Enchantments

1. Explanation
   1. Enchantments are random properties added to a weapon, armor, etc.
   2. Proc’ed weapons are stronger but last for a limited time. While permanent enchants are 70 weaker but last forever.
   3. Aside from the random properties there is also 6 random choses that will decide how special abilities are triggered.
      1. Chance on Strike- When it hits an opponent.
         1. Lasts 10 sec
      2. Chance on taking damage
         1. Lasts 3 min
      3. Chance on Melee Crit
         1. Lasts 20 sec
      4. Chance on GP Crit
         1. Lasts 30 sec
      5. Chance on Shield Hit
         1. Lasts 1 min
2. Earth elemental
   1. **Crust**
      1. Reduces Stun Time
   2. **Garnet**- Chance to proc on hit
      1. 4-7 Earth damage
      2. 5% chance to stun for 2 seconds.
   3. **Shake**- Chance to proc on shield block.
      1. 10% chance to Stun for 5 seconds.
   4. **Dirt**
      1. Elemental bonus earth damage by 50%
   5. **Slab**- Chance to proc on taking damage
      1. A slab of rock rotates around you. Not only does it defend against projectiles, but can cause damage to near by enemies.
   6. **Adimendium**
      1. Shield HP increased
   7. **Crush**
      1. Increased Melee crit bonus damage by 100%
   8. **Pound**
      1. Knock Back
      2. Increased Melee Crit bonus damage by 100%
      3. Increased melee Crit Chance by 5%
   9. **Hardened**
      1. Increased defense by 100%
   10. Bullet
       1. Throws a Rock projectile at enemy.
       2. Chance to stun for 3 seconds.
   11. Esteem
       1. Increases Awe stats by 2
   12. Diamond
       1. Increased all Resistance by 1-5
   13. Glass
       1. Increased Earth Resistance by 1-5
   14. Stone
       1. Increases Earth Resistance by 100%
   15. Mountain- Chance on Strike
       1. Increased Weapon Min, Max damage by 100%
       2. Movement speed slowed
   16. Stone Heart
       1. Increased Max HP by 25%
       2. Lower Poison Timer
   17. Impact- Passive
       1. Increased Bonus Maximum Melee Damage by 50%
   18. Ash
       1. Lowers Burn Timer.
   19. Petrified Blood
       1. Lowers Bleed Timer
   20. Petrified- On hit
       1. Stuns opponent if it touches you.
   21. Summon: Titan
       1. Summon a Titan that fights for you for a few seconds.
3. Fire Elemental
   1. Fire- Passive
      1. 1-3
      2. Burn Debuff
      3. Resist Physical Damage lowered by 5%
   2. Exploding- Chance on Strike
      1. Creates a large explosion on impact
      2. Fire damage
         1. 5-11
      3. Exploding Radius
      4. Knock Back
   3. Fiery Ball- Chance on Strike
      1. Shoots out a flaming Ball
      2. Fire damage
         1. 3-7
      3. Debuff: Burn
   4. Implode- Chance on hit
      1. Creates a large explosion when hit.
      2. Fire damage
         1. 10-23
   5. Flaming Fury- Chance on strike
      1. Increased GP Bonus damage
   6. Heat Wave- Passive
      1. Creates an aura of fire that applies a Debuff: Burn damage over time.
   7. Lava
      1. Leaves a trail of fire behind you.
      2. Fire damage
      3. Increases movement speed.
   8. Flare- Passive
      1. Increases Elemental Bonus Fire Damage by 100%
   9. Solar Band- Passive
      1. Increases Resist Fire damage by 100%
   10. Fiery Bonds
       1. Chains of fire connect two opponents together doing damage to them or anyone between the chains.
   11. Incite
       1. Wrath +2
4. Water
   1. Frost
      1. Melee strike has a chance to freeze target
      2. Damage 1-3
      3. Slow Debuff
         1. 75%
   2. Gusher
      1. Shoots out a blast of water
      2. Damage 3-6
   3. Geyser
      1. Release a blast of water from beneath opponent, hitting any enemy around him into the air.
      2. Damage
      3. Knockback
   4. Wave
      1. A wave of water knocks opponents away.
      2. Damage
      3. Knockback.
   5. Sanctified
      1. Allows HP and GP to regenerate over time
   6. Plague
      1. Increases Vengeance stats by 2
   7. Blood Rite
      1. Damage done to summons heals you.
      2. Damage done to you hurts summons as well.
   8. Gel- Passive
      1. Summon Defense increased
   9. Chained- Passive
      1. Increased Summon HP
   10. Benefit- Passive
       1. Increased Summon GP
   11. Nourished- Passive
       1. Increased summon Melee Damage.
   12. Poison
       1. Chance to poison opponent
   13. Repair
       1. Chance on strike to increase HP regeneration
   14. Blubber- Passive
       1. Lower Freeze Timer
   15. Sponge
       1. Summons receive 30% of your HP
   16. Sub Zero
       1. Create an aura of cold that slows all opponents in its radius
   17. Virus
       1. If hurt you poison opponents near you.
5. Wind
   1. Gust
