

EEWA Beginners Guide to Elemental Damage and Legendary Weapon Enchantments

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Elemental Damage

Elemental Damage uses a different formula than standard damage. It ignores armor, and is instead reduced by Elemental Resistance. Elemental Resistance is calculated mainly off a player's maximum stamina, and partially off their maximum HP. The highest amount of elemental resistance that a player can have is 50%, and you can check your current resistance in the eewa menu. The elemental damage types and their effects are listed below:

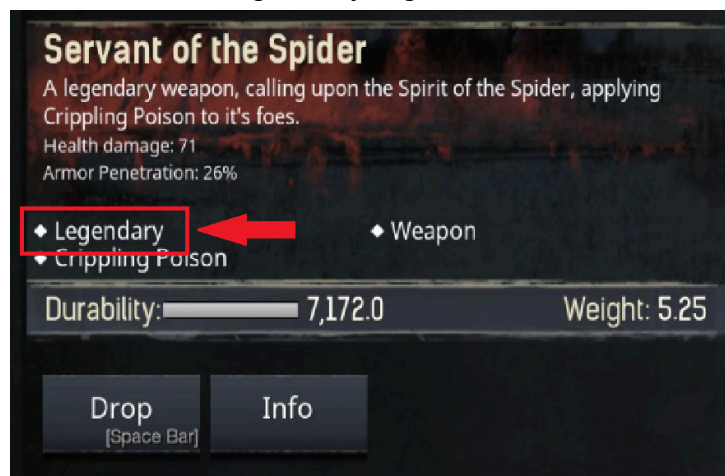
	<u>Fire</u>	<u>Frost</u>	<u>Lightning</u>	<u>Corruption</u>	<u>Elder</u>
Effect:	Has a chance to ignite the target, applying Burning to them, dealing damage over a longer period of time and increasing temperature.	Has a chance to apply Chill to the target, slowing their movement and attack speed, and decreases temperature over a period.	Has a chance to apply Shocked to the target, reducing their armor and any additional hits to them deal extra lightning damage.	Has a chance to apply Corrupted to the target, causing their Corruption to increase and deals some damage over time. Prevents healing over time.	Has a chance to nullify elemental resistances, causing all elemental damage types to deal true damage for the duration.

Dealing higher damage of any element increases the chance of applying the debuff associated with that element. These damage types, your current values, and your elemental resistance, can all be found in the EEWA menu by clicking the icon on the bottom right side of your inventory screen. You can mouse over the icons or the text for a brief in game description of what each one does, for reference.



Enchantments

You can apply elemental enchantments to any Legendary weapons and offhand items such as shields, throwing axes, and so on (including vanilla legends, or legends from other mods).. You can also apply enchantments to legendary sorceries, such as Fire Mastery, Lightning Mastery, and your Dragon Stave. The only requirement for such an item is that it has the Legendary tag in the first slot, as shown below:

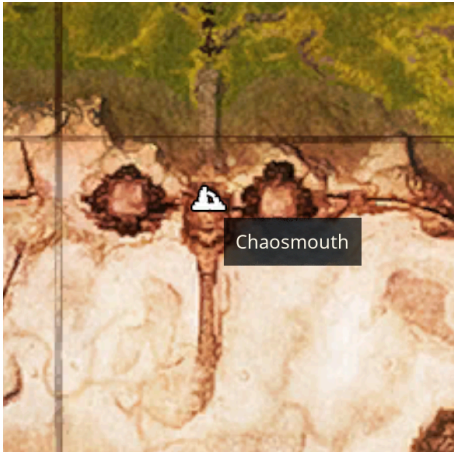


The item also cannot already have a kit applied to it, such as the Master Weapon Fitting, Blacksmith's Sharpening Toolset, and so on, as the enchantment also counts as a kit, and you can only have one per item.

To apply an enchantment, you need to take a God Krystallion



(crafted at the Volcanic Forge after learning the Legendary assembly) and your weapon to the Altar of Chasmouth, located in the northwest corner of F-8 of your map



Place both the item to be enchanted and the god krystallion in the altar and the weapon will receive a random enchantment from the table below:

	<u>Fire</u>	<u>Frost</u>	<u>Lightning</u>	<u>Corruption</u>	<u>Elder</u>
Tier 1 damage	15	15	15	15	15
Tier 2 damage	24	24	24	24	24
Tier 3 damage	32	32	32	32	32
Tier 4 damage	40	40	40	40	*not available for this element

*note - there is a much higher chance of receiving a lower tier enchantment, tier 3 and 4 enchantments are rare, and may take several attempts to imbue your weapon with this tier of enchantment.

Bonus Note - Do not place more than one craft at a time within the altar, it has been known to bug out and items get lost, etc when this is done. This is a vanilla bug, best way to avoid it is to **ONLY place the items for a single craft at a time in the altar.

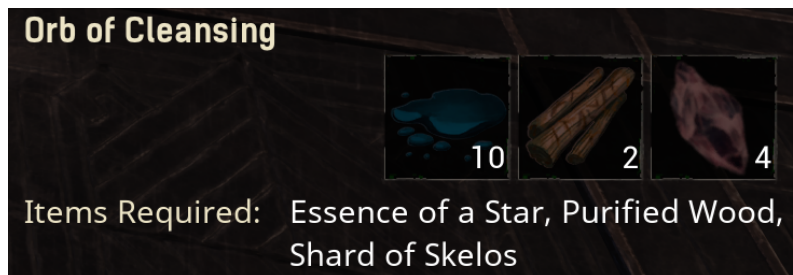
***Note Number Three! If you are enchanting both main hand and off hand equipment with the intention of stacking buffs, two buffs of the same name cannot be stacked, but different tiers of the same type can. *For example, you cannot put elder 3 on both sword and shield together, but you can put elder 2 on one and elder 3 on the other.*

If you are not satisfied with your elemental enchantment, or would prefer to remove it to apply a regular kit at a later time, enchantments can be removed by using an Orb of

Cleansing



These orbs can either be crafted at your Witchbowl Cauldron using the following recipe (a thrall will reduce this cost)



Or can be obtained as a rare drop from EEWA bosses.

To remove the enchantment, much like applying the enchantment itself, you must place the enchanted item and the Orb of Cleansing into the Altar at Chaosmouth, and the enchantment will be removed.