

Important Enchantress Combos by Mimorin

Last edited (08/03/22) DNF Duel ver 1.0

Midscreen

2a 5b 2b 2s 4s

DMG: 127 <https://www.youtube.com/watch?v=YCOylyRhpxl>

MP-less 2a confirm that sets up 4s (pumpkin ranger) oki. Pitiful damage but useful to maintain pressure while restoring mp.

2a 5b 2b 5s 236m

DMG: 141 <https://youtu.be/YCOylyRhpxl?t=7>

Easy combo to get rid of white life and steal MP. Useful in matchups where you want to zone the opponent.

2a 5b 2b(1) 5s(3) 5m dash 5b 2b 2s 4s

DMG: 125 <https://youtu.be/YCOylyRhpxl?t=13>

Basic corner carry combo. Use only the first hit of 2b to keep opponent grounded. Vines should hit 3 times before you follow with dash 5b. May want to follow up with j.6M to deactivate Madd and reposition him.

2a 5b 2b 2s 5m dash 2b 2m 5a

DMG: 185 <https://youtu.be/YCOylyRhpxl?t=21>

Main BnB off 2a confirm. Hold forward to get Madd close enough to land 2m. Gets rid of white life, does hard knockdown, does ok damage, and sets up oki with 4s, safe jump, or roll crossup.

2a 5b 5s(3) 5m dash 5b 5s(3) 5m dash 5b 2b 4s new

DMG: 133 <https://giphy.com/gifs/S66zIHWDmckKOVtVVtk>

Full corner carry off 2a starter. Less hits to confirm and tighter timing but worthwhile to learn. Also works with 5b starter.

5b 2b 2s 5m dash j.b~j.m j.b~6.m 5b 2s 2m

DMG: 250 <https://youtu.be/YCOylyRhpxl?t=29>

Main BnB that works regardless of where Madd is on the screen. Hold forward to get Madd close enough to land 2m. Good corner carry, dmg, hard knockdown, sets up safe jump after j.s or 4s oki.

5b 2b 2s 5m dash 5b 2b 2s 2m j.s

DMG: 247 <https://youtu.be/YCOylyRhpxl?t=38>

Alternative BnB that only works if opponent is 1/3 screen away from the corner. Uses slightly less MP and easier to perform.

5b 2b 2s 5m dash j.b~j.6m j.b 5b 2s* 6[s] j.s new

DMG: 254 <https://giphy.com/gifs/DEBFyzFHCv5FFBS89s>

Low MP alternative BnB that only works if opponent is 1/3 screen away from the corner. The 2s after landing requires both Madd and Enchantress to hit.

5b 2b 2s 5m dash 5b 2b 2s 5m 4s

DMG: 196 <https://youtu.be/YCOylyRhpXI?t=50>

Low MP cost alternative 5b hit confirm that deactivates Madd and sets up 4s oki.

4s 5s 236M

DMG: 203 <https://youtu.be/YCOylyRhpXI?t=58>

Far range confirm with 5s otg if the opponent gets caught by 4s. This works from the other side of the screen and you have plenty of time to confirm the hit.

Madd 2s x5

DMG: 335 <https://youtu.be/YCOylyRhpXI?t=66>

Works when you hit someone in the corner or on the other side of the screen with just Madd's 2s. This only works when Madd is deactivated and spaced away from you.

5s conversion (CV) run to corner

DMG: Varies <https://youtu.be/YCOylyRhpXI?t=75>

Pretty much the primary use of conversion in neutral. Vines can hit 8 times running from corner to corner.

Corner

Keep in mind that the damage on most of these combos excludes the ender. Enders are covered in the next section and typically add 30-100 more dmg excluding awakening.

2a 5b 2b 2s* 6[s] j.s

DMG: 167 <https://youtu.be/YCOylyRhpXI?t=82>

MP-less 2a route with hard knockdown and oki.

2a 5b 2b 2s* 5m delay 2s 2m j.s

DMG: 189 <https://youtu.be/YCOylyRhpXI?t=90>

Basic Madd 2m combo that takes away their white life. Should always work no matter how many hits you used to hit confirm. The lower they are to the ground the better when it comes to Madd's 2m.

5b 2b 2s* 6[s] 5b 2s* 6[s] j.s

DMG: 270 <https://youtu.be/YCOylyRhpXI?t=99>

MP-less 5b route with hard knockdown and oki. Regens quite a bit of mana while doing respectable damage. Use the 2s 623m ender to cash out on white life

5b 2s* 5m delay [2s 2m j.s] x2

DMG: 351 <https://youtu.be/YCOylyRhpXl?t=109>

Basic Madd 2m loop. Corner loops require less hits at the start due to proration. This is when you finally start seeing damage.

5b 2s* 5m 2s 5m 2s(bear) 5b 2s* 6[s] j.s new

DMG: 322 <https://giphy.com/gifs/Pm49PV3IOTthBIORZ5U>

Corner DP punish from big ranges, tons of MP recovery + you can cash out after charged fireball as usual, this is the variation where you're out of range for the third 2S to hit with both hits

5b 2s* 5m 2s 5m 2s* 6[s] 5m 2m j.s 2b 2m 5a new

DMG: 398 <https://giphy.com/gifs/01cWXXKSP40MTqJs6Af>

Same concept as above but with 2S hitting with both hits and maximizing damage from gained mana. You need to hit them very high in order to land 5m 2m after a charged fireball.

