

NEW RELEASE ELEMENTS OF ARTIFICE

New School of Magic ~ Enchanting



“ Overview ”

The realms of Elgea and the Broken Lands will soon undergo a new era of warfare with the discovery of a new school of magic, Enchanting. Players will soon be able to research this new school of magic discovered by the College of Silence to create Mana Crystals and essences used to infuse weapons, armour, and mounts to greatly improve their effectiveness. These spells will breathe new life into the player economy as Mana will now be a tradable commodity and previously unused animal parts are required for many of the new spells.

- ~ 17 New Spells.*
- ~ 17 New Tradable Market Items.*
- ~ Mana can now be converted into Lesser, Standard, and Greater Mana Crystals for trade.*
- ~ Shards and Essences created by the new school are required for enchanting equipment.*

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Enchantment Spell School Release Notes



Lesser Mana Crystal

Ingredients

1100 Mana; 1 Minerals

To begin down the path to becoming an enchanter, novices are required to learn the most basic of enchanting techniques: creating a Lesser Mana Crystal. Mana is concentrated into basic minerals to act as a vessel that can then be stored and used at a later time. Nearly weightless and relatively small, these crystals gently glow with the magic stored inside.



Mana Crystal

Ingredients

2 Minerals; 10700 Mana

Although considered tedious work to be carried out by journeyman enchanters, the creation of basic mana crystals is an essential skill to learn for the creation of enchanted equipment. A moderate amount of mana is poured into a crystalline repository, storing it until its' energies are released by an enchanter of equal skill.



Greater Mana Crystal

Ingredients

105000 Mana; 3 Minerals

The most strenuous of the basic mana crystals to create, the Greater Mana Crystal requires the effort of two master enchanters with absolute concentration. Nearly the size of a fully-grown dwarf, the crystal defies all logic as it is almost weightless and can be transported with minimal effort.



Shard of Nightfall

Ingredients

1 Black Panther Heart; 10 Brown Bear Vertebra; 10 Giant Rat Heart; 2 Obsidian; 1 Baleberries; 1 Ebony Wood; 1 Heart of Darkness; 3 Lesser Mana Crystal; 1 Mana Crystal

The ritual required for the creation of the Shard of Nightfall commands absolute darkness. Even on a moonless night, starlight may interfere with its' creation. The essences of various creatures of the night are extracted and then channeled through mana crystals like a prism into a vessel of obsidian encased in ebony wood. The resulting shard is a fragment of the void, sapping all light that surrounds it.

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Essence of Twilight

Ingredients

2 Mana Crystal; 1 Greater Mana Crystal; 3 Heart of Darkness; 3 Ebony Wood; 2 Baleberries; 1 Night Diamond; 4 Black Panther Heart; 15 Coral Snake Brain; 15 Wolf Entrail

A special chamber must be created to house the inception of the Essence of Twilight as any light would interrupt the ceremony with catastrophic consequences. Mana crystals are arranged to concentrate the essences of nocturnal creatures into a large portion of obsidian. The obsidian is then doused in a tincture of Baleberries to seal the void magics contained within. The product of this strenuous ritual is perfect for the creation of powerful artifacts that thrive in the black of night.



Shard of Dawn

Ingredients

1 White Tiger Heart; 10 Baboon Entrail; 2 Rainbowstone; 1 Berbane Leaves; 1 Suntree Haft; 1 Heart of Darkness; 3 Lesser Mana Crystal; 1 Mana Crystal

Shards of Dawn are a common sight inside the halls of the enchanters as they have proven to be a more reliable source of light than torches due to the brilliant light they radiate. They do, however, have far more uses than that of the mundane. Dawn Shards are essential in crafting armor and weapons that react to the energies of the sun, creating powerful relics that glow eternally.



