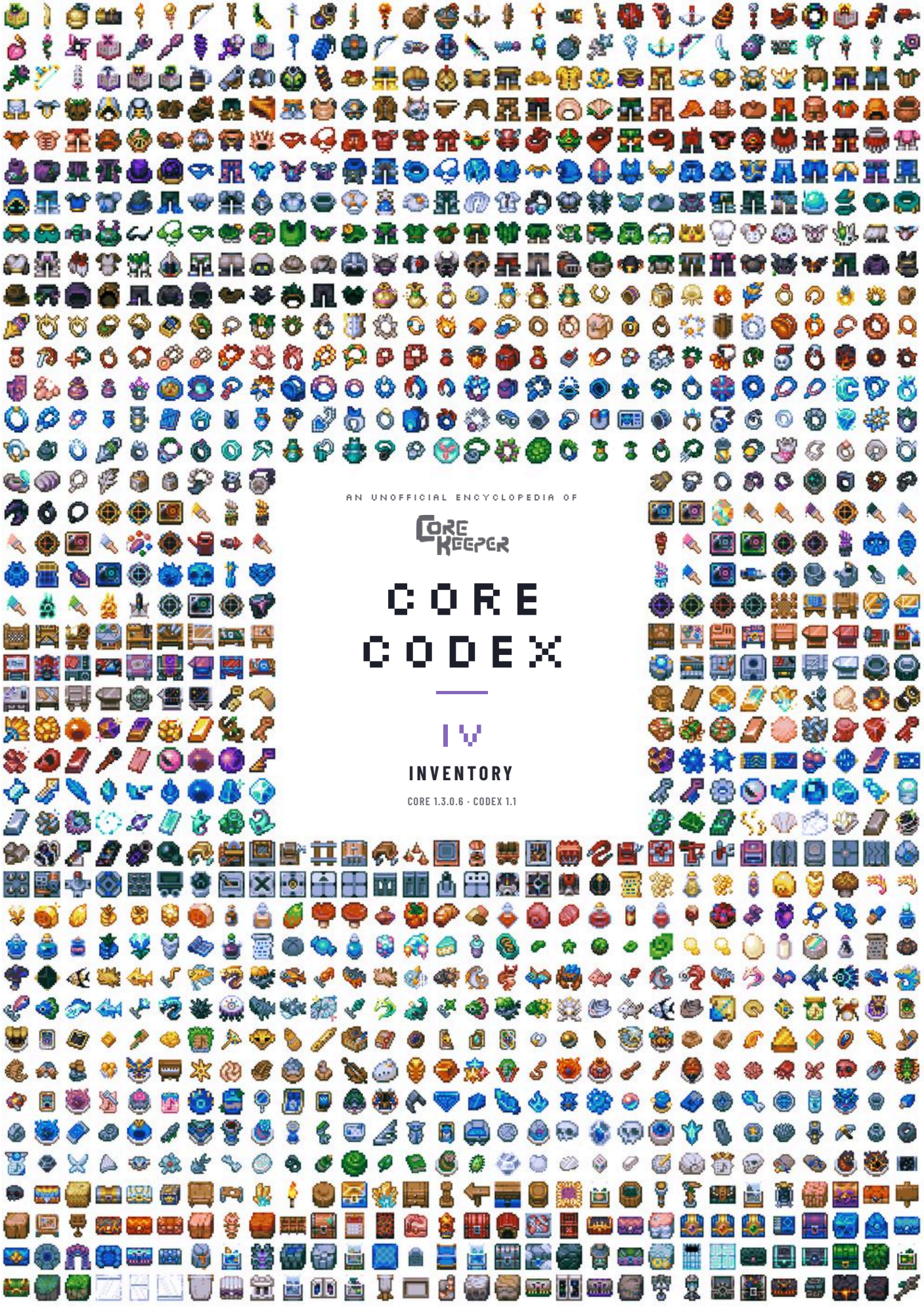

AN UNOFFICIAL ENCYCLOPEDIA OF

CORE KEEPER

CORE CODEX

IV

INVENTORY

CORE 1.3.0.6 · CODEX 1.1

I PROLOGUE

II WALKTHROUGH

III CHARACTER AND BASE

IV INVENTORY — YOU ARE HERE

CODEX IV

INVENTORY

The game's full inventory: weapons, armor, accessories, tools, materials, stations, crops and dishes, fish, animals, automation, treasures, creatures, characters, and achievements.

Weapons 3
Armor 10
Accessories 26
Tools 36
Materials 40
Stations 41
Crops and Dishes 44
Fish 48
Animals 49
Automation 50
Treasures 52
Bestiary 57
NPCs and Merchants 63
Achievements 66

core-codex.com

All four codexes are free to download at core-codex.com.

UNOFFICIAL

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SPOILERS

Core Codex tells everything, the end of the story included. To keep the surprise, see "Reading the Codex," Codex I.

A PLAYER'S PROJECT

Core Codex is made by one player, in his spare time. New editions come out when they are ready, with no fixed schedule. Each one names the game version it covers in its page footer. A later update of the game may change what a page says. Under the CC BY-SA license, anyone may also continue the work: translate it, adapt it, or update it for a new version of the game.

GAME
Core Keeper 1.3.0.6

EDITION
Core Codex 1.1

LICENSE
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guide text and layout

WEAPONS

Every weapon, family by family and from the lowest level to the highest, with rarity, damage, attack rate, level 20 values, durability, effects, and source. "lvl 20" is the value once the item is upgraded to the maximum at the **Upgrade Station**. Each combat style is explained in "Skills," Codex III; repairs and upgrades, in "Gear," Codex III.

MELEE



Wooden Sword
COMMON — lvl 1 — 1

DAMAGE 30–36 · lvl 20: 308–376
SPEED 2.5 att./s
DURABILITY 88
RECIPE **Basic Workbench**: **Wood** ×5



Copper Sword
COMMON — lvl 2 — 6

DAMAGE 45–55 · lvl 20: 315–383
SPEED 2.5 att./s
DURABILITY 250
RECIPE **Copper Anvil**: **Copper Bar** ×5
SOURCE chests in 4 places



Splintered Wooden Sword
UNCOMMON — lvl 2 — 6

DAMAGE 46–56 · lvl 20: 322–392
SPEED 2.5 att./s
DURABILITY 88
EFFECTS +4% critical hit chance
SOURCE found in the world; no station crafts it and no enemy drops it



Rusty Dagger
UNCOMMON — lvl 3 — 9

DAMAGE 49–59 · lvl 20: 257–313
SPEED 3.3 att./s
DURABILITY 233
EFFECTS +5% critical hit chance
SOURCE loot: **Glurch the Abominous Mass** (12.27%), dig spots (Undergrounds) (2.31%), **Wooden Crate** (0.83%); chests in 8 places



Hunting Spear
UNCOMMON — lvl 5 — 7

DAMAGE 91–111 · lvl 20: 320–390
SPEED 2.5 att./s
DURABILITY 300
EFFECTS +3% critical hit chance
SECONDARY Charged Thrust
SOURCE loot: **Caveling Spearman** (2.86%)



Tin Axe
UNCOMMON — lvl 5 — 11

DAMAGE 126–154 · lvl 20: 441–537
SPEED 1.7 att./s
DURABILITY 200
SECONDARY Wide Slash
RECIPE **Tin Anvil**: **Tin Bar** ×9
SOURCE loot: **Caveling Skirmisher** (0.87%), **Caveling Spearman** (0.86%), **Clay Pot** (0.73%); chests in 6 places



Tin Dagger
UNCOMMON — lvl 5 — 9

DAMAGE 74–90 · lvl 20: 258–314
SPEED 3.3 att./s
DURABILITY 400
RECIPE **Tin Anvil**: **Tin Bar** ×7



Tin Sword
UNCOMMON — lvl 5 — 8

DAMAGE 89–107 · lvl 20: 308–376
SPEED 2.5 att./s
DURABILITY 300
RECIPE **Tin Anvil**: **Tin Bar** ×7



Slime Sword
RARE — lvl 6 — 27

DAMAGE 90–108 · lvl 20: 269–327
SPEED 2.5 att./s
DURABILITY 350
EFFECTS Reduces the target's movement speed by 41.1% for 4 sec
RECIPE Glurch's statue: **Copper Bar** ×10, **Slime** ×15



Battle Axe
UNCOMMON — lvl 7 — 59

DAMAGE 172–210 · lvl 20: 450–550
SPEED 1.7 att./s
DURABILITY 350
EFFECTS +17.6% physical melee damage
SECONDARY Wide Slash
SOURCE loot: **Malugaz the Corrupted** (9.04%), **The Hive Mother** (8.8%), **Haunted Hive Mother** (8.8%); chests in 12 places



Iron Halberd
UNCOMMON — lvl 7 — 73

DAMAGE 118–144 · lvl 20: 309–377
SPEED 2.5 att./s
DURABILITY 350
EFFECTS +4% critical hit chance
SECONDARY Charged Thrust
RECIPE **Iron Anvil**: **Iron Bar** ×9, **Gold Bar**, **Wood** ×5



Iron Sword
UNCOMMON — lvl 7 — 61

DAMAGE 119–145 · lvl 20: 313–381
SPEED 2.5 att./s
DURABILITY 350
EFFECTS +4.7% melee attack speed
RECIPE **Iron Anvil**: **Iron Bar** ×8, **Gold Bar**



Larva Spike Club
RARE — lvl 8 — 20

DAMAGE 133–161 · lvl 20: 308–376
SPEED 2.5 att./s
DURABILITY 350
EFFECTS +34% chance to knockback on melee hit
RECIPE Ghorm's statue: **Tin Bar** ×10, **Larva Meat** ×7, **Wood** ×10



Pipe Club
RARE — lvl 8 — 19

DAMAGE 269–327 · lvl 20: 626–764
SPEED 1.2 att./s
DURABILITY 175
EFFECTS +36% chance to knockback on melee hit
SOURCE loot: **Office Crate** (2.76%)



Ritual Dagger
EPIC — lvl 9 — 116

DAMAGE 124–150 · lvl 20: 259–315
SPEED 3.3 att./s
DURABILITY 467
EFFECTS +2 blue glow
+5% critical hit chance
+13% critical hit damage
RECIPE Malugaz's statue: **Iron Bar** ×15, **Ancient Gemstone** ×3



Scarlet Dagger
UNCOMMON — lvl 9 — 141

DAMAGE 121–147 · lvl 20: 252–308
SPEED 3.3 att./s
DURABILITY 350
EFFECTS +24% critical hit damage
RECIPE **Scarlet Anvil**: **Iron Bar** ×4, **Scarlet Bar** ×10
SOURCE chests in 9 places



Scarlet Sword
UNCOMMON — lvl 9 — 134

DAMAGE 147–179 · lvl 20: 307–375
SPEED 2.5 att./s
DURABILITY 350
EFFECTS +8% critical hit chance
RECIPE **Scarlet Anvil**: **Iron Bar** ×4, **Scarlet Bar** ×10
SOURCE chests in 9 places

Broken Handle



RARE · lvl 10 · 88

DAMAGE	117–141 · lvl 20: 222–270
SPEED	2.5 att./s
DURABILITY	350
EFFECTS	+31 max health
SOURCE	loot: **Azeos the Sky Titan** (20.3%), **The Hive Mother** (8.3%), **Haunted Hive Mother** (8.3%); chests in 13 places

Tentacle Whip



UNCOMMON · lvl 11 · 167

DAMAGE	264–322 · lvl 20: 462–564
SPEED	1.7 att./s
DURABILITY	233
SOURCE	loot: **Tentacle** (1.38%); chests in 19 places

Octarine Axe



RARE · lvl 12 · 200

DAMAGE	281–343 · lvl 20: 453–553
SPEED	1.7 att./s
DURABILITY	350
EFFECTS	+12% critical hit chance
SECONDARY	Wide Slash
RECIPE	**Octarine Anvil**: **Octarine Bar** ×18
SOURCE	chests in 2 places

Octarine Sword



RARE · lvl 12 · 184

DAMAGE	193–235 · lvl 20: 312–380
SPEED	2.5 att./s
DURABILITY	350
EFFECTS	+6.7% melee attack speed
RECIPE	**Octarine Anvil**: **Octarine Bar** ×16

Poisonous Sickle



EPIC · lvl 12 · 196

DAMAGE	199–243 · lvl 20: 321–391
SPEED	2.5 att./s
DURABILITY	525
EFFECTS	+18% critical hit damage +28% chance to apply poison on hit, which reduces enemy healing received by 75%
SOURCE	loot: **Ivy the Poisonous Mass** (21.79%); chests in 5 places

Anchor Axe



RARE · lvl 13 · 294

DAMAGE	290–354 · lvl 20: 435–531
SPEED	1.7 att./s
DURABILITY	350
EFFECTS	+31% critical hit damage +42% chance to knockback on melee hit
SECONDARY	Wide Slash
SOURCE	loot: **Omoroth the Sea Titan** (22.7%); chests in 8 places

Rune Song



LEGENDARY · lvl 13

DAMAGE	234–284 · lvl 20: 350–426
SPEED	2.5 att./s
DURABILITY	unbreakable
EFFECTS	+10 health on melee hit +5% chance on melee hit to increase melee attack speed by 50% for a short duration
SECONDARY	Song Trail
RECIPE	assembly (**Rune Parchment**): **Broken Handle**, **Chipped Blade**, **Clear Gemstone**, **Iron Bar** ×50, **Ancient Gemstone** ×10

Slippery Slime Sword



EPIC · lvl 13 · 192

DAMAGE	207–253 · lvl 20: 311–379
SPEED	2.5 att./s
DURABILITY	350
EFFECTS	+6% critical hit chance +37% chance on hit to apply slippery movement
SOURCE	loot: **Morpha the Aquatic Mass** (22.62%)

Galaxite Dagger



RARE · lvl 14 · 210

DAMAGE	189–231 · lvl 20: 264–322
SPEED	3.3 att./s
DURABILITY	350
EFFECTS	+14% critical hit chance
RECIPE	**Galaxite Anvil**: **Galaxite Bar** ×20

Galaxite Sword



RARE · lvl 14 · 257

DAMAGE	224–272 · lvl 20: 313–381
SPEED	2.5 att./s
DURABILITY	350
EFFECTS	+36% critical hit damage
RECIPE	**Galaxite Anvil**: **Galaxite Bar** ×24

Lava Battle Axe



RARE · lvl 15 · 239

DAMAGE	335–409 · lvl 20: 440–536
SPEED	1.7 att./s
DURABILITY	350
EFFECTS	+52 burn damage applied on hit
SECONDARY	Wide Slash
SOURCE	chests in 3 places

Prehistoric Crystal Spear



EPIC · lvl 15 · 242

DAMAGE	245–299 · lvl 20: 321–391
SPEED	2.5 att./s
DURABILITY	350
EFFECTS	+36.1% physical melee damage
SECONDARY	Charged Thrust
SOURCE	loot: dig spots (Desert) (8.22%)

Crystal Shard Club



RARE · lvl 16 · 311

DAMAGE	315–383 · lvl 20: 388–474
SPEED	2 att./s
DURABILITY	364
EFFECTS	+50% chance to knockback on melee hit
SECONDARY	Hazard Trail
SOURCE	loot: **Crydra the Ice Titan** (17.6%), **Mimite** (0.99%); chests in 5 places

Hydra Bone Sword



RARE · lvl 16 · 251

DAMAGE	249–303 · lvl 20: 307–375
SPEED	2.5 att./s
DURABILITY	500
EFFECTS	+15% damage against bosses +44% damage against stunned targets
SOURCE	loot: **Pyrdra the Fire Titan** (44.92%)

Solarite Sword



RARE · lvl 16 · 248

DAMAGE	252–308 · lvl 20: 312–380
SPEED	2.5 att./s
DURABILITY	350
EFFECTS	+7% critical hit chance +4.5% melee attack speed
RECIPE	**Solarite Anvil**: **Solarite Bar** ×24
SOURCE	chests in 5 places

Atlantean Worm Sword



EPIC · lvl 17 · 261

DAMAGE	270–330 · lvl 20: 315–385
SPEED	2.5 att./s
DURABILITY	525
EFFECTS	+17% damage against bosses +4 health on melee hit
SOURCE	loot: **Atlantean Worm** (34.73%)

Obliteration Ray



EPIC · lvl 17 · 308

DAMAGE 69–83 · lvl 20: 81–97
SPEED 5 att./s
DURABILITY 250
EFFECTS +800 mining damage
SOURCE loot: **Pyrdra the Fire Titan** (17.38%), **Large Alien Tech Destructible** (0.55%), **Orbital Turret** (0.1%); chests in 5 places

Pandorium Axe



RARE · lvl 17 · 376

DAMAGE 372–454 · lvl 20: 434–530
SPEED 1.7 att./s
DURABILITY 350
EFFECTS High chance to apply a random condition on hit
SECONDARY Wide Slash
RECIPE **Rift Statue**: **Pandorium Bar** ×25, **Cytoplasm** ×20

Void Club



RARE · lvl 18 · 344

DAMAGE 333–407 · lvl 20: 369–449
SPEED 2.5 att./s
DURABILITY 250
SECONDARY Hazard Trail
SOURCE loot: **Void Caveling Brute** (7.05%), **Void Caveling** (7.05%), **Void Caveling Shaman** (7.05%)

Stormbringer



LEGENDARY · lvl 19

DAMAGE 84–102 · lvl 20: 88–106
SPEED 5 att./s
DURABILITY unbreakable
EFFECTS +1,000 mining damage
+15% movement speed boost for a short duration after mining a wall
When targeting an enemy the lightning will chain to 3 other nearby enemies
RECIPE **Rift Statue**: **Pandorium Bar** ×100, **Solarite Bar** ×100, **Cytoplasm** ×50, **Obliteration Ray**

RANGE

Wood Bow



COMMON · lvl 2 · 1

DAMAGE 30–36 · lvl 20: 207–253
SPEED 1.4 att./s
DURABILITY 257
SECONDARY Strong Shot
RECIPE **Copper Anvil**: **Wood** ×15

Wood Crossbow



COMMON · lvl 2 · 6

DAMAGE 43–51 · lvl 20: 297–361
SPEED 1 att./s
DURABILITY 255
SECONDARY Piercing Shot
SOURCE loot: **Wooden Crate** (0.83%); chests in 8 places

Flintlock Musket



UNCOMMON · lvl 5 · 12

DAMAGE 207–253 · lvl 20: 725–885
SPEED 0.5 att./s
DURABILITY 150
SOURCE loot: **Ghorm the Devourer** (15.68%), **Caveling Hunter** (1.19%), **Caveling** (0.27%); chests in 10 places

