Seriously Magical Notes

Trigger List

* HitEntity - weapons
* BlockAttack-swords
* KillEntity-weapons
* TakeKineticDamage-armor
* TakeMagicDamage
* TakeDamage
* CriticalHit-weapons
* Jump-armor
* Swim-armor
* SeeEntity-armor-ultrarare
* PlayerNear-armor-ultrarare
* PlayerNear-amulet
* EntityAttack-amulet-specificEntityOnly
* BowShoot-bow
* Catch-Fishingrod
* FallDamage-armor
* Sneak-weapon-armor-amulet
* Sprint-armor

Server-Side

* EventHandling
* Ench Processing
* Saving/Loading
* World-Gen
* Ore-Gen
* Addons

Client-Side

* Rendering
* GUI
* Ench Creation

What needs to be synced

* Ench-client-to-server

Items to add

* Amulets-emerald-daimond-lapis-mod\_ores
* Chrystals-5-tiers
* Essence containment systems
* Staffs-5 tiers
* Scrolls – for learning symbols
* Stone Tablets - Ancient Stones that can contain Extremely rare Symbols
* Empty Scroll

Blocks

* Enchantment station
* Enchant research station
* Chrystal charging station
* Essence Collector
* Scribing Station (for writing scrolls from memory to share and/or learning from tablets)

Ores

* Chrystal Ore
* D

Entities

* Symbol Scribe(Custom Villager)

Extra

* Add scrolls to loot from chests