

[Advanced] Jewel Crafting & Socketing

Jewel Crafting is a powerful, late-game, system that allows players to craft Jewels to socket onto Weapons and Armors.

INSERT HOW TO GET JEWELS ONCE FINALIZED

Jewels are divided into two types, Circle Jewels (Defense) and Star Jewels (Offense).

Once a player crafts a Jewel, it will be produced with a Tier, which decides its modifier capacity. The Tier follows the typical Tier system used across the server.

Modifier Capacity by Tier
Common: 2
Rare: 3
Epic: 4
Legendary: 5
Mythic: 6
Godlike: 7

A Modifier is what provides the stats on the jewel. Modifiers are also divided into Tiers, following the typical Tier system used across the server. The higher the Tier, the lower the chance of generating onto a Jewel. Modifiers are unique, often providing trade-offs in stats. Modifiers are also divided into positive and negative Modifiers, these are delineated with plus and minus signs in the Jewels name. You can also tell by if the Modifier's name is italicized or not, italicized names are negative Modifiers, normal names are positive. With over 500+ Modifiers to discover, this provides players the ability to produce powerful augments to their equipment.

How to use a Jewel

Using a Jewel is simple, drag and drop the Jewel item onto an item with an empty Jewel Socket. The Jewel will be consumed and added to the item.

Revision #2

Created 31 March 2025 02:05:16 by Moosebobby

Updated 31 March 2025 22:13:27 by Moosebobby