Slingshot



UNCOMMON · lvl 5 · 5

DAMAGE 53–63 · lvl 20: 185–225
SPEED 2 att./s
DURABILITY 300
RECIPE **Tin Anvil**: **Tin Bar** ×3, **Wood** ×10
SOURCE loot: **Clay Burrower** (8.57%), **Wooden Crate** (0.42%)

Cupid Bow



UNCOMMON · lvl 5 · 6

DAMAGE 11–13 · lvl 20: 38–46
SPEED 0.2 att./s
DURABILITY 30
EFFECTS +100% chance on hit to apply charm for 20 sec
SOURCE loot: **Valentine's Gift** (3.06%)

Iron Bow



UNCOMMON · lvl 7 · 56

DAMAGE 100–122 · lvl 20: 262–320
SPEED 1.4 att./s
DURABILITY 257
EFFECTS +17.9% physical range damage
SECONDARY Strong Multishot
RECIPE **Iron Anvil**: **Iron Bar** ×7, **Gold Bar**, **Wood** ×5
SOURCE loot: **Overgrown Wooden Crate** (0.25%); chests in 3 places

Quill Rifle



UNCOMMON · lvl 7 · 55

DAMAGE 33–39 · lvl 20: 85–103
SPEED 4 att./s
DURABILITY 720
EFFECTS +18.7% physical range damage
SOURCE loot: **Office Crate** (2.76%), **Electro-Pest** (2.3%)

Stone Mortar



UNCOMMON · lvl 7 · 60

DAMAGE 10–12 · lvl 20: 27–31
SPEED 1.7 att./s
DURABILITY 250
MINING 223
EFFECTS 49–59 explosive damage
SOURCE loot: **Malugaz the Corrupted** (17.41%), **The Hive Mother** (16.1%), **Haunted Hive Mother** (16.1%); chests in 3 places

Scrapzooka



RARE · lvl 8

DAMAGE 25–29 · lvl 20: 57–69
SPEED 0.7 att./s
DURABILITY 250
MINING 364
EFFECTS 161–195 explosive damage
SOURCE loot: **Malugaz the Corrupted** (17.41%), **The Hive Mother** (16.1%), **Haunted Hive Mother** (16.1%); chests in 12 places

Grubzooka



EPIC · lvl 9 · 36

DAMAGE 104–126 · lvl 20: 217–265
SPEED 0.7 att./s
DURABILITY 150
EFFECTS Projectiles pierce through enemies
RECIPE Ghorm's statue: **Tin Bar** ×18, **Larva Meat** ×15

Scarlet Crossbow



UNCOMMON · lvl 9 · 149

DAMAGE 142–172 · lvl 20: 297–361
SPEED 1 att./s
DURABILITY 300
SECONDARY Piercing Shot
RECIPE **Scarlet Anvil**: **Iron Bar** ×5, **Scarlet Bar** ×10, **Fiber** ×5

Blowpipe



UNCOMMON · lvl 10 · 24

DAMAGE 118–144 · lvl 20: 225–275
SPEED 1.7 att./s
DURABILITY 250
EFFECTS +16% chance to apply poison on hit, which reduces enemy healing received by 75%
SECONDARY Piercing Shot
SOURCE loot: **Large Mold Vessel** (2.41%), **Mold Tentacle** (1.35%), **Infected Caveling** (0.43%); chests in 9 places

Bubble Gun

lvl 12 · 167 · RARE

DAMAGE	93–113 · lvl 20: 150–182
SPEED	2.5 att./s
DURABILITY	375
EFFECTS	+35% chance on hit to apply slippery movement
SOURCE	loot: **Bubble Crab** (2.05%); chests in 2 places

Octarine Bow

lvl 12 · 175 · RARE

DAMAGE	157–191 · lvl 20: 252–308
SPEED	1.4 att./s
DURABILITY	257
EFFECTS	+6.2% range attack speed
SECONDARY	Strong Multishot
RECIPE	**Octarine Anvil**: **Octarine Bar** ×15, **Coral Wood** ×15

Galaxite Chakram

lvl 14 · 267 · RARE

DAMAGE	108–132 · lvl 20: 152–184
SPEED	2.5 att./s
DURABILITY	375
EFFECTS	Projectiles bounce on impact +39% critical hit damage
RECIPE	**Galaxite Anvil**: **Galaxite Bar** ×22

Shellzooka

lvl 14 · 228 · RARE

DAMAGE	41–49 · lvl 20: 57–69
SPEED	0.7 att./s
DURABILITY	250
MINING	937
EFFECTS	296–360 explosive damage
SOURCE	loot: **Gold Scarab** (1.29%), **Bomb Scarab** (0.89%); chests in 4 places

Throwing Daggers

lvl 14 · 264 · RARE

DAMAGE	108–132 · lvl 20: 152–184
SPEED	2.5 att./s
DURABILITY	375
EFFECTS	+14% critical hit chance
SECONDARY	Bouncing Shot
SOURCE	loot: **Caveling Assassin** (0.93%); chests in 12 places

Phantom Spark

lvl 15 · LEGENDARY

DAMAGE	198–242 · lvl 20: 261–317
SPEED	1.4 att./s
DURABILITY	unbreakable
EFFECTS	+10% critical hit chance +27% critical hit damage +20% chance to summon a ghost caveling when killing any enemy
SECONDARY	Strong Multishot
RECIPE	assembly (**Glyph Parchment**): **Channeling Gemstone**, **Fractured Limbs**, **Energy String**, **Octarine Bar** ×100, **Ancient Gemstone** ×20

Sniper Rifle

lvl 15 · 128 · RARE

DAMAGE	427–521 · lvl 20: 560–684
SPEED	0.5 att./s
DURABILITY	150
SECONDARY	Piercing Shot
SOURCE	loot: **Igneous the Molten Mass** (5.34%); chests in 3 places

Burnzooka

lvl 16 · 267 · EPIC

DAMAGE	180–220 · lvl 20: 223–271
SPEED	0.7 att./s
DURABILITY	200
MINING	1,235
EFFECTS	Projectiles pierce through enemies 272–332 explosive damage
SOURCE	loot: **Igneous the Molten Mass** (30.84%); chests in 3 places

Ricochet Shuriken

lvl 16 · 255 · RARE

DAMAGE	85–103 · lvl 20: 105–127
SPEED	2.5 att./s
DURABILITY	375
EFFECTS	+4.5% range attack speed +22% critical hit damage
SECONDARY	Piercing Shot
SOURCE	loot: **Druidra the Wild Titan** (17.77%), **Nilipede** (7.79%); chests in 5 places

Solarite Crossbow

lvl 16 · 227 · RARE

DAMAGE	209–255 · lvl 20: 258–314
SPEED	1.4 att./s
DURABILITY	257
EFFECTS	+7% critical hit chance +18% physical range damage
SECONDARY	Piercing Shot
RECIPE	**Solarite Anvil**: **Solarite Bar** ×20, **Gleam Wood** ×15
SOURCE	chests in 9 places

Volcano Mortar

lvl 16 · 356 · EPIC

DAMAGE	22–26 · lvl 20: 27–31
SPEED	1.7 att./s
DURABILITY	250
MINING	890
EFFECTS	120–146 explosive damage +56 burn damage applied on hit
SOURCE	flame course challenge room (Desert of Beginnings)

Void Gun

lvl 17 · 355 · EPIC

DAMAGE	255–311 · lvl 20: 297–363
SPEED	1 att./s
DURABILITY	225
EFFECTS	Projectiles pierce through enemies
SOURCE	loot: **Core Commander** (42.18%)

Flamethrower

lvl 18 · 333 · RARE

DAMAGE	63–75 · lvl 20: 69–83
SPEED	5 att./s
DURABILITY	875
EFFECTS	+58 burn damage applied on hit +100% chance to spawn fire on the ground from attack
RECIPE	**Relucite Smithing Table**: **Relucite Bar** ×20, **Corrupted Alloy** ×15
SOURCE	loot: **Geobot Patroller** (1.95%), **Reinforced Industrial Box** (0.61%); chests in 21 places

Scrap Minigun

lvl 18 · 351 · RARE

DAMAGE	47–57 · lvl 20: 52–62
SPEED	8 att./s
DURABILITY	300
EFFECTS	+20.7% physical range damage +8% critical hit chance
RECIPE	**Relucite Smithing Table**: **Relucite Bar** ×18, **Pandorium Bar** ×8, **Corrupted Alloy** ×15
SOURCE	chests in 21 places

Credence of Ruin

lvl 20 · LEGENDARY

DAMAGE	27–33 · lvl 20: 27–33
SPEED	1.7 att./s
DURABILITY	unbreakable
MINING	1,349
EFFECTS	154–188 explosive damage Each hit gives the secondary use an extra explosion
SECONDARY	Multiboom Mortar
RECIPE	assembly (**Schematic Parchment**): **S.A.H.A.B.A.R.'s Mortar Housing**, **Void-Forged Barrel**, **Sanctified Firing Core**

MAGIC



Simple Staff
COMMON

lvl 2
13

DAMAGE 62–74 · lvl 20: 432–526
SPEED 1 att./s
DURABILITY 255
EFFECTS +4% critical hit chance
SOURCE loot: **Wooden Crate** (2.49%); chests in 8 places



Withered Scepter
COMMON

lvl 2
11

DAMAGE 27–33 · lvl 20: 190–232
SPEED 1 att./s
DURABILITY 150
EFFECTS Apply curse on hit, minions deal 40% more damage to cursed targets.
SOURCE chests in 8 places



Sticky Stick
RARE

lvl 4
25

DAMAGE 93–113 · lvl 20: 391–477
SPEED 1 att./s
DURABILITY 150
EFFECTS Projectiles bounce on impact
Reduces the target's movement speed by 32.1% for 4 sec
SOURCE loot: **Glurch the Abominous Mass** (35.48%), **Large Slime Vessel** (0.09%), **Medium Slime Vessel** (0.09%)



Corrosion Staff
UNCOMMON

lvl 5
48

DAMAGE 27–33 · lvl 20: 95–115
SPEED 5 att./s
DURABILITY 875
EFFECTS +18 mining damage
SOURCE loot: **The Hive Mother** (8.3%), **Haunted Hive Mother** (8.3%), **Hive Growth** (2.16%); chests in 2 places



Runestone Scepter
UNCOMMON

lvl 7
87

DAMAGE 42–50 · lvl 20: 108–132
SPEED 1.3 att./s
DURABILITY 200
EFFECTS Projectiles pierce through enemies
Apply curse on hit, minions deal 40% more damage to cursed targets.
SOURCE loot: **Malugaz the Corrupted** (13.57%), **Large Ancient Crate** (5.45%), **Large Stoneware Pot** (5.45%); chests in 3 places



Arcane Staff
RARE

lvl 8
94

DAMAGE 61–73 · lvl 20: 142–172
SPEED 3.3 att./s
DURABILITY 500
EFFECTS +8% critical hit chance
SOURCE loot: **Ghorm the Devourer** (15.68%), **Malugaz the Corrupted** (16.74%)



Fireball Staff
RARE

lvl 8
14

DAMAGE 187–227 · lvl 20: 436–532
SPEED 1 att./s
DURABILITY 225
EFFECTS +35 burn damage applied on hit
SECONDARY Explosion Projectile
SOURCE loot: **Malugaz the Corrupted** (17.41%), **Caveling Shaman** (1.46%); chests in 3 places



Blightbloom Scepter
RARE

lvl 10
170

DAMAGE 66–80 · lvl 20: 126–152
SPEED 1.5 att./s
DURABILITY 231
EFFECTS Apply curse on hit, minions deal 40% more damage to cursed targets.
SECONDARY Cursed Spores
SOURCE loot: Floracada (4.64%), **Azeos the Sky Titan** (5.39%); chests in 9 places



Noxious Meteor Staff
EPIC

lvl 11
180

DAMAGE 548–668 · lvl 20: 958–1,170
SPEED 0.5 att./s
DURABILITY 250
EFFECTS +16% chance to apply poison on hit, which reduces enemy healing received by 75%
SOURCE loot: **Ivy the Poisonous Mass** (21.79%), **Purple Slime** (0.78%), **Large Poison Slime Vessel** (0.78%); chests in 4 places



Abyssal Scepter
RARE

lvl 13
303

DAMAGE 85–103 · lvl 20: 127–155
SPEED 1.4 att./s
DURABILITY 214
EFFECTS Apply curse on hit, minions deal 40% more damage to cursed targets.
Cursed enemies explode when they die, dealing 264 explosive damage
SOURCE loot: **Searpent** (4.51%), **Large Metropolis Crate** (2.64%); chests in 8 places



Scholar's Staff
RARE

lvl 13
258

DAMAGE 288–350 · lvl 20: 431–525
SPEED 1 att./s
DURABILITY 225
EFFECTS +25.7% magic damage
SECONDARY Strong Multishot
SOURCE loot: **Caveling Scholar** (1.93%)



Sun Caller
EPIC

lvl 13
334

DAMAGE 294–358 · lvl 20: 441–539
SPEED 1 att./s
DURABILITY 225
MINING 525
EFFECTS Projectiles bounce on impact
205–249 explosive damage
+13% critical hit chance
SECONDARY Strong Multishot
SOURCE loot: **Azeos the Sky Titan** (20.3%), **Druidra the Wild Titan** (9.92%), **Crydra the Ice Titan** (9.82%)



Blizzard Staff
RARE

lvl 14
140

SPEED 0.7 att./s
DURABILITY 100
EFFECTS +12% critical hit chance
SOURCE loot: **Ra-Akar the Sand Titan** (16.79%), **Crydra the Ice Titan** (11.16%), **Large Desert Flower Vessel** (5.01%); chests in 8 places



Zealot's Scimitar
RARE

lvl 14
206

DAMAGE 309–377 · lvl 20: 433–529
SPEED 1.7 att./s
DURABILITY 233
SOURCE loot: **Ra-Akar the Sand Titan** (19.5%), **Caveling Mummy** (2.76%), **Caveling Assassin** (0.47%); chests in 8 places



Chaos Staff
RARE

lvl 17
331

DAMAGE 404–492 · lvl 20: 470–574
SPEED 1 att./s
DURABILITY 225
SECONDARY Strong Multishot
RECIPE **Rift Statue**: **Pandorium Bar** ×20, **Cytoplasm** ×15

Hollowcore Scepter

lvl 17 · 329

EPIC

DAMAGE 105–127 · lvl 20: 122–148
SPEED 1.4 att./s
DURABILITY 214
EFFECTS Apply curse on hit, minions deal 40% more damage to cursed targets.
SECONDARY Strong Multishot
SOURCE loot: **Large Sun Crystal** (2.19%); chests in 6 places

Pandoric Scepter

lvl 17 · 438

RARE

DAMAGE 117–143 · lvl 20: 137–167
SPEED 1.4 att./s
DURABILITY 214
EFFECTS Projectiles bounce on impact
Apply curse on hit, minions deal 40% more damage to cursed targets.
+20% chance to stun targets on hit
RECIPE **Rift Statue**: **Pandorium Bar** ×30, **Cytoplasm** ×15

Corrupted Meteor Staff

lvl 18 · 266

EPIC

DAMAGE 855–1,043 · lvl 20: 945–1,153
SPEED 0.5 att./s
DURABILITY 250
EFFECTS +41% critical hit damage
SOURCE loot: **Nimruza, Queen of the Burrowed Sands** (47.93%); chests in 1 place

Titan Breath

lvl 18

LEGENDARY

DAMAGE 44–52 · lvl 20: 48–58
SPEED 5 att./s
DURABILITY unbreakable
EFFECTS +421 mining damage
+11% critical hit chance
+10% increased mana cost and magic damage per beam attack up to 400%
SECONDARY Mana Siphon Orb
RECIPE assembly (**Coiled Branch**): **Coiled Branch**, **Magma Rod**, **Frozen Orb**

Veil Crux

lvl 19

LEGENDARY

DAMAGE 141–171 · lvl 20: 148–180
SPEED 1.4 att./s
DURABILITY unbreakable
EFFECTS Each hit gives the secondary use more power
Apply curse on hit, minions deal 40% more damage to cursed targets.
SECONDARY Dread Cataclysm
SOURCE Veiled Heart chamber (Desert of Beginnings), with a scepter placed on each of its five pedestals

SUMMONING

Tome of the Dark

lvl 2 · 18

COMMON

DAMAGE lvl 20: 81–99
DURABILITY 100
EFFECTS 33–39 range damage
25 mana reserved per minion (one less per upgrade level, down to 15 at level 12)
SECONDARY Summons a ranged bat minion. Hold to summon or dismiss all.
USE command a minion.
SOURCE loot: **Wingling** (5.26%), **Wooden Crate** (1.25%); chests in 8 places

Tome of Breach

lvl 5 · 20

UNCOMMON

DAMAGE lvl 20: 49–59
DURABILITY 100
EFFECTS 25–29 melee damage
22 mana reserved per minion (one less per upgrade level, down to 15 at level 12)
SECONDARY Summons a mining spectral-pickaxe minion. Hold to summon or dismiss all.
USE command a minion.
SOURCE loot: **Ghorm the Devourer** (18.58%), **Hive Growth** (2.16%), **Big Larva** (0.5%)

Tome of Ashes

lvl 7 · 17

UNCOMMON

DAMAGE lvl 20: 90–108
DURABILITY 100
EFFECTS 51–61 melee damage
20 mana reserved per minion (one less per upgrade level, down to 15 at level 12)
+31 burn damage applied on hit
SECONDARY Summons a melee fire mite minion. Hold to summon or dismiss all.
USE command a minion.
SOURCE loot: **Malugaz the Corrupted** (16.74%), **Large Ancient Crate** (3.66%), **Caveling Shaman** (1.46%); chests in 3 places

Tome of Sprouts

lvl 10 · 21

RARE

DAMAGE lvl 20: 73–89
DURABILITY 100
EFFECTS 49–59 range damage
17 mana reserved per minion (one less per upgrade level, down to 15 at level 12)
+15% chance to apply poison on hit, which reduces enemy healing received by 75%
SECONDARY Summons a ranged plant minion. Hold to summon or dismiss all.
USE command a minion.
SOURCE loot: **Azeos the Sky Titan** (11.45%), **Snare Plant** (0.24%); chests in 9 places

Tome of the Dead

lvl 10 · 37

UNCOMMON

DAMAGE lvl 20: 106–128
DURABILITY 100
EFFECTS 71–85 melee damage
17 mana reserved per minion (one less per upgrade level, down to 15 at level 12)
SECONDARY Summons a melee skeleton minion. Hold to summon or dismiss all.
USE command a minion.
SOURCE loot: **Large Mold Vessel** (2.41%), **Mold Tentacle** (1.35%), **Infected Caveling** (0.43%); chests in 9 places

