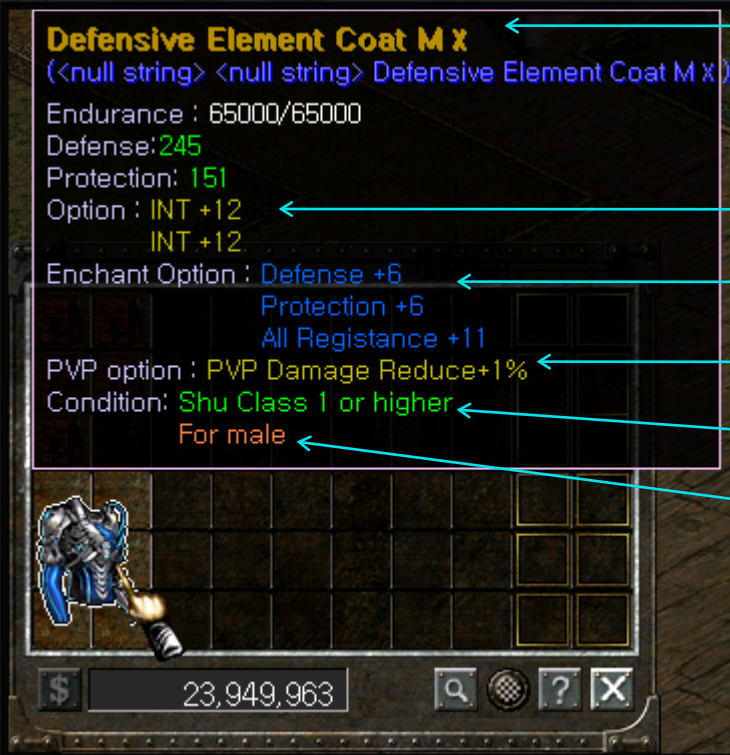


HOW TO MAKE ITEMS FROM A - Z






- 1 Item Grade
- 2 Item Option
- 3 Enchant Option
- 4 PVP Option
- 5 Level Condition
- 6 Gender Condition

REMEMBER to inquire if an item can be promoted or not before upgrading and/or enchanting it.

HOW TO MAKE ITEMS FROM A - Z

1 ITEM GRADE

Item's Grade define its **Endurance**, **Defense**, and **Protection**. Plus **Luck** and **Magical Defense** for accessories. Increase your item's grade using these items:






ITEM		DETAILS	EFFECT	FAILURE EFFECT
Yellow Drop		Works for non-JC items below grade 6 (VI)	Increase the item grade by 1	None
Yellow Drop 2		Works for non-JC items below grade 8 (VIII)	Increase the item grade by 1	None
Yellow Drop 3		Works for Horus and above items	Increase the item grade by 1	None

HOW TO MAKE ITEMS FROM A - Z

2 ITEM OPTION

You can use the following items to add, increase, or remove options. Better scenario is to find an item with the desired options dropped from bosses or monsters then use the enchanting items to improve it.

ROLE : **ADD AN OPTION** (*enchants that give option to an item*)



ITEM		DETAILS	EFFECT	FAILURE EFFECT
Red Coral		Works for all no option items	Randomly adds 1 to 3 STR	None
Green Coral			Randomly adds 1 to 3 DEX	None
Blue Coral			Randomly adds 1 to 3 INT	None
Blue Green Coral			Randomly adds 1 to 3 AA	None
Black Coral			Randomly adds 1 to 3 DMG	None

HOW TO MAKE ITEMS FROM A - Z

2 ITEM OPTION

(continuation...)

ROLE : **ADD AN OPTION** *(enchants that give option to an item)*





ITEM		DETAILS	EFFECT	FAILURE EFFECT
Cyrstal		Works for all no option and single option items	Adds a random option or changes old option to a new random option	None
Blue Crystal		Works for all items	Adds random 2 options or changes old options to 2 new random options	None

HOW TO MAKE ITEMS FROM A - Z

2 ITEM OPTION

(continuation...)

ROLE : INCREASE AN OPTION (enchants that increase option of an item)



ITEM		DETAILS	EFFECT	FAILURE EFFECT
Blue Drop		Works for all single option items	Increases an option by 1	Lowers the option or will destroy the item
Blue Drop 2				
Blue Drop Shine		Works for all single option items	Increases an option by 1	Lowers the option of an item
Blue Drop Edge		Works for all single option items	Increases an option by 1	Nothing will happen

HOW TO MAKE ITEMS FROM A - Z

2 ITEM OPTION

(continuation...)

