Essence = **Mana +30**
- Enchant Chest - **Greater Mana** = 1x Greater Mystic Essence = **Mana +50**
- Enchant Chest - **Superior Mana** = 1x Greater Nether Essence, 2x Lesser Nether Essence = **Mana +65**
- Enchant Chest - **Major Mana** = 3x Greater Eternal Essence, 1x Small Brilliant Shard = **Mana +100**
- Enchant Chest - **Minor Stats** = 1x Greater Astral Essence, 1x Soul Dust, 1x Large Glimmering Shard = **All Stats +1**
- Enchant Chest - **Lesser Stats** = 2x Greater Mystic Essence, 2x Vision Dust, 1x Large Glowing Shard = **All Stats +2**
- Enchant Chest - **Stats** = 1x Large Radiant Shard, 3x Dream Dust, 2x Greater Nether Essence = **All Stats +3**
- Enchant Chest - **Greater Stats** = 4x Large Brilliant Shard, 15x Illusion Dust, 10x Greater Eternal Essence = **All Stats +4**
- Enchant Chest - **Minor Absorption** = 2x Strange Dust, 1x Lesser Magic Essence = **2% chance per hit of giving you 10 points of damage absorption**
- Enchant Chest - **Lesser Absorption** = 2x Strange Dust, 1x Greater Astral Essence, 1x Large Glimmering Shard = **5% chance per hit of giving you 25 points of damage absorption**

## Cloak

- Enchant Cloak - **Minor Protection** = 3x Strange Dust, 1x Greater Magic Essence = **Armor +10**
- Enchant Cloak - **Lesser Protection** = 6x Strange Dust, 1x Small Glimmering Shard = **Armor +20**
- Enchant Cloak - **Defense** = 1x Small Glowing Shard, 3x Soul Dust = **Armor +30**
- Enchant Cloak - **Greater Defense** = 3x Vision Dust = **Armor +50**
- Enchant Cloak - **Superior Defense** = 8x Illusion Dust = **Armor +70**
- Enchant Cloak - **Lesser Fire Resistance** = 1x Fire Oil, 1x Lesser Astral Essence = **Fire Resist +5**
- Enchant Cloak - **Fire Resistance** = 1x Lesser Mystic Essence, 1x Elemental Fire = **Fire Resist +7**
- Enchant Cloak - **Greater Fire Resistance** = 3x Nexus Crystal, 8x Large Brilliant Shards, 4x Essence of Fire = **Fire Resist +15**
- Enchant Cloak - **Lesser Shadow Resistance** = 1x Greater Astral Essence, 1x Shadow Protection Potion = **Shadow Resist +10**
- Enchant Cloak - **Greater Nature Resistance** = 2x Nexus Crystal, 8x Large Brilliant Shard, 4x Living Essence = **Nature Resist +15**
- Enchant Cloak - **Minor Resistance** = 1x Strange Dust, 2x Lesser Magic Essence = **All Resist +1**
- Enchant Cloak - **Resistance** = 1x Lesser Nether Essence = **All Resist +3**
- Enchant Cloak - **Greater Resistance** = 2x Lesser Eternal Essence, 1x Heart of Fire, 1x Core of Earth, 1x Globe of Water, 1x Breath of Wind, 1x Ichor of Undeath = **All Resist +5**
- Enchant Cloak - **Minor Agility** = 1x Lesser Astral Essence = **Agility +1**
- Enchant Cloak - **Lesser Agility** = 2x Lesser Nether Essence = **Agility +3**
- Enchant Cloak - **Stealth** = 3x Nexus Crystal, 8x Large Brilliant Shard, 2x Black Lotus = **Increase to stealth.**
- Enchant Cloak - **Dodge** = 3x Nexus Crystal, 8x Large Brilliant Shard, 8x Guardian Stone = **Dodge 1%**
- Enchant Cloak - **Subtlety** = 4x Nexus Crystal, 6x Large Brilliant Shard, 2x Black Diamond = **Decrease threat caused by the wearer by 2%.**

