

# I'm having an issue with adding random enchant items to groups.

It's important to note that you can put both the base item (the item without the random enchantment) and specific random enchants in groups. This means that if you have the base item in a group, you will still be able to put the specific random enchant in the same or a different group. When a module goes to look up what group an item is in, it'll look for the specific random enchant first, and then the base item second. If it finds the base item, the module will ignore all random enchants when conducting its operation(s) for the purposes of that item.

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