      1. Powerful wind knocks opponents back.
      2. Damage
      3. Knock Back
   2. Surge
      1. Increases Bonus Wind damage by 50%
      2. Sends out a burst of electricity that trails from enemy to enemy.
      3. Damage 1-20
   3. Cheeta
      1. Increased Attack Speed 10%
      2. Increased Movement Speed 10%
   4. Hyper
      1. Increased Attack Speed 25%
   5. Twister
      1. Creates a slow moving mini tornado that has a chance to knock enemies back.
   6. Vortex
      1. Creates a large spinning, nonmoving, hurricane
   7. Cloud
      1. Summon a cloud that will spit out random thunder bolts.
   8. Crackle
      1. Sends out a horizontal thunder bolt that passes through all enemies.
   9. Static- Chance on taking damage
      1. Releases a small burst of electrical energy.
   10. Live Wire- Chance on taking damage
       1. Releases 4 randomly moving masses of energy.
   11. Umbrella
       1. Gain 1-5 wind resistance
   12. Coat
       1. Increases wind resistance by 100%
6. Shadow
   1. Dark
      1. A melee strike that weakens opponents
      2. Damage 1-5
      3. Debuff: Weaken
         1. 3-5% lower damage
   2. Brittle
      1. Absorbs life from opponent and weakens them.
      2. HP Absorb- 1 HP
      3. Lowers Target Defense
   3. Drain
      1. Absorbs the God Power from opponents
      2. GP Absorb- 1 GP
   4. Syphon
      1. Hits heal you for 30% of their damage
   5. Vampire
      1. Heals for 15% of the damage you do.
   6. Darkness- Passive
      1. Increases Elemental Bonus Shadow Damage by 100%
   7. Glow
      1. Increases Resist Shadow by 1-5
   8. Shade- Passive
      1. Increases Resist Shadow damage by 100%
      2. Reduces Blind Time
   9. Cursed
      1. Lowers enemy GP damage by a percentage.
   10. Eclipse
       1. Creates an aura of darkness that does shadow damage over time.
   11. Fade
       1. Small chance to avoid all damage
   12. Fracture
       1. Chance to lowers enemy resistance by 5% for 5 seconds
   13. Fright
       1. Enemies run away in fear for 3 seconds.
   14. Shadow Bolt
       1. Throw a projectile from your weapon
   15. Shadow Skin
       1. Increases Armor by 50%
       2. Increases Resist Shadow damage by 50%
7. Light
   1. Shiny
      1. Damae 1-3
      2. Debuff: Blind
   2. Luminous
      1. Shoots out ball of white energy
   3. Shining
      1. Reveals invisible enemies
   4. Blessings
      1. Increases Glory by 1
   5. Flash
      1. Debuff: Blind
   6. Solar
      1. Increases summon GP regeneration
   7. Healing
      1. Heals 1 HP over time.
   8. Energizer
      1. You can charge attacks.
      2. Damage increase by 30% every second for a maximum of 3 seconds.
   9. Blinds
      1. Increases Light resistance by 1-5
   10. Tinted
       1. Increases Light resistance by 100%
   11. Repair
       1. Chance on strike to increase HP regeneration
   12. Chastened
       1. GP damage increased by 50%
   13. Virture
       1. Increased Melee Crit Bonus Damage
   14. Hallowed
       1. Increased damage to undead
   15. Antidote
       1. Lower Poison timer
   16. Soul Chain
       1. Damage you receive is divided between your summons.
   17. Hearty
       1. Increased Max HP by 100%
8. Misc
   1. Tithe
      1. Increases Gold drops by 100%
   2. Age
      1. Increases Experience earned by 50%
   3. Barrier
      1. Reflects magic damage to surrounding enemies.
   4. Reflex
      1. Blocking has a chance to reflect melee damage back to attacker.
   5. Reaper
      1. Increased chance to gain souls
   6. Fright
      1. Chance to make enemies run away
   7. Influence
      1. Snap circle increased
9. Shield
   1. Shock
      1. Chance on blocking to deal wind damage
   2. Flame
      1. Chance on blocking to deal fire damage
   3. Absorb
      1. Chance on block to restore 10% of damage blocked.
   4. Rash
      1. Chance on block to deal water damage
   5. Cold Snap
      1. Chance on block to freeze opponent
   6. Rite
      1. Chance on block to restore 10% of GP from the damage that was blocked
   7. Shaker
      1. Chance on block to stun opponent
10. Summon Enchants- Doesn’t apply to Succubus Ball
    1. Jihad
       1. Summons explode on death
    2. Sacrifice
       1. Summons heal you on death
    3. Repay
       1. Summons restore GP on death
    4. Enrage
       1. Summons death up a buff on EB, causing him to deal 200% increased melee and GP damage for 10 seconds.
    5. Infidel
       1. On player hit, all summons have a chance to be enraged dealing 100% damage to all attacks.
    6. Bounty
       1. Summons cost less to summon.
    7. Infected
       1. Summons on dead release a poisonous cloud
    8. Sync
       1. Heal potions you take also apply to summons