## Gloves

- Enchant Gloves - **Agility** = 1x Lesser Nether Essence, 1x Vision Dust = **Agility +5**
- Enchant Gloves - **Greater Agility** = 3x Lesser Eternal Essence, 3x Illusion Dust = **Agility +7**
- Enchant Gloves - **Superior Agility** = 3x Nexus Crystal, 8x Large Brilliant Shard, 4x Essence of Air = **Agility +15**
- Enchant Gloves - **Strength** = 2x Lesser Nether Essence, 3x Vision Dust = **Strength +5**
- Enchant Gloves - **Greater Strength** = 4x Greater Eternal Essence, 4x Illusion Dust = **Strength +7**
- Enchant Gloves - **Herbalism** = 1x Soul Dust, 3x Kingsblood = **Herbalism +2**
- Enchant Gloves - **Advanced Herbalism** = 3x Vision Dust, 3x Sungrass = **Herbalism +5**
- Enchant Gloves - **Mining** = 1x Soul Dust, 3x Iron Ore = **Mining +2**
- Enchant Gloves - **Advanced Mining** = 3x Vision Dust, 3x Truesilver Bar = **Mining +5**
- Enchant Gloves - **Skinning** = 1x Vision Dust, 3x Green Whelp Scale = **Skinning +5**
- Enchant Gloves - **Fishing** = 1x Soul Dust, 3x Blackmouth Oil = **Fishing +2**
- Enchant Gloves - **Healing Power** = 3x Nexus Crystal, 8x Large Brilliant Shard, 2x Righteous Orb = **Increase the caster's healing spells by up to 30.**
- Enchant Gloves - **Minor Haste** = 2x Large Radiant Shard, 2x Wildvine = **+1% Attack Speed Bonus**
- Enchant Gloves - **Threat** = 4x Nexus Crystal, 6x Large Brilliant Shard, 8x Larval Acid = **Increase threat from all attacks and spells by 2%**
- Enchant Gloves - **Shadow Power** = 3x Nexus Crystal, 10x Large Brilliant Shard, 6x Essence of Undeath = **+20 Shadow Damage**
- Enchant Gloves - **Fire Power** = 2x Nexus Crystal, 10x Large Brilliant Shard, 4x Essence of Fire = **+20 Fire Damage**
- Enchant Gloves - **Frost Power** = 3x Nexus Crystal, 10x Large Brilliant Shard, 4x Essence of Water = **+20 Frost Damage**

-Enchant Gloves - **Riding Skill** = 2x Large Radiant Shard, 3x Dream Dust = Grants a Minor Movement Bonus While Mounted.

## Shield

- Enchant Shield - **Lesser Spirit** = 2x Lesser Astral Essence, 4x Strange Dust = Spirit +3
- Enchant Shield - **Spirit** = 1x Greater Mystic Essence, 1x Vision Dust = Spirit +5
- Enchant Shield - **Greater Spirit** = 1x Greater Nether Essence, 2x Dream Dust = Spirit +7
- Enchant Shield - **Superior Spirit** = 2x Greater Eternal Essence, 4x Illusion Dust = Spirit +9
- Enchant Shield - **Minor Stamina** = 1x Lesser Astral Essence, 2x Strange Dust = Stamina +1
- Enchant Shield - **Lesser Stamina** = 1x Lesser Mystic Essence, 1x Soul Dust = Stamina +3
- Enchant Shield - **Stamina** = 5x Vision Dust = Stamina +5
- Enchant Shield - **Greater Stamina** = 10x Dream Dust = Stamina +7
- Enchant Shield - **Lesser Block** = 2x Greater Mystic Essence, 2x Vision Dust, 1x Large Glowing Shard = +2% Chance to Block
- Enchant Shield - **Lesser Protection** = 1x Lesser Astral Essence, 1x Strange Dust, 1x Small Glimmering Shard = Armor +30
- Enchant Shield - **Frost Resistance** = 1x Large Radiant Shard, 1x Frost Oil = Frost Resist +8