Tome of the Deep

lvl 12 · 62

RARE

DAMAGE lvl 20: 81–99
DURABILITY 100
EFFECTS 60–72 melee damage
15 mana reserved per minion
SECONDARY Summons an orbiting jellyfish minion that damages enemies on contact. Hold to summon or dismiss all.
SOURCE loot: **Large Beached Jelly** (3.93%), dig spots (Sea) (2.7%); chests in 11 places

Tome of Decay

lvl 17 · 22

EPIC

DAMAGE lvl 20: 53–63
DURABILITY 100
EFFECTS 48–58 melee damage
15 mana reserved per minion
All nearby enemies take 61 radioactive damage every other sec
SECONDARY Summons an orbiting, radioactive spectral-hand minion that deals damage on contact. Hold to summon or dismiss all.
SOURCE loot: **Druidra the Wild Titan** (9.92%), **Crydra the Ice Titan** (9.82%), **Pyrdra the Fire Titan** (9.7%); chests in 9 places

EXPLOSIVES

Crude Bomb

lvl 4 · 8

COMMON

DAMAGE 261–317 (explosive)
MINING 644
RECIPE **Alchemy Table**: **Bomb Pepper**, **Slime**
SOURCE loot: **Wooden Crate** (4.14%), **Ancient Crate** (3.12%), **Clay Pot** (2.43%); chests in 13 places

Grenade



COMMON

lvl 4
9

DAMAGE	208–254 (explosive)
SPEED	0.7 att./s
MINING	515
EFFECTS	Projectiles bounce on impact
SECONDARY	Windup Throw
RECIPE	**Alchemy Table**: **Bomb Pepper**, **Copper Bar**
SOURCE	loot: **Wooden Crate** (1.25%); chests in 11 places

Stun Grenade



COMMON

lvl 4
8

DAMAGE	130–158 (explosive)
SPEED	0.7 att./s
MINING	6
EFFECTS	Projectiles bounce on impact +100% chance to stun targets on hit
SECONDARY	Windup Throw
RECIPE	**Alchemy Table**: **Bomb Pepper**, **Tin Bar**
SOURCE	loot: **Ancient Crate** (5.17%); chests in 11 places

Bomb



COMMON

lvl 6
23

DAMAGE	394–480 (explosive)
MINING	1,155
RECIPE	**Alchemy Table**: **Bomb Pepper** ×3, **Slime** ×2
SOURCE	loot: **Bomb Scarab** (8.9%), **Malugaz the Corrupted** (3.7%), **Large Stoneware Pot** (3.23%); chests in 36 places

Dynamite Pack



COMMON

lvl 6
15

DAMAGE	394–480 (explosive)
MINING	1,155
EFFECTS	Triggered by electricity
RECIPE	**Alchemy Table**: **Bomb Pepper** ×2, **Slime** ×2, **Tin Bar**

Mouse Bomb



COMMON

lvl 6
15

DAMAGE	260–316 (explosive)
MINING	1,155
EFFECTS	Moves in a straight line
RECIPE	**Alchemy Table**: **Bomb Pepper** ×2, **Slime** ×2

Blunder Bomb



UNCOMMON

lvl 9
26

DAMAGE	606–740 (explosive)
MINING	2,205
EFFECTS	Chain of explosions in one direction
RECIPE	**Laboratory Table**: **Blasting Dung**, **Scarlet Bar** ×2
SOURCE	chests in 9 places

Large Bomb



UNCOMMON

lvl 9
37

DAMAGE	606–740 (explosive)
MINING	2,205
RECIPE	**Alchemy Table**: **Bomb Pepper** ×5, **Poison Slime** ×3
SOURCE	loot: dig spots (Sea) (13.51%), **Large Metropolis Crate** (6.52%), dig spots (Quarry) (4.72%); chests in 47 places

Charm Grenade



UNCOMMON

lvl 13
7

DAMAGE	18–22 (explosive)
SPEED	0.7 att./s
MINING	41
EFFECTS	Projectiles bounce on impact +25% chance on hit to apply charm for 20 sec: it fights at your side
SECONDARY	Windup Throw
RECIPE	**Laboratory Table**: **Blasting Dung**, **Heart Berry** ×3
SOURCE	loot: **Large Beached Jelly** (7.79%); chests in 11 places

Fire Grenade



UNCOMMON

lvl 13
5

DAMAGE	726–886 (explosive)
SPEED	0.7 att./s
MINING	3,293
EFFECTS	Projectiles bounce on impact +100% chance to spawn napalm from explosions
SECONDARY	Windup Throw
RECIPE	**Laboratory Table**: **Blasting Dung**, **Magma Slime** ×2
SOURCE	loot: **Geobot Patroller** (24.9%), **Metal Industrial Box** (17.34%), **Gold Scarab** (12.85%); chests in 4 places

Poison Grenade



UNCOMMON

lvl 13
5

DAMAGE	726–886 (explosive)
SPEED	0.7 att./s
MINING	41
EFFECTS	Projectiles bounce on impact +100% chance to apply poison on hit, which reduces enemy healing received by 75%
SECONDARY	Windup Throw
RECIPE	**Laboratory Table**: **Blasting Dung**, **Poison Slime** ×2
SOURCE	chests in 9 places

Proximity Bomb



UNCOMMON

lvl 13
26

DAMAGE	907–1,107 (explosive)
MINING	1,235
EFFECTS	Explodes when an enemy comes near
RECIPE	**Laboratory Table**: **Blasting Dung**, **Galaxite Bar** ×2
SOURCE	loot: **Large Temple Crate** (7.87%), **Large Desert Flower Vessel** (5.01%); chests in 4 places

Sulfur Bomb



UNCOMMON

lvl 16
10

DAMAGE	1,143–1,395 (explosive)
MINING	5,936
RECIPE	**Laboratory Table**: **Sulfur Bud** ×5, **Poison Slime** ×3
SOURCE	loot: **Urschleim** (30.59%), **Colossal Amoeba** (28.93%), **Large Fossil Cluster** (10.43%); chests in 4 places

Blast Bundle



UNCOMMON

lvl 17
14

DAMAGE	914–1,116 (explosive)
SPEED	0.7 att./s
MINING	4,749
EFFECTS	Projectiles bounce on impact
SECONDARY	Windup Throw
RECIPE	**Laboratory Table**: **Blasting Dung**, **Relucite Bar**
SOURCE	loot: **Reinforced Industrial Box** (17.37%), **Metal Industrial Box** (11.56%), rubble (Breaker's Reach) (5.0%); chests in 21 places

Oil Grenade



UNCOMMON

lvl 17
14

DAMAGE	733–895 (explosive)
SPEED	0.7 att./s
MINING	331
EFFECTS	Projectiles bounce on impact Spreads flammable oil
SECONDARY	Windup Throw
RECIPE	**Laboratory Table**: **Blasting Dung**, **Relucite Bar**
SOURCE	loot: **S.A.H.A.B.A.R.** (32.08%), **Geobot Patroller** (13.37%), **Reinforced Industrial Box** (8.68%); chests in 21 places



Void Bomb — RARE — lvl 17 — 37

DAMAGE 1,222–1,492 (explosive)
MINING 6,615
EFFECTS Pulls in nearby enemies
RECIPE **Laboratory Table**: **Blasting Dung** ×2, **Pandorium Bar** ×3
SOURCE loot: **Metal Industrial Box** (6.94%), **Large Sun Crystal** (1.57%); chests in 13 places



Explosives Deposit — COMMON

EFFECTS Placed like a wall; explodes when hit
RECIPE **Alchemy Table**: **Bomb Pepper** ×2, **Wood** ×2

ARMOR

The 56 sets by level, then the 85 single pieces by slot and level, many of them seasonal event headgear. Each card gives the set bonus, rarity, bonuses at base level and at level 20, and source. The heading of each set lists all its pieces; jewelry and off-hand cards are in "Accessories" (p. 26). How to judge a set: "Gear," Codex III.

SETS

RANGER SET — lvl 3

3 PIECES +1 target pierced by projectiles



Ranger Hood — UNCOMMON — lvl 3 — 10

		LVL 3	LVL 20
EFFECTS	max health	+8	+53
	armor	+5	+26
	physical range damage	+3.7%	+17.8%

SOURCE loot: **Glurch the Abominous Mass** (19.23%)



Ranger Tunic — UNCOMMON — lvl 3 — 14

		LVL 3	LVL 20
EFFECTS	max health	+10	+67
	armor	+7	+37
	range attack speed	+3.6%	+11.3%

SOURCE loot: **Glurch the Abominous Mass** (19.23%)



Ranger Pants — UNCOMMON — lvl 3 — 12

		LVL 3	LVL 20
EFFECTS	max health	+9	+59
	armor	+6	+29
	critical hit damage	+7%	+23%

SOURCE loot: **Glurch the Abominous Mass** (19.23%)

APPRENTICE SET — lvl 3

3 PIECES +6% of magic barrier is added as magic damage



Apprentice Hat — UNCOMMON — lvl 3 — 9

		LVL 3	LVL 20
EFFECTS	max health	+8	+53
	magic barrier	+13	+84
	magic damage	+3.1%	+15.3%

SOURCE loot: **Glurch the Abominous Mass** (19.23%); chests



Apprentice Robe — UNCOMMON — lvl 3 — 12

		LVL 3	LVL 20
EFFECTS	max health	+9	+60
	magic barrier	+15	+101
	mana per second	+1.1	+7.6

SOURCE loot: **Glurch the Abominous Mass** (19.23%); chests



Apprentice Pants — UNCOMMON — lvl 3 — 10

		LVL 3	LVL 20
EFFECTS	max health	+10	+63
	magic barrier	+16	+104
	max mana	+9	+62

SOURCE loot: **Glurch the Abominous Mass** (19.23%); chests

WITCH DOCTOR SET — lvl 3

3 PIECES +31.5% minion attack speed



Witch Doctor Hat — UNCOMMON — lvl 3 — 13

		LVL 3	LVL 20
EFFECTS	max health	+7	+50
	armor	+2	+11
	max minion count	+1	+1
	minion mana reservation cost	-8%	-25%

SOURCE loot: **Shrooman Brute** (3.16%); chests



Witch Doctor Vest — UNCOMMON — lvl 3 — 17

		LVL 3	LVL 20
EFFECTS	max health	+11	+72
	armor	+4	+18
	max minion count	+1	+1

SOURCE loot: **Shrooman Brute** (3.16%); chests



Witch Doctor Jeans — UNCOMMON — lvl 3 — 15

		LVL 3	LVL 20
EFFECTS	max health	+9	+63
	armor	+3	+17

SOURCE loot: **Shrooman Brute** (3.16%); chests

WARRIOR SET — lvl 3

3 PIECES +3.6% melee attack speed



Warrior Helmet — UNCOMMON — lvl 3 — 8

		LVL 3	LVL 20
EFFECTS	max health	+8	+51
	armor	+5	+26
	physical melee damage	+3.7%	+17.8%

SOURCE loot: **Wingling** (1.58%); chests



Warrior Chestplate — UNCOMMON — lvl 3 — 8

		LVL 3	LVL 20
EFFECTS	max health	+10	+69
	armor	+7	+34
	physical melee damage	+4.6%	+21.8%

SOURCE loot: **Wingling** (1.58%); chests



Warrior Greaves — UNCOMMON — lvl 3 — 8

		LVL 3	LVL 20
EFFECTS	max health	+9	+60
	armor	+6	+30
	physical melee damage	+4.3%	+20.4%

SOURCE loot: **Wingling** (1.58%); chests

DIVING SET — lvl 4

3 PIECES +24% of fishing added as range damage

5 PIECES +29% chance to get double fish when catching a fish



Diving Helm — lvl 13
EPIC — 137

EFFECTS	LVL 13	LVL 20
max health	+30	+46
armor	+17	+26
chance for higher rarity fish to bite	+7%	+10%
fishing	+40	+62

SOURCE *rare catch, fishing in the Sunken Sea*



Kelp Mantle — lvl 10
RARE — 35

EFFECTS	LVL 10	LVL 20
max health	+32	+64
armor	+16	+31
chance lure will not be consumed when catching a fish	+11%	+21%

SOURCE *rare catch, fishing in Mold Dungeon water*



Scuba Fins — lvl 4
RARE — 12

EFFECTS	LVL 4	LVL 20
max health	+12	+58
armor	+7	+30
chance to get a fish on the hook	+8%	+23%

SOURCE *rare catch, fishing in Dirt biome water*



Neptune Necklace — lvl 8
RARE — 62

EFFECTS	LVL 8	LVL 20
fishing	+53	+133

SOURCE merchant **Fishing Merchant**: 1,860 coins; rare catch, fishing in Larva Hive water



Goldfish Ring — lvl 8
RARE — 31

EFFECTS Fish (and other things) bite 13% faster

LVL 20 Fish (and other things) bite 25% faster

SOURCE *rare catch, fishing in Forgotten Ruins water*

POT SET — lvl 5

2 PIECES Well fed buffs are 40% stronger



Pot Lid — lvl 5
UNCOMMON — 8

EFFECTS	LVL 5	LVL 20
armor	+9	+33
critical hit chance	+2%	+7%
critical hit damage	+6%	+17%

SOURCE loot: **Clay Pot** (3.65%); chests



Pot Tub — lvl 5
UNCOMMON — 10

EFFECTS	LVL 5	LVL 20
armor	+9	+36
critical hit chance	+2%	+6%
critical hit damage	+7%	+19%

SOURCE loot: **Clay Pot** (3.65%); chests

CHIEFTAIN SET — lvl 5

2 PIECES +2 max minion count



Chieftain Headdress — lvl 5
UNCOMMON — 12

EFFECTS	LVL 5	LVL 20
max health	+13	+50
magic barrier	+20	+78
minion damage	+6.1%	+20.4%
minion mana reservation cost	-10%	-26%

SOURCE loot: **Ghorm the Devourer** (22.78%); chests



Chieftain Tunic — lvl 5
UNCOMMON — 16

EFFECTS	LVL 5	LVL 20
max health	+15	+61
magic barrier	+11	+43
max minion count	+1	+1

SOURCE loot: **Ghorm the Devourer** (22.78%); chests



Chieftain Shorts — lvl 5
UNCOMMON — 15

EFFECTS	LVL 5	LVL 20
max health	+15	+58
magic barrier	+10	+39
minion attack speed	+11.5%	+46.1%

SOURCE loot: **Ghorm the Devourer** (22.78%); chests

CUPID SET — lvl 5

3 PIECES +100% longer duration of applied charm effects



Cupid Tunic — lvl 5
UNCOMMON — 22

EFFECTS	LVL 5	LVL 20
max health	+18	+72
range attack speed	+4.3%	+10.7%



Valentine Ring — lvl 5
UNCOMMON — 8

EFFECTS	LVL 5	LVL 20
health every sec	+0.7	+3.7

SOURCE loot: **Valentine's Gift**; Tin Bar ×6



Valentine Necklace — lvl 5
UNCOMMON — 13

EFFECTS	LVL 5	LVL 20
more healing from health over time regeneration	+7%	+27%

SOURCE loot: **Valentine's Gift**; Tin Bar ×10

SKIRMISHER SET — lvl 6

2 PIECES +7% dodge chance



Skirmisher Cap — lvl 6
RARE — 19

EFFECTS	LVL 6	LVL 20
max health	+15	+49
armor	+7	+23
range attack speed	+4.4%	+10%

SOURCE loot: **Caveling Skirmisher** (2.89%)



Skirmisher Harness — lvl 6
RARE — 23

EFFECTS	LVL 6	LVL 20
max health	+20	+68
armor	+11	+34
range attack speed	+4.7%	+10.7%

SOURCE loot: **Caveling Skirmisher** (2.89%)

COOKING POT SET — lvl 6

2 PIECES Well fed buffs are 84% stronger



Cooking Pot Lid — lvl 6
RARE — 60

EFFECTS	LVL 6	LVL 20
armor	+16	+48
critical hit chance	+3%	+7%
less food drained when running	+2%	+7%

SOURCE loot: **Ghorm the Devourer** (22.78%)

Cooking Pot Tub
RARE — lvl 6 — 74

		LVL 6	LVL 20
EFFECTS	armor	+15	+45
	critical hit chance	+3%	+6%
	less food drained when running	+2%	+8%

SOURCE: loot: **Ghorm the Devourer** (22.78%)

IRON SET — lvl 7

3 PIECES: +19% armor while at low health

Iron Helm
UNCOMMON — lvl 7 — 70

		LVL 7	LVL 20
EFFECTS	max health	+15	+44
	armor	+10	+26
	damage	+4.8%	+12.4%

RECIPE: **Iron Anvil**: **Iron Bar** ×10, **Gold Bar**, **Fiber** ×5

Iron Breastplate
UNCOMMON — lvl 7 — 134

		LVL 7	LVL 20
EFFECTS	max health	+25	+72
	armor	+12	+31
	damage	+7.2%	+18.4%

RECIPE: **Iron Anvil**: **Iron Bar** ×15, **Gold Bar** ×3, **Fiber** ×6

Iron Pants
UNCOMMON — lvl 7 — 101

		LVL 7	LVL 20
EFFECTS	max health	+20	+56
	armor	+12	+32
	damage	+5.8%	+14.9%

RECIPE: **Iron Anvil**: **Iron Bar** ×13, **Gold Bar** ×2, **Fiber** ×6

SOARING SET — lvl 7

2 PIECES: +6.4% movement speed

3 PIECES: +23% magic damage for a short duration on critical hit

Soaring Headgear
UNCOMMON — lvl 7 — 8

		LVL 7	LVL 20
EFFECTS	max health	+17	+49
	magic barrier	+25	+73
	mana per second	+2	+5.7

SOURCE: loot: **Malugaz the Corrupted** (16.74%); chests

Soaring Poncho
UNCOMMON — lvl 7 — 11

		LVL 7	LVL 20
EFFECTS	max health	+24	+69
	magic barrier	+41	+116
	critical hit chance	+5%	+10%

SOURCE: loot: **Malugaz the Corrupted** (16.74%); chests

Soaring Pants
UNCOMMON — lvl 7 — 10

		LVL 7	LVL 20
EFFECTS	max health	+23	+65
	magic barrier	+36	+103
	mana per second	+2.6	+7.3
	movement speed	+3.9%	+7.2%