Essence of Daybreak

Ingredients

2 Mana Crystal; 1 Greater Mana Crystal; 3 Suntree Haft; 3 Heart of Darkness; 2 Berbane Leaves; 1 Elven Tears; 15 Golden Monkey Entrails; 4 White Tiger Heart

Great care must be taken in the ritual used to create the Essence of Daybreak as the essence emits brilliant, blinding light that has taken the eyesight of many College of Silence researchers who underestimated its' luminosity. Enchanters must wear blindfolds when channeling power into elven tears, even so they must keep their eyes closed beneath the blinders. The resulting essence is so brilliant that it must be encased in several layers of thick cloth in an attempt to extinguish its' light while being transported.

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Shard of Putrescence

Ingredients

1 Ice Salamander Entrail; 1 Massive Scarab Heart; 1 Poisonous Crawler Heart; 8 Alligator Entrail; 2 Svelaugh Sand; 1 Toadcap Fungus; 3 Lesser Mana Crystal; 1 Mana Crystal; 1 Heart of Darkness

Nicknamed the "Dance of Death", the ritual required in the creation of the Shard of Putrescence is a foreboding, disturbing sight to behold. Enchanters must prepare the vessel first by immersing Svelaugh Sand in a cocktail of blood which is then compressed and hardened to form the vessel. Entrails are then arranged into bizarre shapes surrounding the vessel while the enchanters writhe about and yowl bloodcurdling incantations. Once created, the shard cannot be touched with bare skin as death will follow shortly thereafter.



Essence of Necrosis

Ingredients

3 Heart of Darkness; 2 Mana Crystal; 1 Greater Mana Crystal; 3 Toadcap Fungus; 1 Daera; 3 Poisonous Crawler Heart; 3 Massive Scarab Heart; 12 Giant Spider Fangs; 1 Leopard Vertebra

The creation sacrament of the Essence of Necrosis is by far the most disconcerting ritual ever witnessed by any mortal across the realms of Elgea. An effigy is first erected: One made of bone, fang, blood, hide, and viscera which carries a heart of Daera. A novice enchanter is then restrained against the effigy and bled until the brink of death. The remainder of the macabre ritual is entitled the "Blood Gala" in which enchanters participating in the ritual bathe themselves in a sanguine pool and dance around the effigy as it burns. The result is a concentration of pure death, an unhallowed relic used to create depraved artifacts of power.



Shard of Life

Ingredients

1 Mammoth Heart; 1 Saurian Heart; 8 Brown Bear Heart; 1 Elephant Vertebra; 2 Arterium; 1 Punfruit; 1 Mana Crystal; 1 Heart of Darkness; 3 Lesser Mana Crystal

Only the purest of heart and venerated of enchanters may participate in the Rites of Life, the sacrament used to channel the purity of life into a lifeless vessel. Although the rites required to beget a Shard require death, the humane manner in which the sacrifices are made seek to honor the sacrifice itself. The lives of the noble creatures taken are channeled into a twin Arterium which now hums with the golden glow of sanctification.

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Essence of Anima

Ingredients

3 Heart of Darkness; 2 Mana Crystal; 1 Greater Mana Crystal; 3 Punfruit; 1 Silversteel; 1 Elephant Rib; 3 Saurian Heart; 3 Mammoth Heart; 12 Leopard Entrail

There are rumours that the Rites of Eternal Life performed by expert enchanters to create the Essence of Anima grant them with renewed vitality and, in some cases, immortality. Whether or not this is true is anybody's guess, but the ritual itself is an awe-inspiring event to witness. Scores of enchanters encircle a hallowed shrine which bears a shaped ingot of Silversteel. The enchanters chant, in unison, an ancient hymn from a millenia old civilization only known to the College of Silence. The chamber radiates energy as the cantillations resonate inside consecrated ritual chamber, inundating the Silversteel with holy energy so that it may impart its' power on weapons of war to smite the unholy.



Shard of Haste

Ingredients

1 Jaguar Vertebra; 1 Puma Rib; 2 Puma Vertebra; 10 Wild Dog Bone; 1 Ysanberries; 1 Mabri Fruit; 1 Trove; 1 Heart of Darkness; 1 Mana Crystal; 3 Lesser Mana Crystal

The sacrifice of many swift creatures of the plains is required to produce a Shard of Haste. Great pumas and nimble jaguars alike contribute their alacrity to the magic enshrined in the core of the shard, allowing enchanters to ensorcel weapons and armor with augmented speed and agility.