## 2H Weapon

- Enchant 2H Weapon - **Minor Impact** = 4x Strange Dust, 1x Small Glimmering Shard = Damage +2
- Enchant 2H Weapon - **Lesser Impact** = 3x Soul Dust, 1x Large Glimmering Shard = Damage +3
- Enchant 2H Weapon - **Impact** = 4x Vision Dust, 1x Large Glowing Shard = Damage +5
- Enchant 2H Weapon - **Greater Impact** = 2x Large Radiant Shard, 2x Dream Dust = Damage +7
- Enchant 2H Weapon - **Superior Impact** = 4x Large Brilliant Shard, 10x Illusion Dust = Damage +9
- Enchant 2H Weapon - **Lesser Intellect** = 3x Greater Magic Essence = Intellect +3
- Enchant 2H Weapon - **Major Intellect** = 12x Greater Eternal Essence, 2x Large Brilliant Shard = Intellect +9
- Enchant 2H Weapon - **Lesser Spirit** = 1x Lesser Astral Essence, 6x Strange Dust = Spirit +3
- Enchant 2H Weapon - **Major Spirit** = 12x Greater Eternal Essence, 2x Large Brilliant Shard = Spirit +9

## Weapon

- Enchant Weapon - **Agility** = 6x Large Brilliant Shard, 6x Greater Eternal Essence, 4x Illusion Dust, 2x Essence of Air = Agility +15
- Enchant Weapon - **Mighty Intellect** = 15x Large Brilliant Shard, 12x Greater Eternal Essence, 20x Illusion Dust = Intellect +22
- Enchant Weapon - **Mighty Spirit** = 10x Large Brilliant Shard, 8x Greater Eternal Essence, 15x Illusion Dust = Spirit +20
- Enchant Weapon - **Strength** = 6x Large Brilliant Shard, 6x Greater Eternal Essence, 4x Illusion Dust, 2x Essence of Earth = Strength +15
- Enchant Weapon - **Minor Striking** = 2x Strange Dust, 1x Greater Magic Essence, 1x Small Glimmering Shard = Damage +1
- Enchant Weapon - **Lesser Striking** = 2x Soul Dust, 1x Large Glimmering Shard = Damage +2
- Enchant Weapon - **Striking** = 2x Greater Mystic Essence, 1x Large Glowing Shard = Damage +3
- Enchant Weapon - **Greater Striking** = 2x Large Radiant Shard, 2x Greater Nether Essence = Damage +4
- Enchant Weapon - **Superior Striking** = 2x Large Brilliant Shard, 10x Greater Eternal Essence = Damage +5
- Enchant Weapon - **Crusader** = 4x Large Brilliant Shard, 2x Righteous Orb = Often When Attacking in Melee it Heals for 75 to 125 and Increases Strength by 100 for 15 Seconds
- Enchant Weapon - **Icy Chill** = 4x Small Brilliant Shard, 1x Essence of Water, 1x Essence of Air, 1x Icecap = Often Chill the Target Reducing their Movement and Attack Speed
- Enchant Weapon - **Lifestealing** = 6x Large Brilliant Shard, 6x Essence of Undeath, 6x Living Essence = Often Steal Life from the Enemy and Give it to the Wielder
- Enchant Weapon - **Fiery Weapon** = 4x Small Radiant Shard, 1x Essence of Fire = Often Strike for 40 Additional Fire Damage
- Enchant Weapon - **Unholy Weapon** = 4x Large Brilliant Shard, 4x Essence of -Undeath = Often Inflict a Curse on the Target Reducing their Melee Damage
- Enchant Weapon - **Winter's Might** = 3x Greater Mystic Essence, 3x Vision Dust, 1x Large Glowing Shard, 2x Wintersbite = +7 Additional Frost Damage when Casting Frost Spells
- Enchant Weapon - **Spell Power** = 4x Large Brilliant Shard, 12x Greater Eternal Essence, 4x Essence of Fire, 4x Essence of Water, 4x Essence of Air, 2x Golden Pearl = Add up to 30 Damage to