SOURCE: loot: **Malugaz the Corrupted** (16.74%); chests

BLAST SET — lvl 7

3 PIECES: +31% explosion radius

Blast Helmet
UNCOMMON — lvl 7 — 70

		LVL 7	LVL 20
EFFECTS	max health	+16	+46
	armor	+9	+23
	reduced damage from explosions caused by you and your allies	+7%	+11%
	explosion damage	+5%	+14%

SOURCE: loot: **Clay Pot** (2.92%); chests

Blast Plackart
UNCOMMON — lvl 7 — 89

		LVL 7	LVL 20
EFFECTS	max health	+24	+68
	armor	+14	+36
	reduced damage from explosions caused by you and your allies	+8%	+12%
	chance for explosives to drop their components	+5%	+9%

SOURCE: loot: **Clay Pot** (2.92%); chests

Blast Pants
UNCOMMON — lvl 7 — 85

		LVL 7	LVL 20
EFFECTS	max health	+22	+63
	armor	+13	+34
	reduced damage from explosions caused by you and your allies	+8%	+12%
	explosion damage	+4%	+12%

SOURCE: loot: **Clay Pot** (2.92%); chests

MOSS SET — lvl 7

3 PIECES: +1 armor per Gardening skill level

Moss Mask
UNCOMMON — lvl 7 — 7

EFFECTS: +15 max health
+9 armor
Gain 0.5 health every sec while below half max health

LVL 20: +43 max health
+23 armor
Gain 1.5 health every sec while below half max health

SOURCE: loot: **Large Stoneware Pot** (9.49%)

Moss Chestpiece
UNCOMMON — lvl 7 — 6

EFFECTS: +20 max health
+12 armor
Gain 0.5 health every sec while below half max health

LVL 20: +57 max health
+30 armor
Gain 1.5 health every sec while below half max health

SOURCE: loot: **Large Stoneware Pot** (9.49%)

Moss Leggings
UNCOMMON — lvl 7 — 7

EFFECTS: +18 max health
+12 armor
Gain 0.3 health every sec while below half max health

LVL 20: +52 max health
+30 armor
Gain 0.9 health every sec while below half max health

SOURCE: loot: **Large Stoneware Pot** (9.49%)

SENTRY SET — lvl 7

2 PIECES: +20% damage against bosses

Sentry Helm
EPIC — lvl 14 — 231

		LVL 14	LVL 20
EFFECTS	max health	+36	+51
	armor	+19	+27
	reduced damage taken from bosses	+7%	+9%

SOURCE: loot: **Core Sentry** (0.11%); chests

Stone Chestplate
UNCOMMON — lvl 7 — 96

		LVL 7	LVL 20
EFFECTS	max health	+25	+72
	armor	+12	+31
	reduced damage taken from bosses	+5%	+10%

SOURCE: loot: **Caveling Brute** (2.93%); chests

Stone Pants



UNCOMMON — lvl 7 — 76

		LVL 7	LVL 20
EFFECTS	max health	+21	+61
	armor	+16	+40
	reduced damage taken from bosses	+5%	+9%

SOURCE: loot: **Caveling Brute** (2.93%); chests

CARAPACE SET — lvl 8

2 PIECES: +23.8% damage for a short duration after mining a wall

Carapace Helm



RARE — lvl 8 — 16

		LVL 8	LVL 20
EFFECTS	max health	+17	+44
	armor	+10	+25
	explosion damage	+6%	+15%

SOURCE: loot: **The Hive Mother** (16.98%); chests

Carapace Breastplate



RARE — lvl 8 — 20

		LVL 8	LVL 20
EFFECTS	max health	+27	+68
	armor	+15	+36
	explosion damage	+9%	+21%

SOURCE: loot: **The Hive Mother** (16.98%); chests

LARVA SET — lvl 8

2 PIECES: Disguised as a larva

Larva Helm



RARE — lvl 8 — 12

		LVL 8	LVL 20
EFFECTS	max health	+20	+50
	armor	+10	+25
	mining damage	+26	+129
	movement speed	-5.2%	-5.2%

SOURCE: loot: **The Hive Mother** (23.41%); chests

Larva Chest



RARE — lvl 8 — 13

		LVL 8	LVL 20
EFFECTS	max health	+27	+68
	armor	+14	+33
	mining damage	+28	+135
	movement speed	-5.4%	-5.4%

SOURCE: loot: **Ghorm the Devourer** (22.78%); chests

HIVEBONE SET — lvl 9

3 PIECES: Immune to acid damage

Hivebone Helm



EPIC — lvl 9 — 81

		LVL 9	LVL 20
EFFECTS	max health	+20	+45
	armor	+12	+26
	melee and range attack speed	+3.6%	+7.1%
	thorns damage	+12	+26

SOURCE: loot: **The Hive Mother** (23.41%)

Hivebone Breastplate



EPIC — lvl 9 — 88

		LVL 9	LVL 20
EFFECTS	max health	+29	+65
	armor	+14	+32
	melee and range attack speed	+5.3%	+10.4%
	thorns damage	+10	+23

SOURCE: loot: **The Hive Mother** (23.41%)

Hivebone Pants



EPIC — lvl 9 — 74

		LVL 9	LVL 20
EFFECTS	max health	+26	+57
	armor	+14	+32
	melee and range attack speed	+4.8%	+9.3%
	thorns damage	+10	+22

SOURCE: loot: **The Hive Mother** (23.41%)

KING SLIME SET — lvl 9

2 PIECES: You are the king of slimes

King Slime Crown



EPIC — lvl 9 — 184

		LVL 9	LVL 20
EFFECTS	max health	+23	+52
	armor	+11	+24
	glow	+3	+5
	critical hit chance	+2%	+4%

SOURCE: loot: **King Slime** (100.0%)

Royal Gel



EPIC — lvl 9 — 24

EFFECTS: Any nearby enemies movement speed is reduced by 15.3%

LVL 20: Any nearby enemies movement speed is reduced by 31.5%

SOURCE: loot: **King Slime** (100.0%)

MOLDWEB SET — lvl 10

3 PIECES: Immune to mold infection

Moldweb Helm



UNCOMMON — lvl 10 — 140

		LVL 10	LVL 20
EFFECTS	max health	+24	+47
	armor	+13	+25
	melee attack speed	+5.2%	+8.6%

SOURCE: loot: **Large Mold Vessel** (2.81%); chests

Moldweb Breastplate



UNCOMMON — lvl 10 — 182

		LVL 10	LVL 20
EFFECTS	max health	+32	+65
	armor	+16	+32
	damage against bosses	+8%	+16%
	physical melee damage	+7.8%	+14.6%

SOURCE: loot: **Large Mold Vessel** (2.81%); chests

Moldweb Pants



UNCOMMON — lvl 10 — 159

		LVL 10	LVL 20
EFFECTS	max health	+32	+65
	armor	+17	+32
	physical melee damage	+10.4%	+19.4%

SOURCE: loot: **Large Mold Vessel** (2.81%); chests

WILDWARDEN SET — lvl 10

2 PIECES: +15% health when a pet is equipped

5 PIECES: +10% effectiveness of your pet's talent effects

Wildwarden Mask



RARE — lvl 10 — 13

		LVL 10	LVL 20
EFFECTS	max health	+25	+49
	armor	+14	+27
	attack speed for your pet	+19.3%	+38.7%

SOURCE: loot: **Thorn Wood** (0.33%); chests

Wildwarden Pauldrons



RARE — lvl 10 — 14

		LVL 10	LVL 20
EFFECTS	max health	+33	+65
	armor	+18	+34
	damage dealt by your pet	+5.1%	+10.2%

SOURCE: loot: **Azeos the Sky Titan** (8.69%); chests

Wildwarden Pants

RARE — lvl 10 — 13

		LVL 10	LVL 20
EFFECTS	max health	+31	+62
	armor	+15	+30
	critical hit damage for your pet	+19%	+33%
SOURCE	*loot: dig spots (Sea) (10.81%)*		

Wildwarden Necklace

RARE — lvl 10 — 12

		LVL 10	LVL 20
EFFECTS	armor	+5	+10
	critical hit chance	+3%	+5%
	critical hit chance for your pet	+4%	+6%
SOURCE	loot: **Clay Pot** (2.43%); chests		

Wildwarden Ring

RARE — lvl 10 — 93

		LVL 10	LVL 20
EFFECTS	damage	+8.4%	+15.8%
	damage dealt by your pet	+5.3%	+10.7%
SOURCE	*chests*		

CORRUPT WARDEN SET

lvl 10

3 PIECES — +15% minion critical hit chance

Corrupt Warden Mask

RARE — lvl 10 — 158

		LVL 10	LVL 20
EFFECTS	max health	+38	+76
	mana per second	+3.2	+6.4
	max minion count	+1	+1
	minion mana reservation cost	-25%	-43%
SOURCE	loot: **Azeos the Sky Titan** (21.82%); chests		

Corrupt Warden Tunic

RARE — lvl 10 — 201

		LVL 10	LVL 20
EFFECTS	max health	+45	+90
	max mana	+32	+64
	max minion count	+1	+1
	minion damage	+10.3%	+19.3%
SOURCE	loot: **Azeos the Sky Titan** (21.82%); chests		

Corrupt Warden Shorts

RARE — lvl 10 — 162

		LVL 10	LVL 20
EFFECTS	max health	+42	+85
	max mana	+29	+59
	max minion count	+1	+1
	minion damage	+9.6%	+18%
SOURCE	loot: **Azeos the Sky Titan** (21.82%); chests		

SCARLET SET

lvl 10

3 PIECES — Killing an enemy increases critical hit chance by 3%, stacks up to 5 times

Scarlet Helm

RARE — lvl 10 — 167

		LVL 10	LVL 20
EFFECTS	max health	+25	+51
	armor	+12	+23
	critical hit chance	+4%	+7%
RECIPE	**Scarlet Anvil**: **Scarlet Bar** ×13, **Iron Bar** ×2, **Wool** ×3		

Scarlet Breastplate

RARE — lvl 10 — 232

		LVL 10	LVL 20
EFFECTS	max health	+31	+62
	armor	+19	+36
	critical hit chance	+6%	+10%
RECIPE	**Scarlet Anvil**: **Scarlet Bar** ×18, **Iron Bar** ×3, **Wool** ×5		

Scarlet Pants

RARE — lvl 10 — 199

		LVL 10	LVL 20
EFFECTS	max health	+27	+54
	armor	+16	+32
	critical hit chance	+5%	+8%
RECIPE	**Scarlet Anvil**: **Scarlet Bar** ×16, **Iron Bar** ×4, **Wool** ×4		

HUNTER SET

lvl 10

2 PIECES — +15% critical hit chance after standing still for 3 sec

Hunter Hood

RARE — lvl 10 — 30

		LVL 10	LVL 20
EFFECTS	max health	+23	+46
	dodge chance	+4%	+7%
	physical range damage	+9%	+16.9%
SOURCE	loot: **Caveling Hunter** (1.19%); chests		

Hunter Cloak

RARE — lvl 10 — 31

		LVL 10	LVL 20
EFFECTS	max health	+36	+72
	dodge chance	+6%	+10%
	physical range damage	+11.5%	+21.6%
SOURCE	loot: **Caveling Hunter** (1.19%); chests		

LILY PAD SET

lvl 10

2 PIECES — +30% magic damage while adjacent to water

Lily Pad Hat

RARE — lvl 10 — 147

		LVL 10	LVL 20
EFFECTS	max health	+25	+51
	chance to apply poison on hit, which reduces enemy healing received by 75%	+7%	+11%
	magic barrier	+29	+58
	mana per second	+3.7	+7.4
SOURCE	*loot: Floracada (32.67%)*		

Lily Pad Tunic

RARE — lvl 10 — 177

		LVL 10	LVL 20
EFFECTS	max health	+32	+65
	chance to apply poison on hit, which reduces enemy healing received by 75%	+8%	+13%
	magic barrier	+42	+84
	max mana	+32	+63
SOURCE	*loot: Floracada (32.67%)*		

Lily Pad Shorts

RARE — lvl 10 — 164

		LVL 10	LVL 20
EFFECTS	max health	+29	+58
	chance to apply poison on hit, which reduces enemy healing received by 75%	+5%	+9%
	magic barrier	+42	+83
	of magic barrier is added as magic damage	+3%	+6%
SOURCE	*loot: Floracada (32.67%)*		

RADICAL RABBIT SET — lvl 10

3 PIECES — +7% melee and range attack speed



Radical Rabbit Ears — lvl 10
RARE — 33

EFFECTS		LVL 10	LVL 20
	max health	+23	+46
	movement speed	+3.8%	+5.9%
	dodge chance	+4%	+7%

SOURCE — crafting: Fiber ×30



Radical Rabbit Headband — lvl 10
RARE — 36

EFFECTS		LVL 10	LVL 20
	max health	+23	+47
	movement speed	+3.8%	+5.8%
	dodge chance	+4%	+7%

SOURCE — crafting: Fiber ×30



Eostre Necklace — lvl 10
RARE — 55

EFFECTS		LVL 10	LVL 20
	larger harvests	+10.3%	+20.1%
	movement speed	+4.9%	+7.6%



Ostara Ring — lvl 10
RARE — 62

EFFECTS		LVL 10	LVL 20
	dodge chance	+5%	+9%
	health every sec	+0.9	+1.9

IVY'S SET — lvl 11

2 PIECES — +25% critical hit chance for a short duration after successfully applying poison



Ivy's Thorn Harness — lvl 11
EPIC — 229

EFFECTS		LVL 11	LVL 20
	max health	+53	+97
	critical hit damage	+31%	+50%

SOURCE — loot: Ivy the Poisonous Mass (21.79%)



Ivy's Pants — lvl 11
EPIC — 169

EFFECTS		LVL 11	LVL 20
	max health	+49	+89
	critical hit damage	+31%	+49%

SOURCE — loot: Ivy the Poisonous Mass (21.79%)



Ivy's Ring — lvl 10
RARE — 90

EFFECTS		LVL 10	LVL 20
	range attack speed	+5.4%	+9%

SOURCE — loot: Ivy the Poisonous Mass (31.19%); loot: Purple Slime (0.78%); chests

OCTARINE SET — lvl 12

3 PIECES — Attack speed is increased by 0.2% for every percentage of missing health



Octarine Helm — lvl 12
RARE — 322

EFFECTS		LVL 12	LVL 20
	max health	+29	+48
	armor	+15	+24
	mining speed	+6%	+8.8%

RECIPE — Octarine Anvil: Octarine Bar ×20, Scarlet Bar ×6, Gold Bar ×5



Octarine Breastplate — lvl 12
RARE — 282

EFFECTS		LVL 12	LVL 20
	max health	+37	+61
	armor	+22	+35
	melee attack speed	+7.5%	+11%

RECIPE — Octarine Anvil: Octarine Bar ×25



Octarine Pants — lvl 12
RARE — 383

EFFECTS		LVL 12	LVL 20
	max health	+32	+54
	armor	+18	+30
	range attack speed	+6.4%	+9.3%

RECIPE — Octarine Anvil: Octarine Bar ×22, Scarlet Bar ×7, Gold Bar ×6

SLIME SET — lvl 12

2 PIECES — Immune to slippery movement
3 PIECES — Melee attackers become slippery when attacking you



Slime Helm — lvl 12
RARE — 186

EFFECTS		LVL 12	LVL 20
	max health	+29	+49
	armor	+16	+26
	melee attack speed	+5.5%	+8%

SOURCE — loot: Morpha the Aquatic Mass (22.62%)



Slime Armor — lvl 12
RARE — 244

EFFECTS		LVL 12	LVL 20
	max health	+37	+61
	armor	+22	+37
	physical melee damage	+16%	+25.5%

SOURCE — loot: Morpha the Aquatic Mass (22.62%); chests



Morpha's Ring — lvl 13
EPIC — 81

EFFECTS		LVL 13	LVL 20
	critical hit damage	+36%	+51%

SOURCE — loot: Morpha the Aquatic Mass (22.62%)

DREAMER SET — lvl 12

3 PIECES — Gain 2% range damage every time an enemy is shot, stacks up to 10 times



Dreamer Headband — lvl 12
RARE — 151

EFFECTS		LVL 12	LVL 20
	max health	+27	+46
	armor	+14	+24
	range attack speed	+5.9%	+8.7%

SOURCE — loot: Morpha the Aquatic Mass (13.7%); chests



Dreamer Vest — lvl 12
RARE — 214

EFFECTS		LVL 12	LVL 20
	max health	+40	+67
	armor	+23	+37
	range damage	+13.3%	+21.3%

SOURCE — loot: Morpha the Aquatic Mass (13.7%); chests



Dreamer Shalvar — lvl 12
RARE — 194

EFFECTS		LVL 12	LVL 20
	max health	+37	+61
	armor	+19	+31
	critical hit chance	+5%	+8%

SOURCE — loot: Morpha the Aquatic Mass (13.7%); chests

BOMB SCARAB SET

lvl 13

3 PIECES — +11.3% movement speed



Bomb Scarab Visor

UNCOMMON — lvl 13 — 382

EFFECTS	LVL 13	LVL 20
max health	+34	+52
armor	+16	+25
explosion radius	+10%	+14%
explosion damage	+7%	+11%

SOURCE: loot: **Gold Scarab** (1.29%)



Bomb Scarab Harness

UNCOMMON — lvl 13 — 400

EFFECTS	LVL 13	LVL 20
max health	+46	+71
armor	+21	+33
explosion radius	+14%	+19%
explosion damage	+10%	+16%

SOURCE: loot: **Gold Scarab** (1.29%)



Bomb Scarab Legs

UNCOMMON — lvl 13 — 400

EFFECTS	LVL 13	LVL 20
max health	+41	+64
armor	+19	+29
explosion radius	+13%	+18%
explosion damage	+9%	+14%

SOURCE: loot: **Gold Scarab** (1.29%)

SCHOLAR'S SET

lvl 13

2 PIECES — +23.7% minion damage



Scholar's Hood

RARE — lvl 13 — 205

EFFECTS	LVL 13	LVL 20
max health	+32	+49
magic barrier	+44	+67
max minion count	+1	+1
minion attack speed	+21.1%	+32.4%

SOURCE: loot: **Caveling Scholar** (1.93%)



Scholar's Cloak

RARE — lvl 13 — 254

EFFECTS	LVL 13	LVL 20
max health	+46	+70
magic barrier	+60	+92
max mana	+40	+62
max minion count	+1	+1

SOURCE: loot: **Caveling Scholar** (1.93%)

SORCERER SET

lvl 13

3 PIECES — Up to 26% magic damage based on your remaining mana



Sorcerer Hood

RARE — lvl 13 — 195

EFFECTS	LVL 13	LVL 20
max health	+46	+71
magic barrier	+60	+93
max mana	+44	+67
magic damage	+15.5%	+23.1%

