

Status Effects on Weapons: Poison and Elemental

For a full read-through of the ideas: <https://aalynorsnexus.net/t/poisons-and-dual-wield/59>

Paraphrasing:

- Instant Poison: Immediate, smaller tick damage on melee attack
- Stacking dot Poison: Builds up damage over time on a target.
- **(This adds an entirely new type of damage to nexus, DOTs, could be worth a discussion as to the power and viability of that if expanded on)**
- Crippling or Blinding poison: Slows the target, or adds a miss chance to the target.

Elemental Effects:

-Still looking for the place this idea was posted and discussed. In short, similar to poisons, add elemental damage to attacks.

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