Weapons and Armor

1. Weapon Types
   1. Weapon’s damage should scale with character level.
   2. There are 10 weapon types. When a weapon drops there is a chance that is will receive a unique enchanment. Some enchantments, like God Enchantments, are very rare. While others, like Prefix enchantments are more common. Blade Quality Enchantments will always be available with each weapon drop.
   3. I did this to try to get as many random weapons as possible while not having to do a diablo and hand place damage for each items. Enchantments are also level dependent. So some won’t be avaible until you are a higher level.
   4. Weapon and Armor Diagram
      1. Name of Armor or Weapon
         1. Quality Type List
         2. Enchantment List
         3. God Name Enchantment List
      2. (Removed)<God Enchant> +<Blade Quality Enchant> + <Weapon Type>
   5. Spear- Stabs with a piercing beam.
      1. Spear
      2. Width: 1-10
      3. Length: 5-20
      4. Swing Speed: +10
      5. Damage: 8-17
   6. Sword- Strikes a very thick vertical beam.
      1. Blade
      2. Width: 10-30
      3. Length: 10-30
      4. Swing Speed: -5
      5. Damage: 3-10
   7. Orb- Shoot a small orb that travels horizontally. Can be charged for 5 seconds for more damage…max 100%
      1. Orb
      2. Radius: 1-5
      3. Swing Speed: +10
      4. Damage: 1-3
      5. Charge Increase 500%
   8. Atom- Release an exploding orb that knocks enemies back. Minimal forward movement.
      1. Radius: 20-25
      2. Swing Speed: -10
      3. Damage: 7-20
      4. Knock Back: 2-7 ft
   9. Force- You release energy from the ground as it rushes forward.
      1. Force
      2. Width: 10-15
      3. Length: 1-25
      4. Forward Momentum: 5-20
      5. Swing Speed: +3
      6. Damage: 1-7
   10. Saw- Throw a saw out that is attached to a chain…the saw will spin in place for high damage but gets weaker the longer out is stays…attack again to retract it. EvilBad can only move so far away from it while the saw is out.
       1. Radius
       2. Swing Speed: -3
       3. Damage: 6-12
       4. Damage lowered: 10% every second
   11. Axe- You create a spinning ax that flows at an arc.
       1. Axe
       2. Arc Range: 20-30
       3. Radius: 10-20
       4. Swing Speed: +1
       5. Damage: 4-8
   12. Wand- You shoot a stream of energy. You charge an attack (Charge time = Swing Speed) and release, damaging all enemies in front of you.
       1. Width: 1-10
       2. Length: 5-20
       3. Swing Speed: +20
       4. Damage: 1-2
       5. Damage Increases: 10% every second.
   13. Horn- You blow the tuba creates multiple notes that fly outwards and bounces before disappearing. Cannot move while attacking.
       1. Horn
       2. Radius
       3. Swing Speed: +5
       4. Damage: 1-9
   14. Tome- Fires a homing triangle that targets the closes target…explodes on contanct.
       1. Width: 1-10
       2. Length: 5-20
       3. Swing Speed: -5
       4. Damage: 5-14
   15. Cross- You throw from some distance and it returns back. You regain 25% of damage back as GP if caught…cannot attack again until Cross is destroyed.
       1. Radius:
       2. Swing Speed
       3. Damage: 1-5
       4. HP Regain: 5-25%
2. Armor Types
   1. Helmet
      1. Common
         1. Towel
            1. Def: 1
            2. Bonus to Resist Water Element

100%

* + - * 1. Gems slots

1-2

* + - 1. Bandana
         1. Def: 5
         2. Increased Bonus to Melee Crit Chance

100%

* + - * 1. Gem slots

1-2

* + - 1. Cap
         1. Def: 8
         2. Increased Weapon Length / Radius increased by

5-10

* + - * 1. Gem slots

1-3

* + - 1. Hat
         1. Def: 13
         2. Increased Bonus HP Regeneration

1-5

* + - * 1. Gem slots

1-3

* + - 1. Helmet
         1. Def: 30
         2. Increased Defense Bonus

50-100%

* + - * 1. Increased Bonus Max HP by

50-100%

* + - * 1. Gem Slots

1

* + - 1. Mask
         1. Def: 22
         2. Increased Bonus Movement speed increased by

10-20%

* + - * 1. Attack speed increased by

10-20%

* + - * 1. Gem Slots

1-2

* + - 1. Turban
         1. Def: 17
         2. Increased Bonus Movement speed increased by

10-20%

* + - * 1. GP Cost Reduced by

10-20%

* + - * 1. Gem Slots

1-2

* + - 1. Top Hat
         1. Def: 13
         2. Increased Bonus GP damage increased by

50-100%

* + - * 1. Gem Slots

1-3

* + - 1. Wizard Hat
         1. Def: 5
         2. Increased Bonus GP Regeneration 50-100%
         3. Increased Base Max GP