SOURCE: loot: **Morpha the Aquatic Mass** (22.62%); chests



Sorcerer Robe

RARE — lvl 13 — 212

EFFECTS	LVL 13	LVL 20
max health	+40	+61
magic barrier	+61	+93
max mana	+44	+68
magic damage	+13.9%	+20.6%

SOURCE: loot: **Morpha the Aquatic Mass** (22.62%); chests



Sorcerer Pants

RARE — lvl 13 — 223

EFFECTS	LVL 13	LVL 20
max health	+39	+60
magic barrier	+58	+89
max mana	+43	+66
magic damage	+15.6%	+23.2%

SOURCE: loot: **Morpha the Aquatic Mass** (22.62%); chests

OMOROTH'S SET

lvl 13

3 PIECES — +23.1% armor while adjacent to water



Omoroth's Helm

EPIC — lvl 13 — 405

EFFECTS	LVL 13	LVL 20
max health	+34	+52
armor	+17	+26
damage	+5.5%	+8.2%
melee and range attack speed	+4.7%	+6.9%

SOURCE: loot: **Omoroth the Sea Titan** (29.57%)



Omoroth's Chestplate

EPIC — lvl 13 — 432

EFFECTS	LVL 13	LVL 20
max health	+41	+63
armor	+20	+31
damage	+7.1%	+10.6%
melee and range attack speed	+6.2%	+9%

SOURCE: loot: **Omoroth the Sea Titan** (29.57%)



Omoroth's Leg Armor

EPIC — lvl 13 — 397

EFFECTS	LVL 13	LVL 20
max health	+37	+56
armor	+19	+30
damage	+6.5%	+9.7%
melee and range attack speed	+5.8%	+8.4%

SOURCE: loot: **Omoroth the Sea Titan** (29.57%)

GALAXITE SET

lvl 14

3 PIECES — +12.7% damage while at max health



Galaxite Helm

RARE — lvl 14 — 413

EFFECTS	LVL 14	LVL 20
max health	+34	+49
armor	+18	+26
critical hit damage	+14%	+19%

RECIPE: **Galaxite Anvil:** **Galaxite Bar** ×26, **Octarine Bar** ×8, **Strolly Poly Plate** ×3



Galaxite Torso

RARE — lvl 14 — 452

EFFECTS	LVL 14	LVL 20
max health	+42	+61
armor	+26	+37
critical hit damage	+19%	+25%

RECIPE: **Galaxite Anvil:** **Galaxite Bar** ×30, **Octarine Bar** ×12, **Strolly Poly Plate** ×5



Galaxite Pants

RARE — lvl 14 — 399

EFFECTS	LVL 14	LVL 20
max health	+43	+62
armor	+20	+28
critical hit damage	+19%	+25%

RECIPE: **Galaxite Anvil:** **Galaxite Bar** ×28, **Octarine Bar** ×10, **Strolly Poly Plate** ×4

ASSASSIN SET — lvl 14

2 PIECES — +26.6% melee and range attack speed for a short duration after dodging



Assassin Hood — lvl 14

RARE — 90

EFFECTS	LVL 14	LVL 20
max health	+36	+51
armor	+13	+18
physical melee damage	+8.1%	+11.2%
dodge chance	+4%	+5%

SOURCE: loot: **Caveling Assassin** (0.93%); chests



Assassin Cloak — lvl 14

RARE — 105

EFFECTS	LVL 14	LVL 20
max health	+49	+70
armor	+18	+26
melee attack speed	+9.2%	+12.1%
dodge chance	+5%	+6%

SOURCE: loot: **Caveling Assassin** (0.93%); chests

TASSEL SET — lvl 14

3 PIECES — +15% chance on hit to kill any target that has lower health than you



Tassel Earrings — lvl 14

RARE — 143

EFFECTS	LVL 14	LVL 20
max health	+30	+43
physical range damage	+7.6%	+10.5%
movement speed	+3.2%	+4.1%
critical hit damage	+10%	+14%

SOURCE: loot: **Large Oasis Flower Vessel** (1.97%); chests



Tassel Top — lvl 14

RARE — 223

EFFECTS	LVL 14	LVL 20
max health	+50	+72
range attack speed	+7.9%	+10.4%
movement speed	+4%	+5.2%
critical hit chance	+5%	+7%

SOURCE: loot: **Large Oasis Flower Vessel** (1.97%); chests



Tassel Skirt — lvl 14

RARE — 197

EFFECTS	LVL 14	LVL 20
max health	+42	+60
range attack speed	+7.1%	+9.3%
movement speed	+3.5%	+4.4%
dodge chance	+5%	+6%

SOURCE: loot: **Large Oasis Flower Vessel** (1.97%); chests

PAJAMA SET — lvl 14

2 PIECES — +50% increased mana regeneration after 2 sec of sleep

3 PIECES — You enter cancelable sleep from standing still for 3 sec



Pajama Cap — lvl 14

RARE — 12

EFFECTS	LVL 14	LVL 20
max health	+37	+52
max mana	+34	+49
increased healing received from sleep	69%	93%

SOURCE: loot: **Caveling Mummy** (2.76%); chests



Pajama Shirt — lvl 14

RARE — 15

EFFECTS	LVL 14	LVL 20
max health	+50	+72
max mana	+43	+62
magic damage	+28.9%	+40.2%

SOURCE: loot: **Caveling Mummy** (2.76%); chests



Pajama Pants — lvl 14

RARE — 14

EFFECTS	LVL 14	LVL 20
max health	+41	+59
max mana	+39	+56
magic damage	+30.2%	+42%

SOURCE: loot: **Caveling Mummy** (2.76%); chests

SCARAB SET — lvl 15

3 PIECES — Your thorns damage is added to your melee and range damage



Scarab Visor — lvl 15

EPIC — 537

EFFECTS	LVL 15	LVL 20
max health	+34	+45
armor	+20	+26
thorns damage	+25	+33

SOURCE: loot: **Ra-Akar the Sand Titan** (36.21%)



Scarab Harness — lvl 15

EPIC — 658

EFFECTS	LVL 15	LVL 20
max health	+52	+69
armor	+28	+36
thorns damage	+31	+42

SOURCE: loot: **Ra-Akar the Sand Titan** (36.21%)



Scarab Legs — lvl 15

EPIC — 599

EFFECTS	LVL 15	LVL 20
max health	+42	+56
armor	+23	+30
thorns damage	+30	+39

SOURCE: loot: **Ra-Akar the Sand Titan** (36.21%)



Ra-Akar's Necklace — lvl 15

EPIC — 117

EFFECTS	LVL 15	LVL 20
max health	+24	+32
armor	+11	+14
thorns damage	+15	+20

SOURCE: loot: **Ra-Akar the Sand Titan** (36.21%)

MINER'S SET — lvl 15

3 PIECES — +16% movement speed boost for a short duration after mining a wall

5 PIECES — +8% of mining damage added as melee damage



Miner's Protective Helm — lvl 16

EPIC — 553

EFFECTS	LVL 16	LVL 20
max health	+40	+50
armor	+20	+25
mining damage	+14%	+18%
glow	+4	+4

SOURCE: *loot: dig spots (Quarry) (4.72%); chests*



Miner's Labor Suit — lvl 15

RARE — 56

EFFECTS	LVL 15	LVL 20
max health	+46	+62
mining damage	+18%	+24%
mining speed	+7.9%	+9.9%

SOURCE: *loot: dig spots (Quarry) (4.72%); chests*



Miner's Worker Pants — lvl 15

RARE — 45

EFFECTS	LVL 15	LVL 20
max health	+49	+65
mining damage	+78	+131
mining speed	+8%	+10%

SOURCE: *loot: dig spots (Quarry) (4.72%); chests*



Black Necklace
lvl 14
UNCOMMON
111

		LVL 14	LVL 20
EFFECTS	mining damage	+62	+118
	mining speed	+4%	+5.3%
SOURCE	*loot: dig spots (Quarry) (4.72%); chests*		



Black Ring
lvl 15
RARE
76

		LVL 15	LVL 20
EFFECTS	armor	+8	+10
	mining damage	+49	+82
	mining speed	+2.5%	+3.1%
SOURCE	*loot: dig spots (Quarry) (4.72%); chests*		

SOLARITE SET
lvl 16

3 PIECES — +23.6% damage while at max health



Solarite Barbute
lvl 16
RARE
432

		LVL 16	LVL 20
EFFECTS	max health	+36	+45
	armor	+20	+25
	critical hit damage	+14%	+17%
	health on melee hit	+4	+5
RECIPE	**Solarite Anvil**: **Solarite Bar** ×32, **Gold Bar** ×10, **Strolly Poly Plate** ×5		



Solarite Cuirass
lvl 16
RARE
517

		LVL 16	LVL 20
EFFECTS	max health	+52	+65
	armor	+26	+32
	melee and range attack speed	+7.8%	+9.4%
	health on melee hit	+6	+7
RECIPE	**Solarite Anvil**: **Solarite Bar** ×35, **Gold Bar** ×12, **Strolly Poly Plate** ×7		



Solarite Tassets
lvl 16
RARE
531

		LVL 16	LVL 20
EFFECTS	max health	+51	+64
	armor	+27	+33
	critical hit chance	+7%	+9%
	health on melee hit	+5	+7
RECIPE	**Solarite Anvil**: **Solarite Bar** ×33, **Gold Bar** ×11, **Strolly Poly Plate** ×6		

COSMOS SET
lvl 16

2 PIECES — Immune to burning



Cosmos Visor Helm
lvl 16
RARE
345

		LVL 16	LVL 20
EFFECTS	max health	+40	+50
	armor	+25	+31
	damage	+9.5%	+11.7%
	mining damage	+60	+90
SOURCE	loot: **Large Alien Tech Destructible** (4.06%); chests		



Cosmos Torso
lvl 16
RARE
358

		LVL 16	LVL 20
EFFECTS	max health	+54	+68
	armor	+34	+43
	damage	+9.9%	+12.1%
	mining damage	+71	+106
SOURCE	loot: **Large Alien Tech Destructible** (4.06%); chests		



Cosmos Legwear
lvl 16
RARE
327

		LVL 16	LVL 20
EFFECTS	max health	+49	+62
	armor	+28	+35
	damage	+10.1%	+12.4%
	mining damage	+63	+94
SOURCE	loot: **Large Alien Tech Destructible** (4.06%); chests		

HAZMAT SET
lvl 16

3 PIECES — Immune to radioactive damage



Hazmat Helm
lvl 16
RARE
344

		LVL 16	LVL 20
EFFECTS	max health	+40	+49
	armor	+21	+26
	physical melee damage	+13.7%	+16.8%
SOURCE	merchant **Brave Merchant**: 3,440 coins		



Hazmat Suit Jacket
lvl 16
RARE
387

		LVL 16	LVL 20
EFFECTS	max health	+56	+69
	armor	+25	+32
	physical melee damage	+17.6%	+21.7%
SOURCE	merchant **Brave Merchant**: 3,870 coins		



Hazmat Suit Pants
lvl 16
RARE
364

		LVL 16	LVL 20
EFFECTS	max health	+44	+55
	armor	+26	+32
	physical melee damage	+18.9%	+23.2%
SOURCE	merchant **Brave Merchant**: 3,640 coins		

GODSENT KING SET
lvl 16

3 PIECES — +85% longer dash duration



Godsent King Mask
lvl 16
EPIC
619

		LVL 16	LVL 20
EFFECTS	max health	+38	+47
	armor	+19	+24
	damage	+8.4%	+10.4%
	additional chance to trigger Ra-Akar's soul power	+4%	+5%
SOURCE	*sealed chest in the temple of the Titans (Desert of Beginnings)*		



Godsent King Breast Armor
lvl 16
EPIC
750

		LVL 16	LVL 20
EFFECTS	max health	+50	+63
	armor	+27	+34
	damage	+9.6%	+11.8%
	additional chance to trigger Azeos' soul power	+6%	+7%
SOURCE	*sealed chest in the temple of the Titans (Desert of Beginnings)*		



Godsent King Pants Armor
lvl 16
EPIC
527

		LVL 16	LVL 20
EFFECTS	max health	+46	+58
	armor	+23	+29
	damage	+9%	+11%
	additional chance to trigger Omoroth's soul power	+3%	+4%
SOURCE	*sealed chest in the temple of the Titans (Desert of Beginnings)*		

MAGMA SET — lvl 16

3 PIECES — Immune to burning



Magma Horn Armor — lvl 16
EPIC — 435

	LVL 16	LVL 20
max health	+36	+46
armor	+25	+31
burn damage applied on hit	+25	+30

SOURCE: loot: **Igneous the Molten Mass** (34.16%)



Magma Torso Armor — lvl 16
EPIC — 496

	LVL 16	LVL 20
max health	+52	+65
armor	+36	+44
burn damage applied on hit	+33	+40

SOURCE: loot: **Igneous the Molten Mass** (34.16%)



Magma Shin Armor — lvl 16
EPIC — 460

	LVL 16	LVL 20
max health	+47	+59
armor	+33	+41
burn damage applied on hit	+32	+38

SOURCE: loot: **Igneous the Molten Mass** (34.16%)



Scorching Aegis — lvl 16
EPIC — 298

EFFECTS: +23 max health
+25 armor
Deals 48 damage to all nearby enemies when blocking with the shield
Use: shield, reduces damage taken by 70%

LVL 20: +29 max health
+31 armor
Deals 59 damage to all nearby enemies when blocking with the shield
Use: shield, reduces damage taken by 70%

SOURCE: loot: **Igneous the Molten Mass** (34.16%)

GRIM SET — lvl 16

3 PIECES — Minion damage is increased by 48% of your magic damage increase



Grim Hood — lvl 16
EPIC — 232

	LVL 16	LVL 20
max health	+42	+53
magic barrier	+27	+33
magic damage	+6.8%	+8.4%
max minion count	+2	+2
minion damage	+6%	+7.3%

SOURCE: loot: **Igneous the Molten Mass** (18.15%); chests



Grim Breastplate — lvl 16
EPIC — 304

	LVL 16	LVL 20
max health	+54	+68
magic barrier	+41	+51
max mana	+50	+62
max minion count	+1	+1
minion mana reservation cost	-21%	-25%

SOURCE: loot: **Igneous the Molten Mass** (18.15%); chests



Grim Legwear — lvl 16
EPIC — 270

	LVL 16	LVL 20
max health	+47	+58
magic barrier	+35	+44
mana per second	+6.1	+7.6
max minion count	+1	+1
minion damage	+11.4%	+14%

SOURCE: loot: **Igneous the Molten Mass** (18.15%); chests

INVENTOR SET — lvl 17

3 PIECES — Your explosions apply oil on the ground (once)



Inventor Goggles — lvl 17
UNCOMMON — 159

	LVL 17	LVL 20
max health	+43	+50
armor	+20	+24
chance to not consume explosive items on use	+15%	+18%

SOURCE: loot: **Geobot Miner** (1.88%); chests



Inventor Apron — lvl 17
UNCOMMON — 235

	LVL 17	LVL 20
max health	+56	+65
armor	+27	+32
explosion damage	+19%	+23%

SOURCE: loot: **Geobot Miner** (1.88%); chests



Inventor Leggings — lvl 17
UNCOMMON — 217

	LVL 17	LVL 20
max health	+52	+62
armor	+28	+33
dodge chance	+8%	+9%

SOURCE: loot: **Geobot Miner** (1.88%); chests

PANDORIUM SET — lvl 17

3 PIECES — +80% melee damage while not having taken any direct damage for a while

3 PIECES — +14.3% movement speed



Pandorium Helm — lvl 17
RARE — 374

	LVL 17	LVL 20
max health	+46	+54
dodge chance	+8%	+9%

RECIPE: **Rift Statue**: **Pandorium Bar** ×20, **Solarite Bar** ×8, **Cytoplasm** ×10



Pandorium Chestplate and Bracers — lvl 17
RARE — 495

	LVL 17	LVL 20
max health	+51	+60
dodge chance	+10%	+12%

RECIPE: **Rift Statue**: **Pandorium Bar** ×30, **Solarite Bar** ×10, **Cytoplasm** ×10



Pandorium Pants — lvl 17
RARE — 393

	LVL 17	LVL 20
max health	+48	+57
movement speed	+13.6%	+15.2%

RECIPE: **Rift Statue**: **Pandorium Bar** ×25, **Solarite Bar** ×8, **Cytoplasm** ×8

HYDRA BONE SET — lvl 17

2 PIECES — +20% chance on melee hit to increase range damage by 30%



Hydra Bone Helm — lvl 17
EPIC — 345

	LVL 17	LVL 20
max health	+38	+44
armor	+20	+24
chance to stun targets on melee hit	+4%	+4%
critical hit chance	+5%	+6%

SOURCE: loot: **Pyrdra the Fire Titan** (44.92%)

Hydra Bone Breastplate



EPIC — lvl 17 — 353

		LVL 17	LVL 20
EFFECTS	max health	+59	+69
	armor	+26	+31
	chance to stun targets on melee hit	+4%	+4%
	physical melee damage	+12.2%	+14.1%
SOURCE	loot: **Crydra the Ice Titan** (45.06%)		

Hydra Bone Shins



EPIC — lvl 17 — 309

		LVL 17	LVL 20
EFFECTS	max health	+56	+66
	armor	+25	+30
	chance to stun targets on melee hit	+4%	+4%
	melee and range attack speed	+7.2%	+8.3%
SOURCE	loot: **Druidra the Wild Titan** (45.18%)		

CORE COMMANDER SET — lvl 17

2 PIECES +25% damage dealt by you and all nearby allies

3 PIECES All nearby enemies take 67 radioactive damage every other sec

Core Commander Helm



EPIC — lvl 17 — 309

		LVL 17	LVL 20
EFFECTS	max health	+44	+52
	armor	+21	+25
	melee and range attack speed	+7.1%	+8.2%
	damage	+6.3%	+7.4%
	critical hit chance	+4%	+4%
SOURCE	loot: **Core Commander** (42.18%)		

Core Commander Brigandine



EPIC — lvl 17 — 352

		LVL 17	LVL 20
EFFECTS	max health	+56	+66
	armor	+30	+35
	melee and range attack speed	+9.1%	+10.5%
	damage	+6.6%	+7.6%
	critical hit damage	+10%	+11%
SOURCE	loot: **Core Commander** (42.18%)		

Core Commander Greaves



EPIC — lvl 17 — 368

		LVL 17	LVL 20
EFFECTS	max health	+49	+58
	armor	+24	+29
	melee and range attack speed	+7.8%	+9%
	critical hit damage	+10%	+12%
	critical hit chance	+4%	+4%
SOURCE	loot: **Core Commander** (42.18%)		