ROLE : INCREASE AN OPTION (enchants that increase option of an item)

ITEM		DETAILS	EFFECT	FAILURE EFFECT
Blue Sun Shine		Works for all single option items	Increases an option by 1	Lowers the option
Blue Sun Edge				Nothing will happen
Blue Bird		Works for all two option items	Increases one or both options by 1	Lowers one or both option
Blue Bird 2				Lowers one or both option
Blue Bird 2 Sun				Nothing will happen

HOW TO MAKE ITEMS FROM A - Z

2 ITEM OPTION

(continuation...)

TO MAKE



Blue Sun Shine

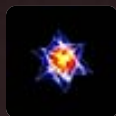


Blue Sun Edge



Blue Bird 2 Sun

USE



Sun Core

OVER ON



Blue Shine



Blue Edge



Blue Bird 2

ROLE : REMOVE AN OPTION *(enchants that remove option of an item)*

ITEM

Purge Mound



DETAILS

Works for all single option items

EFFECT

Removes the option of an item

FAILURE EFFECT

None

Puritas



For all two option items




Removes one option of choice

None

HOW TO MAKE ITEMS FROM A - Z

3 ENCHANT OPTION

You can use the following enchants to add additional options for your items:

ITEM		DETAILS	EFFECT	FAILURE EFFECT
Lilith Drop		Works for all two option armors and accessories	Adds three options: Defense , Protection , and All Resistance until +10 with certain success rate	Deletes the existing 3 options and lowers your item's grade by 1
Lilith Drop 2			Adds three options: Defense , Protection , and All Resistance until +6 (+6 +6 +11) with 100% success rate, and until +10 with a certain success rate	Nothing will happen
Lilith Spirit		Works for all two option magical damage weapons	Adds All Attributes until + 10 with certain success rate	Deletes the existing enchant option and lowers your item's grade by 1

HOW TO MAKE ITEMS FROM A - Z

3 ENCHANT OPTION


(continuation...)

ITEM		DETAILS	EFFECT	FAILURE EFFECT
Lilith Spirit 2		Works for all two option magical damage weapons	Adds All Attributes until +6 with 100% success rate, and until +10 with certain success rate	Nothing will happen
Lilith Will		Works for all two option physical damage weapons	Adds two options: Damage, ToHit until +10 with certain success rate	Deletes the existing enchant option and lowers your item's grade by 1
Lilith Will 2			Adds two options: Damage, ToHit until +6 with 100% success rate, and until +10 with certain success rate	Nothing will happen

HOW TO MAKE ITEMS FROM A - Z

4 PVP OPTION

You can use this enchant to add an offensive or defensive option for your item:

ITEM		DETAILS	EFFECT	FAILURE EFFECT
Amplification Stone of Refined		Works for all Geb class and above items	Depending on the item, this adds PVP Damage Increase 1% or PVP Damage Reduce 1% up to 10% at certain probability	Nothing will happen


For more information about this enchant, please check this news link from the DKL website: <http://www.dklegend.com/index.php/news/read/442>

HOW TO MAKE ITEMS FROM A - Z

5 LEVEL CONDITION

Articles define the item's level or class condition. You can use articles on article promotable items **up to Shu Class** (Level 221).

EXAMPLE:

USE		OVER ON		TO GET	
Blooming Crust Core Article		Infinite Expansion Ore Item (Geb Class Earth Elemental Stone)		Blooming Crust Ore Item (Shu Class Earth Elemental Stone)	


For more information about items and articles, please check the following DKL Player's Guides:

- [Items and Articles Guide for Vampires](#)
- [Items and Articles Guide for Ousters](#)
- [Items and Articles Guide for Slayers](#)

HOW TO MAKE ITEMS FROM A - Z

6 GENDER CONDITION

The item's gender condition can either be **for Male** or **for Female** (*not applicable for Ousters*). Use this item to change the gender condition of an item:

ITEM		DETAILS	EFFECT	FAILURE EFFECT
Trans-item Kit		Works for all gender specific armors and coats	Changes the item's current gender condition to the opposite gender	None

You can find and get this item on this link:

<http://www.dklegend.com/market/listdetail/groupid/82>