100-200

* + - * 1. Gem slot

1-2

* + - 1. Sallet
         1. Def: 40
         2. Decreased Arm Crush Timer by 1 second
         3. Gem slot

1-2

* + - 1. Crown
         1. Def: 35
         2. Decreased Blasphemed Timer by 1 second
         3. Increased Melee Crit Bonus damage

50 - 100%

* + - 1. Demon Skull
         1. Def: 60
         2. Increased Bonus Resist Fire

50-100%

* + - * 1. Increased Bonus Resist Shadow

50-100

* + - 1. Diadem
         1. Increased GP Crit Bonus damage

50% - 100%

* + - * 1. Increased Summon Max HP

50-100%

* + - 1. Halo
         1. Def: 60
         2. Increased Resist Light

25-50

* + - * 1. Increased Resist Water

25-50

* + - * 1. Increased Resist Wind

25-50

* + 1. Unique
       1. Dragon-Bone Helmet
          1. Defense
          2. Enchants

Increased Defense by 50%

Resist Fire Damage 20-50

* + - 1. Thor’s Helmet
         1. Defense
         2. Enchants

Resist Wind by 100-150

Increased all Wind damage by 150%

Chain Lighting

Chance when hit

* 1. Chest
     1. Common
        1. Choir Robe
           1. Defense: 1
           2. Max GP increased
        2. Leather Armor
           1. Defense: 7
           2. Movement Speed Increased
        3. Wife Beater
           1. Defense: 3
           2. Increased chance to melee crit
        4. Studded Leather Armor
           1. Defense: 14
           2. Attack Speed Increased
        5. Ring Mail
           1. Defense: 40
           2. Increased HP
        6. Scale Mail
           1. Defense: 30
           2. Lowers Stun Timer
        7. Wizard Robe
           1. Defense: 20
           2. Increased Base GP regeneration

1-5

* + - * 1. Increased Max GP
      1. Plate Armor
         1. Defense: 50
         2. Increased Armor Bonus

50-100

* + - 1. Ancient Armor
         1. Defense: 45
         2. Max HP Bonus increased

50-100

* + - * 1. Increased Earth resistance
      1. Demon Skin
         1. Defense: 55
         2. Fire Ball damage increased
         3. Fire Resistance increased
      2. Dragon Bone Armor
         1. Defense: 60
         2. Increased Wind Resistance
         3. Increased Water Resistance
         4. Increased Fire Resistance
         5. Increased Max HP
      3. Angel Plate
         1. Defense: 55
         2. Increased Shadow Resistance
         3. HP Regeneration
      4. God Plated
         1. Defense: 80
         2. Increased Wrath
         3. Increased Awe
    1. Unique
       1. Yiddish Golem Plate
  1. Hands
     1. Common
        1. Leather Gloves
           1. Defense: 4
           2. Increased Melee Speed
        2. Soft Mittens
           1. Defense: 1
           2. Increased Summon Max GP
        3. Chain Gloves
           1. Defense: 10
           2. Increased Defense
           3. Increased Resist Earth
        4. Gauntlets
           1. Defense: 15
           2. Increased Max HP
           3. Increased Resist Water
        5. Spider Gloves
           1. Defense: 7
           2. Increased Melee Speed
           3. Increased Resist Wind
        6. Titans Gauntlets
           1. Increased Exodus
        7. Lich’s Watch
           1. Increased Vengence
        8. Monks Bracelet
           1. Increased Melee Max
        9. Ancient Bracers
           1. Increased GP resistance
        10. Demon Claws
            1. Increased Fire resistance
            2. Increased Melee Crit
            3. Resist Light
        11. Rigged Mittens
            1. Increased Max GP
            2. Increased GP Crit Damage
            3. Increased GP Regeneration
        12. Hell Gloves
            1. Increased Water Resistance
            2. Increased Wrath
            3. Resist Light
        13. Archangel’s Gauntlets
            1. Increased Awe
            2. Increased Vengence
            3. Increased Resist Shadow
  2. Belt
     1. Common
        1. Cord
           1. Resist Blind
        2. Leather Belt
           1. Resist Water Resistance down
        3. Chain Belt
           1. Increase Defense by 10%
        4. Spider Silk Sash
           1. Increased Melee Speed
           2. Resist Water Increased
        5. Chaos Belt
           1. Resist Melted
           2. Increased Summon Max HP
        6. Socketed Belt
           1. 4 gem slots
        7. Snake Skin Sash
           1. Resist Poison
           2. Increased Water Resistance
        8. Gilgamesh’s Tongue
           1. Resist Slow
        9. Demon Entrails
           1. Resist Blind
           2. Increased Resist Light
           3. Increased Max HP
        10. Angel Girdle
            1. Resist Poison
            2. Increased Resist Shadow
            3. Increased Max GP
        11. Noodle Tendril
            1. Resist Fright
            2. Resist Headache
            3. Resist Brain Fart
        12. Titans Belt
            1. Resist Arm Crushed
            2. Resist Weakened
            3. Increased Max Weapon Damage
        13. Asteroid Belt
            1. Increased Exodus
            2. Increased summon mind control
     2. Unique
        1. Beholder’s Eye Stem
        2. Mad Hatters Belt
        3. Reapers Spine
  3. Feet
     1. Common
        1. Boot
           1. Increased Earth Resistance
        2. Sneakers
           1. Increased movement speed
        3. Slippers
           1. Increased Water Resistance
        4. Greaves
           1. Increase Defense by 10%
        5. Wolf Fur Boots
           1. Increase Jump height
        6. Gan Gan Flip flops
           1. Increased Max GP
           2. Increased GP Regeneration
        7. Genie Boots
           1. Lowers Cursed debuff by 2 seconds
           2. Lowers Muffled debuff by 2 seconds
           3. Lowers Brain Fart debuff by 2 seconds
        8. Roc Boots
           1. Resist Wind
           2. Resist Fire
           3. Lowers Jump height by 10%
           4. Increased Defense by 25%
        9. Nike Sneakers
           1. Increase jump height
           2. Resist Slow
           3. Increased movement speed
        10. Assassins Slippers
            1. Increased movement speed
            2. Increased Wrath
        11. Witch Sandals
            1. Increased Exodus
            2. Increased Vengence
        12. Holy Boots
            1. Increased resist Shadow
            2. Resist Melted
            3. Resist Blasphemed
        13. Dead Anklet
            1. Resist Light
            2. Increased summon HP
            3. Increased summon GP
     2. Unique