ARCANE MONK SET — lvl 17

3 PIECES +30% mana regeneration while casting

Arcane Monk Blindfold



EPIC — lvl 17 — 257

		LVL 17	LVL 20
EFFECTS	max health	+57	+67
	dodge chance	+5%	+6%
	max mana	+56	+66
	magic damage	+11.1%	+12.9%
	critical hit damage	+13%	+15%
SOURCE	loot: **Druidra the Wild Titan** (15.22%); chests		

Arcane Monk Cloak



EPIC — lvl 17 — 324

		LVL 17	LVL 20
EFFECTS	max health	+55	+65
	dodge chance	+6%	+6%
	max mana	+54	+64
	magic damage	+13.3%	+15.5%
	critical hit damage	+16%	+19%
SOURCE	loot: **Druidra the Wild Titan** (15.22%); chests		

Arcane Monk Leggings



EPIC — lvl 17 — 267

		LVL 17	LVL 20
EFFECTS	max health	+53	+63
	dodge chance	+5%	+6%
	mana per second	+7	+8.2
	magic damage	+11.2%	+13%
	critical hit chance	+5%	+6%
SOURCE	loot: **Druidra the Wild Titan** (15.22%); chests		

VOID-FUSED SET — lvl 18

3 PIECES Stores 300% of damage taken up to 800 damage, then deals the stored damage to all nearby enemies after 2 sec

Void-Fused Helmet



RARE — lvl 18 — 341

		LVL 18	LVL 20
EFFECTS	max health	+40	+44
	armor	+23	+25
	physical melee damage	+21.7%	+23.9%
RECIPE	**Relucite Smithing Table**: **Relucite Bar** ×20, **Pandorium Bar** ×8, **Corrupted Alloy** ×10		

Void-Fused Chestpiece



RARE — lvl 18 — 534

		LVL 18	LVL 20
EFFECTS	max health	+60	+67
	armor	+29	+32
	physical melee damage	+23.3%	+25.7%
RECIPE	**Relucite Smithing Table**: **Relucite Bar** ×30, **Pandorium Bar** ×10, **Corrupted Alloy** ×10		

Void-Fused Leggings



RARE — lvl 18 — 405

		LVL 18	LVL 20
EFFECTS	max health	+58	+64
	armor	+27	+30
	physical melee damage	+19.7%	+21.8%
RECIPE	**Relucite Smithing Table**: **Relucite Bar** ×25, **Pandorium Bar** ×8, **Corrupted Alloy** ×8		

DESERT GUARDIAN SET — lvl 18

2 PIECES +25% minion damage

3 PIECES When your minions despawn, they explode for 500% of their attack damage

Desert Guardian Mask



EPIC — lvl 18 — 382

		LVL 18	LVL 20
EFFECTS	max health	+43	+48
	armor	+22	+24
	max minion count	+1	+1
	minion attack speed	+23.1%	+25.6%
	minion mana reservation cost	-18%	-19%
SOURCE	loot: **Nimruza, Queen of the Burrowed Sands** (47.93%); chests		



Desert Guardian Tunic

lvl 18

EPIC

475

		LVL 18	LVL 20
EFFECTS	max health	+56	+62
	armor	+28	+31
	max minion count	+1	+1
SOURCE	loot: **Nimruza, Queen of the Burrowed Sands** (47.93%); chests		



Desert Guardian Pants

lvl 18

EPIC

414

		LVL 18	LVL 20
EFFECTS	max health	+55	+61
	armor	+29	+32
	max minion count	+1	+1
	minion critical hit chance	+6%	+6%
SOURCE	loot: **Nimruza, Queen of the Burrowed Sands** (38.2%); chests		

SULFOSSIL SET

lvl 18

2 PIECES +25% explosion damage

3 PIECES Deals 74 damage to all nearby enemies when taking damage



Sulfossil Helmet

lvl 18

EPIC

322

		LVL 18	LVL 20
EFFECTS	max health	+42	+46
	armor	+22	+25
	explosion damage	+13%	+14%
SOURCE	loot: **Urschleim** (56.37%)		



Sulfossil Cuirass

lvl 18

EPIC

626

		LVL 18	LVL 20
EFFECTS	max health	+57	+63
	armor	+31	+34
	explosion damage	+18%	+20%
SOURCE	loot: **Urschleim** (56.37%)		



Sulfossil Boots

lvl 18

EPIC

379

		LVL 18	LVL 20
EFFECTS	max health	+54	+60
	armor	+31	+34
	explosion radius	+25%	+27%
SOURCE	loot: **Urschleim** (56.37%)		

WELDER SET

lvl 19

2 PIECES +80 burn damage applied on hit while you are burning

3 PIECES +100% increased damage while you are burning



Welder Helmet

lvl 19

EPIC

264

		LVL 19	LVL 20
EFFECTS	max health	+48	+51
	armor	+26	+27
	damage against burning targets	+6%	+7%
	melee and range attack speed	+6.2%	+6.5%
SOURCE	loot: **S.A.H.A.B.A.R.** (59.63%)		



Welder Chestplate

lvl 19

EPIC

304

		LVL 19	LVL 20
EFFECTS	max health	+58	+62
	armor	+36	+37
	damage against burning targets	+9%	+10%
	critical hit chance	+6%	+6%
SOURCE	loot: **S.A.H.A.B.A.R.** (59.63%)		



Welder Leggings

lvl 19

EPIC

287

		LVL 19	LVL 20
EFFECTS	max health	+60	+64
	armor	+31	+32
	damage against burning targets	+8%	+8%
	critical hit damage against burning targets	+12%	+13%
SOURCE	loot: **S.A.H.A.B.A.R.** (59.63%)		

SHADOW SET

lvl 19

2 PIECES +31.3% damage dealt by you and all nearby allies



Shadow Helmet

lvl 19

EPIC

274

		LVL 19	LVL 20
EFFECTS	max health	+42	+44
	armor	+25	+26
	critical hit chance	+4%	+4%
	critical hit damage	+11%	+12%
SOURCE	loot: **Oblidra the Void Lord** (58.82%)		



Shadow Chestplate

lvl 19

EPIC

335

		LVL 19	LVL 20
EFFECTS	max health	+67	+70
	armor	+36	+37
	damage	+11.9%	+12.5%
	melee and range attack speed	+9.5%	+10%
SOURCE	loot: **Oblidra the Void Lord** (58.82%)		



Shadow Leggings

lvl 19

EPIC

272

		LVL 19	LVL 20
EFFECTS	max health	+56	+59
	armor	+31	+32
	movement speed	+4.8%	+5%
	dodge chance	+6%	+6%
SOURCE	loot: **Oblidra the Void Lord** (58.82%)		

SINGLE PIECES

HELMETS



Blue Party Hat — 6
COMMON

RECIPE — Seasonal Merchant: Fiber ×5



Chef's Hat — 5
COMMON

RECIPE — Loom: Wool ×4



Chicken Hat — 72
COMMON

RECIPE — Easter Workbench: Brown Easter Egg ×3, Rose Easter Egg ×3, Gray Easter Egg ×3, Green Easter Egg ×3



Eggcellent Hat — 80
COMMON

RECIPE — Easter Workbench: Brown Easter Egg ×3, Rose Easter Egg ×3, Gray Easter Egg ×3, Green Easter Egg ×3



Explorer's Hat — 5
COMMON

RECIPE — Loom: Wool ×4



Flower Crown — 8
COMMON

RECIPE — Loom: Fiber ×7, Wood ×3



Green Party Hat — 6
COMMON

RECIPE — Seasonal Merchant: Fiber ×5



Make-A-Wish Hat — 9
EPIC



Purple Party Hat — 6
COMMON

RECIPE — Seasonal Merchant: Fiber ×5



Red Party Hat — 7
COMMON

RECIPE — Seasonal Merchant: Fiber ×5



The Mad Hat — 7
UNCOMMON



Top Hat — 5
COMMON

RECIPE — Loom: Wool ×4



Peasant Hat — lvl 1 — 5
COMMON

EFFECTS		LVL 1	LVL 20
	armor	+2	+25
	dodge chance	+2%	+7%

SOURCE — loot: dig spots (2.31%)



Dragon Mask — lvl 2 — 11
COMMON

RECIPE — Seasonal Merchant: Lucky Coin ×10



Wood Helm — lvl 2 — 1
COMMON

EFFECTS		LVL 2	LVL 20
	max health	+5	+49
	armor	+3	+24

RECIPE — Basic Workbench: Wood ×4



Adventurer's Hat — lvl 3 — 8
RARE

EFFECTS		LVL 3	LVL 20
	max health	+7	+47
	armor	+5	+27
	damage	+3.9%	+19.4%
	mining damage	+8	+154
	fishing	+10	+70
	movement speed	+3%	+7.6%

SOURCE — loot: dig spots (2.31%)



Bandana — lvl 3 — 8
UNCOMMON

SOURCE — loot: Large Temple Crate (3.2%)



Copper Helm — lvl 3 — 9
UNCOMMON

EFFECTS		LVL 3	LVL 20
	max health	+8	+50
	armor	+4	+23

RECIPE — Copper Anvil: Copper Bar ×6



Festive Hat — lvl 3 — 12
UNCOMMON

EFFECTS		LVL 3	LVL 20
	max health	+8	+51
	armor	+5	+25
	health every sec	+0.2	+1.5

SOURCE — loot: Shrooman Brute (2.0%)



Scarf — lvl 3 — 8
UNCOMMON

SOURCE — loot: Large Temple Crate (3.2%)



Shrooman Cap — lvl 3 — 8
UNCOMMON

EFFECTS		LVL 3	LVL 20
	max health	+7	+45
	armor	+5	+27
	health every sec	+0.1	+0.9
	food when eating plants or cooked food made out of plants	+2%	+14%

SOURCE — loot: Shrooman Brute (10.33%)



Snowman Hat — lvl 3 — 12
UNCOMMON

EFFECTS		LVL 3	LVL 20
	max health	+7	+45
	armor	+12	+60

SOURCE — loot: Electro-Pest (2.0%)



Bronze Helm — lvl 5 — 12
UNCOMMON

EFFECTS		LVL 5	LVL 20
	max health	+12	+50
	armor	+6	+23
	mining damage	+5%	+17%

RECIPE — Tin Anvil: Tin Bar ×4, Copper Bar ×4, Fiber ×3



Caveling Hood — lvl 7 — 14
UNCOMMON

EFFECTS		LVL 7	LVL 20
	max health	+15	+43
	dodge chance	+3%	+6%
	physical melee damage	+7.2%	+18.3%

SOURCE — loot: Caveling Brute (2.93%)



Makeshift Goggles — lvl 7 — 100
UNCOMMON

EFFECTS		LVL 7	LVL 20
	max health	+18	+50
	green glow	+4	+8

SOURCE — loot: Office Crate (8.22%)



Spooky Blanket Hood — lvl 7 — 14
UNCOMMON

EFFECTS		LVL 7	LVL 20
	dodge chance	+4%	+9%
	movement speed	+3.8%	+7.1%

SOURCE — loot: Caveling (2.0%)

Frankenbrute Head

RARE

lvl 8
28

		LVL 8	LVL 20
EFFECTS	max health	+24	+61
	armor	+14	+33
	chance to knockback on melee hit	+9%	+14%

SOURCE loot: **Caveling Brute** (3.0%)

Gingerbread Hood

RARE

lvl 8
20

		LVL 8	LVL 20
EFFECTS	max health	+19	+48
	armor	+11	+25
	melee and range attack speed	+3%	+6.5%

SOURCE loot: **Caveling** (1.0%)

Gingerbreadman Head

RARE

lvl 8
19

		LVL 8	LVL 20
EFFECTS	max health	+21	+53
	armor	+10	+23
	less food drained when running	+4%	+9%

SOURCE loot: **Caveling Shaman** (1.0%)

Pumpkin Head

RARE

lvl 8
30

		LVL 8	LVL 20
EFFECTS	max health	+24	+60
	armor	+13	+31
	glow	+2	+5

SOURCE loot: **Caveling Shaman** (3.0%)

Farmer's Hat

UNCOMMON

lvl 9
16

		LVL 9	LVL 20
EFFECTS	max health	+20	+45
	more healing from health over time regeneration	+7%	+14%
	larger harvests	+10.1%	+21.8%

SOURCE loot: **Caveling Gardener** (1.19%); chests

Shaman Skull

EPIC

lvl 9
64

		LVL 9	LVL 20
EFFECTS	max health	+23	+52
	armor	+10	+23
	burn damage applied on hit	+11	+21
	chance on hit to consume target's burning effect and deal the total burning damage immediately	+6%	+13%

SOURCE loot: **Malugaz the Corrupted** (16.74%)

Mercenary Headband

RARE

lvl 10
17

		LVL 10	LVL 20
EFFECTS	max health	+13	+25
	movement speed	+6.1%	+9.5%
	dodge chance	+5%	+8%
	damage	+5.9%	+11%

SOURCE loot: dig spots (Wilderness) (3.64%)

Sunglasses

COMMON

lvl 10
27

		LVL 10	LVL 20
EFFECTS	dodge chance	+7%	+11%

SOURCE chests

Plague Mask

EPIC

lvl 12
80

		LVL 12	LVL 20
EFFECTS	max health	+26	+44
	armor	+16	+26
	damage	+6.6%	+10.5%
	chance to restore a bit of health instead of dying when taking lethal damage	+4%	+7%

SOURCE loot: **Infected Caveling** (0.43%)

Paladin Mask

UNCOMMON

lvl 13
317

		LVL 13	LVL 20
EFFECTS	armor	+22	+34
	dodge chance	+4%	+6%
	critical hit chance	+5%	+7%

SOURCE loot: **Large Temple Crate** (0.81%); chests

Atlantean Worm Helmet

EPIC

lvl 17
354

		LVL 17	LVL 20
EFFECTS	max health	+39	+46
	armor	+20	+24
	health every sec	+1.1	+1.3
	melee and range attack speed	+16.2%	+18.7%
	critical hit chance	+6%	+7%
	critical hit damage	+18%	+21%

SOURCE loot: **Atlantean Worm** (34.73%)

Ninja Cowl

EPIC

lvl 17
197

		LVL 17	LVL 20
EFFECTS	max health	+42	+50
	armor	+17	+20
	dodge chance	+7%	+8%
	critical hit chance	+6%	+7%
	critical hit damage	+19%	+22%

SOURCE loot: **Nilipede** (5.86%); chests

CHEST PIECES

Chef's Jacket

COMMON

7

RECIPE **Loom**: **Wool** ×6

Chicken Breast Piece

COMMON

77

RECIPE **Easter Workbench**: **Brown Easter Egg** ×3, **Rose Easter Egg** ×3, **Gray Easter Egg** ×3, **Green Easter Egg** ×3

Eggcellent Breast Piece

COMMON

73

RECIPE **Easter Workbench**: **Brown Easter Egg** ×3, **Rose Easter Egg** ×3, **Gray Easter Egg** ×3, **Green Easter Egg** ×3

Explorer's Jacket

COMMON

7

RECIPE **Loom**: **Wool** ×6

Suit Jacket

COMMON

8

RECIPE **Loom**: **Wool** ×6

Wedding Dress

COMMON

8

RECIPE **Loom**: **Wool** ×6

Peasant Chest

COMMON

lvl 1
7

		LVL 1	LVL 20
EFFECTS	armor	+2	+36
	dodge chance	+2%	+10%
SOURCE	loot: dig spots (2.31%)		

Wood Chest

COMMON

lvl 2
1

		LVL 2	LVL 20
EFFECTS	max health	+6	+60
	armor	+4	+32
RECIPE	Basic Workbench: Wood ×6		

Copper Breastplate

UNCOMMON

lvl 3
9

		LVL 3	LVL 20
EFFECTS	max health	+10	+68
	armor	+7	+35
RECIPE	Copper Anvil: Copper Bar ×8		

Rain Coat

UNCOMMON

lvl 3
19

		LVL 3	LVL 20
EFFECTS	max health	+10	+69
	armor	+4	+20
	reduced impact of slowed movement from slime	+25%	+36%
RECIPE	Copper Anvil: Slime ×12, Copper Bar ×5		

Bronze Breastplate

UNCOMMON

lvl 5
20

		LVL 5	LVL 20
EFFECTS	max health	+18	+72
	armor	+9	+35
	physical melee damage	+7.4%	+24.4%
RECIPE	Tin Anvil: Tin Bar ×6, Copper Bar ×6, Fiber ×4		

Dracularva Cape

RARE

lvl 6
21

		LVL 6	LVL 20
EFFECTS	max health	+21	+69
	armor	+12	+37
	health on melee hit	+3	+10
SOURCE	loot: Big Larva (3.0%)		

Caveling Chest

UNCOMMON

lvl 7
18

		LVL 7	LVL 20
EFFECTS	max health	+24	+67
	dodge chance	+4%	+8%
	physical melee damage	+8.1%	+20.6%
SOURCE	loot: Caveling Brute (2.93%)		

Researcher's Coat

UNCOMMON

lvl 7
96

		LVL 7	LVL 20
EFFECTS	max health	+24	+70
	chance to not lose durability on equipment when taking damage	+7%	+21%
SOURCE	loot: Office Crate (8.22%)		

Spooky Blanket Cape

UNCOMMON

lvl 7
18

		LVL 7	LVL 20
EFFECTS	dodge chance	+4%	+8%
	movement speed	+4.1%	+7.7%
SOURCE	loot: Caveling (2.0%)		

Trenchcoat

UNCOMMON

lvl 7
17

		LVL 7	LVL 20
EFFECTS	max health	+24	+69
	dodge chance	+4%	+8%
	pickup radius	+40%	+87%

Gingerbread Top

RARE

lvl 8
22

		LVL 8	LVL 20
EFFECTS	max health	+26	+66
	armor	+13	+31
	less food drained when running	+4%	+10%
SOURCE	loot: Caveling (1.0%)		

Blue Bikini Top

COMMON

lvl 10
31

		LVL 10	LVL 20
EFFECTS	max health	+30	+60
	movement speed	+7%	+10.9%
SOURCE	chests		

Green Bikini Top

COMMON

lvl 10
34

		LVL 10	LVL 20
EFFECTS	max health	+30	+60
	movement speed	+7%	+10.9%
SOURCE	chests		

Mercenary Tank Top

RARE

lvl 10
167

		LVL 10	LVL 20
EFFECTS	max health	+34	+68
	movement speed boost for a short duration after dodging an attack	+15.9%	+31.8%
	damage	+9.2%	+17.4%
SOURCE	loot: dig spots (Wilderness) (3.64%)		