(5b) 2s* CV 2s* 6[s] 2s* 6[s] j.s

DMG: 382 (344 with 5b) <https://youtu.be/YCOylyRhpXl?t=121>

Mana-less DP punish using conversion. It requires white life to use but costs 0 MP while doing high dmg. Does less dmg if you hit with 5b first but still works. Use the 2s 623m ender to cash out on white life (422 dmg).

2m CH j.[s] 2m j.s 2s 2m j.s

DMG: 573 <https://youtu.be/YCOylyRhpXl?t=130>

Guard cancel punish and max damage combo. Canceling any normal into Madd 2m will bait guard cancels while doing ground bounce on CH which gives time to fully charge j.S. Currently the highest dmg starter other than command throw.

2s 2m CV j.[s] 2m j.s 2s 2m j.s 2b 4m 5a awakening

DMG: 820 <https://giphy.com/gifs/kpnHg3K4FKIYmSfdq9>

Max damage DP punish with conversion. Replicates the combo above using conversion instead of 2m CH. The timing is pretty tight for conversion into j.[s]

4s 2s* 6[s] 5m 2m j.s 2b 4s new

DMG: 337

Main confirm if they get hit by 4s oki in the corner. Hit 2s at peak height in order to land 5m 2m. Can loop into itself.

Enders

Most corner combos will end with a j.s otg. There are many options to choose from after this.

Safe jump

Just hold up forward and hit j.b on their wakeup to pressure while baiting dps. You can press j.4M/5M/6M to activate or deactivate Madd in midair at any time during this.

2b 4s

Slightly extra dmg with pumpkin ranger oki. Loses to some faster DPs like DK.

2b awakening

Easy confirm into awakening (flat 200 dmg) for the kill.

2b 2s 5m 4s

Extra damage that gives you time to deactivate madd, save mp, and still have some oki. Not safe if the opponent has good aerial options like divekick or double jump.

2b 2m 5a 4s or safe jump

Spend an extra 40 mp for more damage and hard knockdown. Works well even with high combo proration.

2s 623m

Use this to cash out white life when ending combos with Madd deactivated. Commonly used after mp-less routes, command throw setups, and combos with very high proration.

2b 4m 5a awakening

Higher dmg confirm into awakening. Make sure it kills or you'll be exhausted.

Corner Command Throw Combos

214M > 5a > 2s > 4s > j.[s] 2s* 6[s] j.s 2s* 623M

DMG: 579 <https://youtu.be/YCOylyRhpxl?t=151>

Easy exhausted route useful when you know you won't kill and want to keep MP for pressure afterwards.

214M > 2s > 4s > backdash > 2s(bear) x3 5b 2s* 6[s] j.s 2s* 623M new

DMG: 683 <https://giphy.com/gifs/gCNJmrdOpnm6VLo3kw>

Optimal exhausted route that requires proper spacing and timing of Madd's 2s to use. Regens a lot of MP.

214M > 2s > 4s > backdash > 2s(bear) x2 5b 2s* 5m 2s 2m j.s 2b awakening new

DMG: 622 (834 with 2b > awakening)

Exhausted route that regens enough mp to still combo into awakening or set up a proper safe jump/oki.

214M > 2s > 4s > 5m 2m j.s 2s 2m j.s 2s* 6[s] j.s 2s* 623M

DMG: 840 <https://youtu.be/YCOylyRhpXI?t=164>

Requires 80-130 MP. You must put yourself in exhausted state in order for the charged 6s to combo - which automatically deactivates Madd and allows for additional hitstun from 2s*. Great route when you still have high health and low max MP. (623M whiffs on Striker)

214M > 2s > 4s > 5m 2m j.s [2s 2m j.s] x2 2b 4m 5a awakening

DMG: 1052 <https://youtu.be/YCOylyRhpXI?t=183>

Requires 160+ MP and kills everyone from full HP except Crusader

Notes and Tips:

1. Any notation with brackets like 6[s] or j.[s] denotes fully charged lv3 lantern firebomb. Both cause hard knockdown and are important in 0-low mp routes.
2. 2s* refers to a 2s with both Enchantress and Madd. This version has significantly more hitstun than 2s with just Enchantress. If there is no * then either one works.
3. Madd's 2m hitbox is actually larger in front of him than it is directly above him. If you are having trouble landing Madd 2m in combos then try moving him back a bit.
4. Doing manual commands while Madd is active isn't worthwhile since he constantly drains mp anyway. It is also quite difficult to maneuver Madd during combos and still do a DP motion. However, it is worth doing them for Enchantress MP skills. This is reflected in the notation since I always refer to Madd's DP as 2M and Enchantress DP as 623M.

Special thanks to:

[#DNF_ENC](#)

DNF Duel Discord

Ryazo

Xaeji

https://twitter.com/Mark_FGC

Extra stuff will sort later (Thanks Xaeji)

Bonus route from kara overhead to max out damage a bit better:

<https://giphy.com/gifs/n6vCYddVXRuhsOo2hS>

<https://giphy.com/gifs/P5ohmbp1c2iMzkJd42> and this one is pretty good if you have some mana but idk if it's worth it unless you'll kill, dmg difference is only around 80

this is not quite "oki" level but it's no air reset + coast to coast from 2A

<https://giphy.com/gifs/E9rieJLnqigzeekNXJ>