Essence of Alacrity

Ingredients

2 Mana Crystal; 1 Greater Mana Crystal; 3 Heart of Darkness; 2 Ysanberries; 2 Trove; 2 Mabri Fruit; 15 Wild Dog Heart; 3 Puma Rib; 4 Puma Vertebra; 3 Jaguar Vertebra

The Essence of Alacrity is perhaps the most delicate of the Elemental Artifices when produced, so care must be taken not to destroy it when enchanting equipment. Under the delicacy of the essence lies pure, unbridled velocity; a testament to the sacrifice of the many creatures required for the essences' inception. Once imbued, the equipment housing the enchantment grant unparalleled celerity.

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Shard of Ferocity

Ingredients

1 White Tiger Vertebra; 5 Wolf Tooth; 10 Wolf Heart; 2 Fire Salamander Entrail; 1 Black Bear Vertebra; 1 Cyclops Entrail; 1 Pyrestone; 2 Sharproot; 1 Heart of Darkness; 3 Lesser Mana Crystal; 1 Mana Crystal

The Rites of Rage were adapted from Northmen Rituals observed by envoys from the College of Silence. Once adapted and refined, the ceremony channels raw strength into a receptacle crafted of pyrestone. The shard glows crimson with anger, housing the raw fury of some of the most fearsome creatures to stalk the lands.



Essence of Brutality

Ingredients

2 Mana Crystal; 1 Greater Mana Crystal; 3 Heart of Darkness; 4 Sharproot; 2 Pyrestone; 2 Cyclops Entrail; 2 Black Bear Vertebra; 15 Giant Scorpion Exoskeleton; 4 Fire Salamander Entrail; 10 Wolf Tooth; 2 White Tiger Vertebra

Extrapolating from the observances of Northmen Rituals, the master enchanters of the College of Silence devised the Rites of Ceaseless Rage as a ritual to create the Essence of Brutality. A small blood sacrifice is required of each of the participants, followed by an hour of self-flagellation. The ritual untaps the lifeblood of the formidable creatures slain to create the essence, lending their fury to any weapons or armour endowed with the enchantment.



Shard of Fortitude

Ingredients

5 Wild Dog Entrail; 1 Rhinoceros Rib; 8 Rhinoceros Hide; 1 Ice Salamander Entrail; 1 Massive Scarab Heart; 2 Elephant Rib; 1 Claristrine; 1 Heart of Darkness; 2 Mabri Fruit; 1 Mana Crystal; 3 Lesser Mana Crystal

The Shard of Fortitude is perhaps the most unique of enchantment rituals devised by the College of Silence in that no incantations are spoken. A journeyman enchanter takes a core of Claristrine and begins encasing it in layers of hide, processed bone, and aged viscera. This painstaking process concentrates the reagent's energies into the Claristrine, infusing it with powerful magic. The adamantine shard, once freed from its grim womb, infuses equipment of war with enhanced durability to protect its bearers from even death itself.

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Essence of Protection

Ingredients

2 Mana Crystal; 1 Greater Mana Crystal; 3 Heart of Darkness; 2 Claristrine; 4 Mabri Fruit; 4 Elephant Rib; 10 Arctic Wolf Entrail; 2 Massive Scarab Heart; 2 Ice Salamander Entrail; 2 Rhinoceros Rib; 12 Saurian Entrail

Unlike the lesser version of the ritual, the ceremony prescribed to create an Essence of Protection calls for incantation. Four enchanter align themselves at the cardinal directions surrounding the magic vessel and recite a guttural, monotonous chant while the master enchanter swaddles Claristrine in a grim wrapping. As the chant resonates through the enchantment chamber, powerful energies of endurance coalesce into the Claristrine core. An indestructible essence results in this exhausting ritual, able to endow the trappings of war with unequalled fortitude.