1. Shield Types
   1. Common
      1. Shield- Only protects what’s in front of you
         1. Wooden Shield
            1. HP= 50
            2. CD = 1
            3. GP rate = 5 per second
            4. Increased water resistance by 10
            5. Increased Wind Resistance by 20
            6. Increased Shadow Resistance by 10
         2. Small Buckler
            1. HP = 107
            2. CD = 3
            3. GP rate = 1 per second
            4. Increased Bonus HP by 100%
         3. Iron Shield
            1. HP = 1225
            2. CD = 10
            3. GP rate = 6 per second
            4. Increased Bonus Armor by 100%
         4. Gorgon Head
            1. HP = 100
            2. CD = 4
            3. GP rate = 2 per second
            4. Increased Earth Resistance by 30
         5. Crystal Skull
            1. HP = 1165
            2. CD = 14
            3. GP rate = 4 per second
            4. Increased melee crit bonus 100%
         6. Titan Husk
            1. HP = 1275
            2. CD = 12
            3. GP Rate = 3
            4. Increased bonus melee damage 125%
         7. Leech Skin
            1. HP = 1110
            2. CD = 15
            3. GP rate = 5 per second
            4. Increased HP regeneration 3
         8. Demon Eye
            1. HP = 2666
            2. CD = 20
            3. GP rate = 6 per second
            4. Resist Shadow Damage
            5. Resist Fire Damage
         9. Dragon Bone
            1. HP = 2000
            2. CD = 22
            3. GP Rate = 10 per second
            4. Increased Vengeance +20
         10. Angels Guard
             1. HP = 2777
             2. CD = 25
             3. GP Rate = 7 per second
             4. Increased Resist Light damage
             5. Increased GP damage 100%
      2. Field- A shield that surrounds your body
         1. Psi Pebble
            1. HP = 30
            2. CD = 1
            3. GP Rate = 1 per second
            4. Increased Melee Speed
         2. Brittle Bone
         3. Etched Rod
         4. Ion Sphere
            1. HP = 1330
            2. CD = 15
            3. GP Rate = 30
            4. Increased Bonus GP Regeneration 100%
         5. Oni Testicle
            1. HP = 577
            2. CD = 4
            3. GP Rate = 3 per second
            4. Increased Bonus Summon HP = 100%
         6. Guardian
            1. HP = 600
            2. CD = 12
            3. GP Rate = 3 per second
            4. Increased Mercy +14
         7. Chaos Sphere
         8. Spirit Grasp
         9. Angel Feather
         10. Tri Torque
      3. (REMOVED) Repulse- Repeals certain elements away
      4. Rear Shield- Protects what’s behind you.
         1. Broken Board
         2. Odd Crystal
         3. Reversed Mirror
         4. Back Scratcher
         5. Griffins Spine
         6. KK’s Rear Guard
         7. Old Stem Cell
         8. Ancient Memory
         9. Demon Crest
         10. Tessurok
2. Ring Types
   1. Common
      1. Ring
3. Neck Types
   1. Common
      1. Amulet