Red Bikini Top

COMMON

lvl 10
32

		LVL 10	LVL 20
EFFECTS	max health	+30	+60
	movement speed	+7%	+11%
SOURCE	chests		

Towel

COMMON

lvl 10
29

		LVL 10	LVL 20
EFFECTS	max health	+30	+59
	movement speed	+7%	+10.9%
SOURCE	chests		

Paladin Harness

UNCOMMON

lvl 13
345

		LVL 13	LVL 20
EFFECTS	armor	+36	+55
	dodge chance	+6%	+9%
	critical hit chance	+6%	+9%
SOURCE	loot: Large Temple Crate (0.81%); chests		

Gemstone Garment

RARE

lvl 16
465

		LVL 16	LVL 20
EFFECTS	max health	+52	+65
	physical range damage	+5.4%	+6.7%
	movement speed	+8.1%	+9.5%
	range attack speed	+16.2%	+19.2%
SOURCE	loot: Large Sun Crystal (3.13%); chests		

Ninja Garments

EPIC

lvl 17
232

		LVL 17	LVL 20
EFFECTS	max health	+58	+68
	armor	+19	+23
	dodge chance	+8%	+9%
	critical hit chance	+8%	+9%
	critical hit damage	+20%	+22%
SOURCE	loot: Nilipede (5.86%); chests		

PANTS

Chef's Pants
6
COMMON

RECIPE — Loom: Wool ×5

Chicken Pants
71
COMMON

RECIPE — Easter Workbench: Brown Easter Egg ×3, Rose Easter Egg ×3, Gray Easter Egg ×3, Green Easter Egg ×3

Eggcellent Pants
71
COMMON

RECIPE — Easter Workbench: Brown Easter Egg ×3, Rose Easter Egg ×3, Gray Easter Egg ×3, Green Easter Egg ×3

Explorer's Pants
6
COMMON

RECIPE — Loom: Wool ×5

Suit Pants
5
COMMON

RECIPE — Loom: Wool ×5

Wood Pants
lvl 2
1
COMMON

		LVL 2	LVL 20
EFFECTS	max health	+5	+54
	armor	+4	+31

RECIPE — Basic Workbench: Wood ×5

Copper Pants
lvl 3
9
UNCOMMON

		LVL 3	LVL 20
EFFECTS	max health	+9	+57
	armor	+6	+33

RECIPE — Copper Anvil: Copper Bar ×7

Rubber Boots
lvl 3
16
UNCOMMON

		LVL 3	LVL 20
EFFECTS	max health	+9	+58
	armor	+4	+22
	reduced impact of slowed movement from slime	+25%	+36%

RECIPE — Copper Anvil: Slime ×10, Copper Bar ×4

Bronze Pants
lvl 5
16
UNCOMMON

		LVL 5	LVL 20
EFFECTS	max health	+14	+58
	armor	+8	+31
	physical range damage	+6%	+19.8%

RECIPE — Tin Anvil: Tin Bar ×5, Copper Bar ×5, Fiber ×5

Caveling Pants
lvl 7
14
UNCOMMON

		LVL 7	LVL 20
EFFECTS	max health	+20	+56
	dodge chance	+4%	+9%
	mining damage	+8%	+21%

SOURCE — loot: Caveling Brute (2.93%)

Researcher's Pants
lvl 7
85
UNCOMMON

		LVL 7	LVL 20
EFFECTS	max health	+19	+55
	movement speed	+7.5%	+14%

SOURCE — loot: Office Crate (8.22%)

Gingerbread Pants
lvl 8
23
RARE

		LVL 8	LVL 20
EFFECTS	max health	+22	+54
	armor	+13	+30
	less food drained when running	+4%	+10%

SOURCE — loot: Caveling (1.0%)

Blue Bikini Bottom
lvl 10
26
COMMON

		LVL 10	LVL 20
EFFECTS	max health	+25	+51
	movement speed	+6%	+9.4%

SOURCE — chests

Blue Board Shorts
lvl 10
25
COMMON

		LVL 10	LVL 20
EFFECTS	max health	+25	+49
	movement speed	+6%	+9.4%

SOURCE — chests

Green Bikini Bottom
lvl 10
27
COMMON

		LVL 10	LVL 20
EFFECTS	max health	+25	+51
	movement speed	+6%	+9.3%

SOURCE — chests

Green Board Shorts
lvl 10
25
COMMON

		LVL 10	LVL 20
EFFECTS	max health	+25	+50
	movement speed	+6%	+9.3%

SOURCE — chests

Mercenary Pants
lvl 10
163
RARE

		LVL 10	LVL 20
EFFECTS	max health	+16	+33
	damage	+11.5%	+21.7%
	movement speed	+4.5%	+7%

SOURCE — loot: dig spots (Wilderness) (3.64%)

Red Bikini Bottom
lvl 10
26
COMMON

		LVL 10	LVL 20
EFFECTS	max health	+25	+50
	movement speed	+6%	+9.4%

SOURCE — chests

Red Board Shorts
lvl 10
24
COMMON

		LVL 10	LVL 20
EFFECTS	max health	+25	+49
	movement speed	+6%	+9.4%

SOURCE — chests

Paladin Pants
lvl 13
360
UNCOMMON

		LVL 13	LVL 20
EFFECTS	armor	+28	+44
	dodge chance	+6%	+9%
	critical hit chance	+6%	+8%

SOURCE — loot: Large Temple Crate (0.81%); chests

Gemstone Harem Pants
lvl 16
360
RARE

		LVL 16	LVL 20
EFFECTS	max health	+44	+55
	physical range damage	+7.4%	+9.1%
	movement speed	+10.8%	+12.7%

SOURCE — loot: Large Sun Crystal (3.13%); chests

Ninja Leggings

EPIC — lvl 17 — 215

		LVL 17	LVL 20
EFFECTS	max health	+49	+57
	armor	+17	+20
	dodge chance	+7%	+8%
	critical hit chance	+7%	+8%
	critical hit damage	+22%	+25%
SOURCE	loot: Nilipede (5.86%); chests		

ACCESSORIES

Rings, necklaces, off-hand items, lanterns, bags, pouches, and lures, from the lowest level to the highest in each table, then the accessory sets. Each row gives level, base effects, effects at level 20, and source. Slots, off-hand uses, and polished jewelry are explained in "Gear," Codex III.

RINGS

Crescent Ring

UNCOMMON — lvl 5 — 31

		LVL 5	LVL 20
EFFECTS	max mana	+14	+58
SOURCE	loot: Glurch the Abominous Mass (19.23%); loot: dig spots (2.31%)		

Glow Tulip Ring

UNCOMMON — lvl 5 — 128

		LVL 5	LVL 20
EFFECTS	blue glow	+3	+8
	mana per second	+0.9	+3.7
RECIPE	Jewelry Workbench: Glow Tulip ×10, Iron Bar ×10		

Rusted Ring

UNCOMMON — lvl 5 — 6

		LVL 5	LVL 20
EFFECTS	armor	+7	+28

Toothed Ring

UNCOMMON — lvl 5 — 12

		LVL 5	LVL 20
EFFECTS	melee attack speed	+1.9%	+4.8%
	critical hit chance	+3%	+8%
SOURCE	loot: Clay Pot (2.92%); chests		

Clot Ring

RARE — lvl 6 — 10

		LVL 6	LVL 20
EFFECTS	health on melee hit	+3	+10
SOURCE	loot: The Hive Mother (24.55%); loot: Haunted Hive Mother (24.55%)		

Swift Ring

RARE — lvl 6 — 97

		LVL 6	LVL 20
EFFECTS	movement speed	+6.9%	+13.8%
RECIPE	Jewelry Workbench: Iron Bar ×12, Ancient Gemstone ×3		

Boundary Ring

UNCOMMON — lvl 7 — 18

		LVL 7	LVL 20
EFFECTS	magic barrier	+30	+85
SOURCE	loot: Caveling Shaman (1.95%); chests		

Gold Crystal Ring

UNCOMMON — lvl 7 — 110

		LVL 7	LVL 20
EFFECTS	physical range damage	+17.3%	+43.6%
RECIPE	Jewelry Workbench: Gold Bar ×8, Ancient Gemstone		
SOURCE	chests		

Hourglass Ring

UNCOMMON — lvl 7 — 66

		LVL 7	LVL 20
EFFECTS	minion mana reservation cost	-18%	-40%
SOURCE	loot: Malugaz the Corrupted (17.41%); loot: The Hive Mother (16.1%)		

Goldfish Ring

RARE — lvl 8 — 31

EFFECTS	Fish (and other things) bite 13% faster
AT LVL 20	Fish (and other things) bite 25% faster
SOURCE	fishing in Forgotten Ruins water (rare)

Samhain Curse Ring

RARE — lvl 8 — 31

		LVL 8	LVL 20
EFFECTS	chance to apply poison on hit, which reduces enemy healing received by 75%	+6%	+12%
	damage	-3.8%	-8.8%
SOURCE	loot: Haunted Hive Mother (100%)		

Sea Foam Ring

UNCOMMON — lvl 9 — 62

		LVL 9	LVL 20
EFFECTS	fishing	+51	+113
SOURCE	merchant Fishing Merchant: 930 coins		

Caveling Mother's Ring

RARE — lvl 10 — 65

		LVL 10	LVL 20
EFFECTS	health every sec	+1.6	+3.6

Infested Ring

UNCOMMON — lvl 10 — 52

		LVL 10	LVL 20
EFFECTS	explosion damage	+10%	+21%
	dodge chance	+5%	+8%
SOURCE	loot: Large Mold Vessel (2.81%); loot: Mold Vessel (0.18%); chests		

Ivy's Ring

RARE — lvl 10 — 90

		LVL 10	LVL 20
EFFECTS	range attack speed	+5.4%	+9%
SOURCE	loot: Ivy the Poisonous Mass (31.19%); loot: Purple Slime (0.78%); chests		

Petal Ring

RARE — lvl 10 — 57

		LVL 10	LVL 20
EFFECTS	max health	+31	+62
	larger harvests	+22.7%	+44.3%
SOURCE	loot: Snare Plant (1.7%); loot: Flower Vessel (0.14%); chests		

Puppet Ring

RARE — lvl 10 — 120

		LVL 10	LVL 20
EFFECTS	max minion count	+1	+1
	minion attack speed	+24%	+48%
SOURCE	loot: Ra-Akar the Sand Titan (19.5%); loot: Caveling Mummy (2.76%); chests		

Wildwarden Ring

RARE — lvl 10 — 93

		LVL 10	LVL 20
EFFECTS	damage	+8.4%	+15.8%
	damage dealt by your pet	+5.3%	+10.7%
SOURCE	chests		

Wooden Ring

COMMON — lvl 10 — 1

		LVL 10	LVL 20
EFFECTS	max health	+29	+58
SOURCE	loot: Large Beached Jelly (2.37%); chests		

Wooden Thorn Ring

RARE

lvl 10

11

		LVL 10	LVL 20
EFFECTS	thorns damage	+22	+43
SOURCE	loot: Thorn Wood (0.1%); chests		

Bubble Ring

UNCOMMON

lvl 11

58

		LVL 11	LVL 20
EFFECTS	magic damage	+11.8%	+20.4%
	critical hit chance	+5%	+8%
SOURCE	loot: Large Beached Jelly (2.37%); loot: Beached Jelly (0.83%); chests		

Golden Spike Ring

UNCOMMON

lvl 11

340

		LVL 11	LVL 20
EFFECTS	critical hit chance	+5%	+8%
	thorns damage	+11	+20
RECIPE	Proficient Jewelry Workbench: Iron Bar ×10, Gold Bar ×25		

Magnetic Ring

UNCOMMON

lvl 11

189

		LVL 11	LVL 20
EFFECTS	pickup radius	+100%	+159%
RECIPE	Proficient Jewelry Workbench: Iron Bar ×30		

Scaled Ring

UNCOMMON

lvl 11

55

		LVL 11	LVL 20
EFFECTS	range attack speed	+3.2%	+5.1%
	critical hit chance	+5%	+8%
SOURCE	loot: Large Beached Jelly (2.37%); loot: Beached Jelly (0.83%); chests		

Sky Ring

EPIC

lvl 11

64

		LVL 11	LVL 20
EFFECTS	critical hit chance	+5%	+8%
	physical melee damage	+13.5%	+23.3%
SOURCE	loot: Azeos the Sky Titan (29.25%)		

Topaz Ring

UNCOMMON

lvl 11

55

		LVL 11	LVL 20
EFFECTS	mining damage	+23%	+41%
SOURCE	loot: Bubble Crab (0.68%); chests		

Vicious Ring

RARE

lvl 11

116

		LVL 11	LVL 20
EFFECTS	minion damage	+16.7%	+28.9%
	mana cost reduction for a short duration after detonating an explosion	15%	26%
SOURCE	loot: Large Mold Vessel (2.41%); loot: Infected Caveling (2.15%)		

White Glass Ring

COMMON

lvl 11

56

		LVL 11	LVL 20
EFFECTS	max health	+36	+65
	dodge chance	+10%	+16%
SOURCE	loot: Large Metropolis Crate (1.32%); chests		

Ancient Guardian Ring

RARE

lvl 12

62

		LVL 12	LVL 20
EFFECTS	max health	+18	+30
	reduced damage taken from bosses	+7%	+10%
SOURCE	loot: Core Sentry (0.72%)		

Brimstone Shard Ring

UNCOMMON

lvl 12

3

		LVL 12	LVL 20
EFFECTS	explosion damage	+12%	+20%
	magic barrier	+25	+42
SOURCE	loot: Large Metropolis Crate (2.64%); loot: Metropolis Crate (1.0%); chests		

Lucky Ring

UNCOMMON

lvl 12

57

		LVL 12	LVL 20
EFFECTS	chance to gain an additional ore from walls containing ores	+7%	+11%
	chance to get a valuable or other non-fish item on the hook when fishing	+7%	+10%
SOURCE	merchant Vending Machine: 1,950 coins		

Octarine Ring

RARE

lvl 12

277

		LVL 12	LVL 20
EFFECTS	melee and range attack speed	+6%	+9.4%
RECIPE	Proficient Jewelry Workbench: Octarine Bar ×20, Ancient Gemstone ×5		

Septum Ring

UNCOMMON

lvl 12

62

		LVL 12	LVL 20
EFFECTS	armor	+19	+31
SOURCE	loot: Caveling Scholar (0.52%); chests		

Bone Ring

UNCOMMON

lvl 13

74

		LVL 13	LVL 20
EFFECTS	armor	+10	+16
	critical hit chance	+6%	+9%
SOURCE	loot: dig spots (Desert) (10.96%); loot: Large Oasis Flower Vessel (0.99%); chests		

Coral Ring

EPIC

lvl 13

17

		LVL 13	LVL 20
EFFECTS	max health	+45	+69
	boat speed	+6%	+9%
SOURCE	loot: Morpha the Aquatic Mass (22.62%); chests		

Morpha's Ring

EPIC

lvl 13

81

		LVL 13	LVL 20
EFFECTS	critical hit damage	+36%	+51%
SOURCE	loot: Morpha the Aquatic Mass (22.62%)		

Noble Ring

UNCOMMON

lvl 13

68

		LVL 13	LVL 20
EFFECTS	max health	+37	+57
	more healing from health over time regeneration	+20%	+31%

Omoroth's Ring

EPIC

lvl 13

10

		LVL 13	LVL 20
EFFECTS	damage against bosses	+13%	+20%
	health on melee hit	+3	+5
SOURCE	loot: Omoroth the Sea Titan (29.57%)		

Polished Glow Tulip Ring

EPIC

lvl 13

132

		LVL 13	LVL 20
EFFECTS	blue glow	+4	+5
	magic damage	+7.8%	+11.6%
	mana per second	+1.5	+2.3
RECIPE	Jewelry Workbench: Glow Tulip ×10, Iron Bar ×10		

Polished Gold Crystal Ring

EPIC

lvl 13 · 97

		LVL 13	LVL 20
EFFECTS	physical range damage	+19.9%	+29.5%
	range attack speed	+3.9%	+5.4%
RECIPE	Jewelry Workbench: Gold Bar ×8, Ancient Gemstone		

Polished Golden Spike Ring

EPIC

lvl 13 · 352

		LVL 13	LVL 20
EFFECTS	critical hit chance	+6%	+9%
	critical hit damage	+22%	+31%
	thorns damage	+18	+27
RECIPE	Proficient Jewelry Workbench: Iron Bar ×10, Gold Bar ×25		

Polished Magnetic Ring

EPIC

lvl 13 · 187

		LVL 13	LVL 20
EFFECTS	pickup radius	+125%	+176%
	explosion damage	+24%	+37%
RECIPE	Proficient Jewelry Workbench: Iron Bar ×30		

Polished Octarine Ring

EPIC

lvl 13 · 253

		LVL 13	LVL 20
EFFECTS	melee and range attack speed	+6.3%	+9.1%
	mining speed	+7%	+9.8%
RECIPE	Proficient Jewelry Workbench: Octarine Bar ×20, Ancient Gemstone ×5		

Polished Swift Ring

EPIC

lvl 13 · 110

		LVL 13	LVL 20
EFFECTS	movement speed	+7.1%	+9.5%
	melee attack speed	+3.6%	+5%
RECIPE	Jewelry Workbench: Iron Bar ×12, Ancient Gemstone ×3		

Spine Ring

EPIC

lvl 13 · 123

		LVL 13	LVL 20
EFFECTS	damage against bosses	+28%	+43%

Double Ring

RARE

lvl 14 · 66

		LVL 14	LVL 20
EFFECTS	damage	+5.5%	+7.6%
	melee and range attack speed	+3.4%	+4.6%
	critical hit chance	+3%	+4%
	critical hit damage	+9%	+11%

Lava Spike Ring

UNCOMMON

lvl 14 · 63

		LVL 14	LVL 20
EFFECTS	physical melee damage	+14.4%	+19.9%
	critical hit damage	+18%	+24%
SOURCE	loot: Charred Crate (0.41%); chests		

Sacred Ring

RARE

lvl 14 · 90

		LVL 14	LVL 20
EFFECTS	mana per second	+4.4	+6.3
SOURCE	loot: Large Oasis Flower Vessel (1.97%); loot: Oasis Flower Vessel (1.01%); chests		

Black Ring

RARE

lvl 15 · 76

		LVL 15	LVL 20
EFFECTS	armor	+8	+10
	mining damage	+49	+82
	mining speed	+2.5%	+3.1%
SOURCE	loot: dig spots (Quarry) (4.72%); chests		