### Spells

- Enchant Weapon - **Healing Power** = 4x Large Brilliant Shard, 8x Greater Eternal Essence, 6x Living Essence, 6x Essence of Water, 1x Righteous Orb = Add up to 55 Points of Healing to

### Healing Spells

- Enchant Weapon - **Minor Beastslayer** = 4x Strange Dust, 2x Greater Magic Essence = +2 Damage to Beast
- Enchant Weapon - **Lesser Beastslayer** = 1x Lesser Mystic Essence, 2x Large Fang, 1x Small Glowing Shard = +6 Damage to Beast
- Enchant Weapon - **Demonslaying** = 1x Small Radiant Shard, 2x Dream Dust, 1x Elixir of Demonslaying = Chance of Stunning and doing Heavy Damage to Demons

-Enchant Weapon - **Lesser Elemental Slayer** = 1x Lesser Mystic Essence, 1x Elemental Earth, 1x Small Glowing Shard = +6 Damage to Elementals

## Enchantment Trade Goods

-**Minor Mana Oil** - 3x Soul Dust, 2x Maple Seed, 1x Lead Vial = Restores +4 Mana every 5 seconds. Lasts for 30 minutes.

-**Lesser Mana Oil** - 3x Dream Dust, 2x Purple Lotus, 1x Crystal Vial = Restores +8 Mana every 5 seconds. Lasts for 30 minutes.

-**Brilliant Mana Oil** - 2x Large Brilliant Shard, 3x Purple Lotus, 1x Imbued Vial = Restores +12 mana every 5 seconds and increases the effect of healing spells by up to 25. Lasts for 30 minutes.

-**Minor Wizard Oil** - 2x Strange Dust, 1x Maple Seed, 1x Empty Vial = Spell damage +8. Lasts for 30 minutes.

-**Lesser Wizard Oil** - 3x Vision Dust, 2x Stranglethorn Seed, 1x Lead Vial = Spell damage +16. Lasts for 30 minutes.

-**Wizard Oil** - 3x Illusion Dust, 2x Firebloom, 1x Crystal Vial = Spell damage +24. Lasts for 30 minutes.

-**Brilliant Wizard Oil** - 2x Large Brilliant Shard, 3x Firebloom, 1x Imbued Vial = Spell damage +36 and Spell Critical chance by 1% . Lasts for 30 minutes.

-**Lesser Mystic Wand** - 1x Star Wood, 1x Lesser Mystic Essence, 1x Soul Dust

-**Greater Mystic Wand** - 1x Star Wood, 1x Greater Mystic Essence, 1x Vision Dust.

-**Lesser Magic Wand** - 1x Simple Wood, 1x Lesser Magic Essence

-**Greater Magic Wand** - 1x Simple Wood, 1x Greater Magic Essence

-**Runed Copper Rod** - 1x Copper Rod, 1x Strange Dust, 1x Lesser Magic Essence

-**Runed Silver Rod** - 1x Silver Rod, 6x Strange Dust, 3x Greater Magic Essence, 1x Shadowgem

-**Runed Golden Rod** - 1x Golden Rod, 1x Iridescent Pearl, 2x Greater Astral Essence, 2x Soul Dust

-**Runed Truesilver Rod** - 1x Truesilver Rod, 1x Black Pearl, 2x Greater Mystic Essence, 2x Vision Dust.

-**Runed Arcanite Rod** = 1x Arcanite Rod, 1x Golden Pearl, 10x Illusion Dust, 4x Greater Eternal Essence, 4x Small Brilliant Shard, 2x Large Brilliant Shard

-**Enchanted Thorium** - 1x Thorium Bar, 3x Dream Dust = 1x Enchanted Thorium Bar

-**Enchanted Leather** - 1x Rugged Leather, 1x Lesser Eternal Essence = 1x Enchanted Leather

-**Smoking Heart of the Mountain** = 1x Blood of the Mountain, 1x Essence of Fire, 3x Small Brilliant Shard