Bomb Ring

RARE

lvl 15 · 71

		LVL 15	LVL 20
EFFECTS	max health	+45	+60
	explosion damage	+27%	+36%
SOURCE	loot: Gold Scarab (1.29%); loot: Bomb Scarab (0.89%); chests		

Power Ring

RARE

lvl 15 · 57

		LVL 15	LVL 20
EFFECTS	mana per second	+2.3	+3.1
	of damage taken is absorbed by your mana pool	+7%	+9%
SOURCE	loot: Charred Crate (0.41%); chests		

Ring of Sand

EPIC

lvl 15 · 70

EFFECTS	Any nearby enemies movement speed is reduced by 13.4%
AT LVL 20	Any nearby enemies movement speed is reduced by 17.5%
SOURCE	loot: Ra-Akar the Sand Titan (16.79%); loot: Large Oasis Flower Vessel (0.99%)

Brimstone Ring

RARE

lvl 16 · 66

		LVL 16	LVL 20
EFFECTS	explosion damage	+15%	+19%
	explosion radius	+22%	+27%
SOURCE	loot: Large Sun Crystal (3.13%); loot: Sun Crystal (1.62%); chests		

Clarity Ring

RARE

lvl 16 · 61

		LVL 16	LVL 20
EFFECTS	physical range damage	+18.2%	+22.3%
	critical hit damage	+21%	+25%
SOURCE	loot: Large Sun Crystal (3.13%); loot: Sun Crystal (1.62%); chests		

Glass Bead Ring

RARE

lvl 16 · 107

		LVL 16	LVL 20
EFFECTS	damage	+30%	+36.9%
	damage taken	+30%	+35.6%
SOURCE	loot: Alien Tech Crate (1.99%)		

Atlantean Worm Ring

EPIC

lvl 17 · 77

		LVL 17	LVL 20
EFFECTS	health on melee hit	+4	+5
	physical melee damage	+17.2%	+20%
SOURCE	loot: Atlantean Worm (34.73%)		

Aether Ring

RARE

lvl 18 · 36

		LVL 18	LVL 20
EFFECTS	max health	+26	+29
	mana cost reduction for a short duration after detonating an explosion	9%	10%
	mana per second	+2.6	+2.9
SOURCE	loot: Metal Industrial Box (0.29%); chests		

Helical Ring

RARE

lvl 18 · 70

		LVL 18	LVL 20
EFFECTS	max health	+27	+31
	critical hit damage	+23%	+25%
	damage against burning targets	+12%	+13%
SOURCE	loot: Reinforced Industrial Box (0.22%); chests		

Jailor's Ring

RARE

lvl 18
93

		LVL 18	LVL 20
EFFECTS	max minion count	+1	+1
	minion mana reservation cost	-20%	-21%

SOURCE loot: Metal Industrial Box (0.29%); loot: Reinforced Industrial Box (0.22%); chests

NECKLACES

Copper Cross Necklace

COMMON

lvl 2
10

		LVL 2	LVL 20
EFFECTS	critical hit chance	+4%	+18%

RECIPE Jewelry Workbench: Copper Bar ×10

SOURCE loot: Large Stoneware Pot (1.62%); loot: Large Ancient Crate (1.29%)

Cave Guppy Necklace

UNCOMMON

lvl 3
9

		LVL 3	LVL 20
EFFECTS	dodge chance	+5%	+16%

Orb Necklace

UNCOMMON

lvl 3
7

		LVL 3	LVL 20
EFFECTS	minion attack speed	+6.9%	+45.9%
	minion mana reservation cost	-6%	-20%

SOURCE loot: Wooden Crate (0.83%); chests

Fang Necklace

UNCOMMON

lvl 5
9

		LVL 5	LVL 20
EFFECTS	critical hit chance	+3%	+8%
	health on melee hit	+2	+9

SOURCE loot: The Hive Mother (23.41%); loot: Haunted Hive Mother (23.41%); chests

Heart Berry Necklace

EPIC

lvl 5
16

		LVL 5	LVL 20
EFFECTS	health every sec	+0.7	+3.7

SOURCE loot: dig spots (1.39%); chests

Iron Chunk Necklace

UNCOMMON

lvl 7
59

		LVL 7	LVL 20
EFFECTS	armor	+12	+31

RECIPE Jewelry Workbench: Iron Bar ×10

Ammonite Necklace

RARE

lvl 8
46

		LVL 8	LVL 20
EFFECTS	max health	+22	+54
	armor	+13	+30

SOURCE chests

Bubble Pearl Necklace

RARE

lvl 8
60

		LVL 8	LVL 20
EFFECTS	magic barrier	+10	+26
	mana per second	+1	+2.6
	magic damage	+5.9%	+13.4%

Gold Crystal Necklace

RARE

lvl 8
113

		LVL 8	LVL 20
EFFECTS	magic damage	+8%	+18.2%
	minion damage	+8.3%	+19%

RECIPE Jewelry Workbench: Gold Bar ×10, Ancient Gemstone

SOURCE chests

Neptune Necklace

RARE

lvl 8
62

		LVL 8	LVL 20
EFFECTS	fishing	+53	+133

SOURCE merchant Fishing Merchant: 1,860 coins; fishing in Larva Hive water (rare)

Samhain Offering Necklace

RARE

lvl 8
47

		LVL 8	LVL 20
EFFECTS	health on melee hit	+4	+11
	damage	-4.5%	-10.3%

SOURCE loot: Haunted Hive Mother (100%)

Bomb Necklace

EPIC

lvl 9
12

		LVL 9	LVL 20
EFFECTS	explosion radius	+13%	+23%
	chance to not consume explosive items on use	+9%	+20%

SOURCE loot: Malugaz the Corrupted (16.74%); loot: Ancient Crate (2.08%); chests

Thorn Necklace

UNCOMMON

lvl 9
55

		LVL 9	LVL 20
EFFECTS	melee attack speed	+2.9%	+5.1%
	thorns damage	+9	+19

SOURCE loot: Overgrown Wooden Crate (0.5%); chests

Crescent Necklace

COMMON

lvl 10
84

		LVL 10	LVL 20
EFFECTS	max mana	+32	+63

SOURCE loot: Omoroth the Sea Titan (29.57%); chests

Rusted Necklace

COMMON

lvl 10
12

		LVL 10	LVL 20
EFFECTS	mining damage	+19%	+37%

SOURCE loot: Large Beached Jelly (2.37%); chests

Wildwarden Necklace

RARE

lvl 10
12

		LVL 10	LVL 20
EFFECTS	armor	+5	+10
	critical hit chance	+3%	+5%
	critical hit chance for your pet	+4%	+6%

SOURCE loot: Clay Pot (2.43%); chests

Ancient Guardian Necklace

EPIC

lvl 11
80

		LVL 11	LVL 20
EFFECTS	reduced damage taken from bosses	+14%	+21%

SOURCE chests

Azeos Beak Necklace

EPIC

lvl 11
84

		LVL 11	LVL 20
EFFECTS	health on melee hit	+3	+5
	mining damage	+41	+118

SOURCE loot: Azeos the Sky Titan (29.25%)

Coral Amulet

UNCOMMON

lvl 11
6

		LVL 11	LVL 20
EFFECTS	boat speed	+11%	+20%

RECIPE Proficient Jewelry Workbench: Coral Wood ×80

Remedaisy Necklace

EPIC

lvl 11
129

EFFECTS Immune to poison

SOURCE loot: Ivy the Poisonous Mass (21.79%); loot: Purple Slime (0.78%); chests

Scarlet Chunk Necklace

lvl 11 · 372

UNCOMMON

		LVL 11	LVL 20
EFFECTS	armor	+19	+32

RECIPE: Proficient Jewelry Workbench: Scarlet Bar ×35

SOURCE: chests

Smoke Pearl Necklace

lvl 11 · 59

UNCOMMON

		LVL 11	LVL 20
EFFECTS	explosion damage	+20%	+36%

SOURCE: loot: Large Beached Jelly (2.37%); loot: Beached Jelly (0.83%); chests

Codex Necklace

lvl 12 · 59

RARE

		LVL 12	LVL 20
EFFECTS	minion attack speed	+50%	+83.4%
	minion mana reservation cost	-15%	-22%

SOURCE: loot: Large Beached Jelly (2.37%); loot: Beached Jelly (0.83%); chests

Octarine Necklace

lvl 12 · 421

RARE

		LVL 12	LVL 20
EFFECTS	melee and range attack speed	+5.6%	+8.7%

RECIPE: Proficient Jewelry Workbench: Octarine Bar ×30, Ancient Gemstone ×5

SOURCE: chests

Torc Necklace

lvl 12 · 101

UNCOMMON

		LVL 12	LVL 20
EFFECTS	damage	+16.3%	+26.1%

SOURCE: loot: Large Metropolis Crate (1.32%); chests

Bone Necklace

lvl 13 · 106

UNCOMMON

		LVL 13	LVL 20
EFFECTS	armor	+10	+15
	critical hit chance	+7%	+9%

SOURCE: loot: dig spots (Desert) (10.96%); loot: Large Oasis Flower Vessel (0.99%); chests

Chime Necklace

lvl 13 · 58

RARE

		LVL 13	LVL 20
EFFECTS	physical range damage	+15.7%	+23.2%
	range damage after standing still for 3 sec	+12%	+17.5%

SOURCE: loot: Large Metropolis Crate (2.64%); loot: Metropolis Crate (1.0%); chests

Conch Shell Necklace

lvl 13 · 198

EPIC

		LVL 13	LVL 20
EFFECTS	max health	+25	+39
	armor	+14	+22
	dodge chance	+6%	+8%

SOURCE: chests

Knight's Necklace

lvl 13 · 61

RARE

		LVL 13	LVL 20
EFFECTS	melee attack speed	+3.6%	+5%
	movement speed	+5.7%	+7.6%

SOURCE: loot: Large Metropolis Crate (2.64%); loot: Metropolis Crate (1.0%); chests

Oceanheart Necklace

lvl 13 · 207

EPIC

		LVL 13	LVL 20
EFFECTS	max health	+42	+64
	more healing from health over time regeneration	+21%	+31%

Omoroth's Necklace

lvl 13 · 126

EPIC

		LVL 13	LVL 20
EFFECTS	armor	+7	+11
	dodge chance	+4%	+5%
	damage	+7.1%	+10.5%
	mining damage	+10%	+15%
	movement speed	+3.5%	+4.6%
	blue glow	+4	+4

SOURCE: loot: Omoroth the Sea Titan (29.57%)

Polished Copper Cross Necklace

lvl 13 · 14

EPIC

		LVL 13	LVL 20
EFFECTS	critical hit chance	+6%	+9%
	critical hit damage	+18%	+26%

RECIPE: Jewelry Workbench: Copper Bar ×10

Polished Coral Amulet

lvl 13 · 17

EPIC

		LVL 13	LVL 20
EFFECTS	boat speed	+17%	+26%
	chance for higher rarity fish to bite	+12%	+16%

RECIPE: Proficient Jewelry Workbench: Coral Wood ×80

Polished Gold Crystal Necklace

lvl 13 · 123

EPIC

		LVL 13	LVL 20
EFFECTS	magic damage	+19%	+28.2%
	minion damage	+20.1%	+29.9%

RECIPE: Jewelry Workbench: Gold Bar ×10, Ancient Gemstone

Polished Iron Chunk Necklace

lvl 13 · 67

EPIC

		LVL 13	LVL 20
EFFECTS	armor	+20	+30
	max health	+38	+58

RECIPE: Jewelry Workbench: Iron Bar ×10

Polished Octarine Necklace

lvl 13 · 394

EPIC

		LVL 13	LVL 20
EFFECTS	melee and range attack speed	+7.5%	+11%
	movement speed	+5.5%	+7.4%

RECIPE: Proficient Jewelry Workbench: Octarine Bar ×30, Ancient Gemstone ×5

Polished Scarlet Chunk Necklace

lvl 13 · 396

EPIC

		LVL 13	LVL 20
EFFECTS	armor	+26	+40
	dodge chance	+9%	+13%

RECIPE: Proficient Jewelry Workbench: Scarlet Bar ×35

Black Necklace

lvl 14 · 111

UNCOMMON

		LVL 14	LVL 20
EFFECTS	mining damage	+62	+118
	mining speed	+4%	+5.3%

SOURCE: loot: dig spots (Quarry) (4.72%); chests

Enigmatic Necklace
lvl 14 · 98
RARE

		LVL 14	LVL 20
EFFECTS	magic damage	+13.3%	+18.4%
	critical hit chance	+6%	+8%
SOURCE	loot: Large Oasis Flower Vessel (1.97%); loot: Oasis Flower Vessel (1.01%); chests		

Eruptive Necklace
lvl 14 · 6
UNCOMMON

		LVL 14	LVL 20
EFFECTS	explosion damage	+14%	+19%
	chance to spawn napalm from explosions	+8%	+11%
SOURCE	loot: Charred Crate (0.41%); chests		

Fusioned Chunk Necklace
lvl 15 · 110
RARE

		LVL 15	LVL 20
EFFECTS	max health	+21	+28
	armor	+11	+14
	health on melee hit	+7	+9

Needle Necklace
lvl 15 · 56
UNCOMMON

		LVL 15	LVL 20
EFFECTS	range attack speed	+4.4%	+5.5%
	critical hit chance	+7%	+9%
SOURCE	loot: Large Sun Crystal (3.13%); loot: Sun Crystal (1.62%); chests		

Ra-Akar's Necklace
lvl 15 · 117
EPIC

		LVL 15	LVL 20
EFFECTS	max health	+24	+32
	armor	+11	+14
	thorns damage	+15	+20
SOURCE	loot: Ra-Akar the Sand Titan (36.21%)		

Helio Necklace
lvl 16 · 56
RARE

		LVL 16	LVL 20
EFFECTS	physical melee damage	+17.1%	+21%
	critical hit damage	+20%	+24%
SOURCE	loot: Large Sun Crystal (3.13%); loot: Sun Crystal (1.62%); chests		

Atlantean Worm Necklace
lvl 17 · 94
EPIC

		LVL 17	LVL 20
EFFECTS	health every sec	+1.4	+1.7
	damage against bosses	+17%	+20%
SOURCE	loot: Atlantean Worm (34.73%)		

Bombshell Necklace
lvl 17 · 61
UNCOMMON

		LVL 17	LVL 20
EFFECTS	explosion damage	+16%	+18%
	magic barrier	+35	+41
SOURCE	loot: Metal Industrial Box (0.29%); loot: Reinforced Industrial Box (0.22%); chests		

Glass Bead Necklace
lvl 17 · 147
EPIC

		LVL 17	LVL 20
EFFECTS	critical hit damage	+75%	+85%
	damage taken	+30%	+33.5%
SOURCE	loot: Large Alien Tech Destructible (2.72%)		

Soul Medallion
lvl 17 · 237
EPIC

		LVL 17	LVL 20
EFFECTS	max minion count	+1	+1
	minion critical hit chance	+9%	+10%
SOURCE	loot: Crydra the Ice Titan (17.6%); loot: Pyrdra the Fire Titan (17.38%)		

Tower Shell Necklace
lvl 17 · 216
EPIC

		LVL 17	LVL 20
EFFECTS	mining damage	+188	+253
SOURCE	the giant shell, Shimmering Frontier		

Black Charm Necklace
lvl 19 · 161
EPIC

		LVL 19	LVL 20
EFFECTS	armor	+32	+34
	Immune to oil		
SOURCE	loot: Void Caveling Brute (7.82%); loot: Void Caveling (7.82%)		

OFF-HAND

Remote Boom Clicker
182
RARE

EFFECTS Use: detonates explosives within range from afar

SOURCE chests

Wooden Shield
lvl 2 · 5
COMMON

		LVL 2	LVL 20
EFFECTS	armor	+6	+43
	Use: shield, reduces damage taken by 70%		
RECIPE	Copper Anvil: Wood ×10, Copper Bar ×5		

Swift Feather
lvl 4 · 6
COMMON

		LVL 4	LVL 20
EFFECTS	dodge chance	+2%	+5%
	Use: dash forward at 200% speed		
SOURCE	loot: Wooden Crate (0.42%); chests		

Minion Kindler
lvl 6 · 22
COMMON

EFFECTS Use: detonates your minions (300% of their damage)

SOURCE loot: dig spots (Wilderness) (1.82%); loot: Caveling Shaman (1.46%)

Iron Shield
lvl 7 · 74
UNCOMMON

		LVL 7	LVL 20
EFFECTS	max health	+14	+39
	armor	+12	+31
	Use: shield, reduces damage taken by 70%		
RECIPE	Iron Anvil: Iron Bar ×8, Gold Bar ×2		

Hookshot
lvl 8 · 73
RARE

		LVL 8	LVL 20
EFFECTS	mining damage	+17	+82
	Use: grappling hook, pulls you to a wall (range 7 tiles)		
SOURCE	loot: Malugaz the Corrupted (17.41%); loot: Large Stoneware Pot (3.87%); chests		

Rift Lens
lvl 8 · 81
RARE

		LVL 8	LVL 20
EFFECTS	magic damage	+8%	+18.3%
	Use: short teleport		
SOURCE	loot: Malugaz the Corrupted (17.41%); loot: The Hive Mother (16.1%); chests		

Scratched Stone
lvl 8 · 31
RARE

		LVL 8	LVL 20
EFFECTS	minion damage	+8.1%	+18.6%
	max minion count	+1	+1
SOURCE	loot: The Hive Mother (8.8%); loot: Haunted Hive Mother (8.8%); chests		

Royal Gel

lvl 9 · 24

EPIC

EFFECTS: Any nearby enemies movement speed is reduced by 15.3%

AT LVL 20: Any nearby enemies movement speed is reduced by 31.5%

SOURCE: loot: King Slime (100.0%)

Azeos' Dash Feather

lvl 10 · 8

RARE

EFFECTS	LVL 10	LVL 20
movement speed	+4.6%	+7.2%
Use: dash forward at 260% speed		

SOURCE: loot: Azeos the Sky Titan (29.25%)

Toxic Defender

lvl 10 · 138

RARE

EFFECTS	LVL 10	LVL 20
armor	+17	+33
chance to apply poison, which reduces enemy healing received by 75%, when blocking melee hits	+24%	+43%
Use: shield, reduces damage taken by 70%		

SOURCE: loot: Ivy the Poisonous Mass (21.79%); chests

Caveling ID

lvl 12 · 108

UNCOMMON

EFFECTS	LVL 12	LVL 20
dodge chance	+8%	+12%

SOURCE: chests

Golden Jellyfish

lvl 12 · 116

RARE

EFFECTS	LVL 12	LVL 20
health every sec	+1.9	+3.5

SOURCE: chests

Magnet

lvl 12 · 321

RARE

EFFECTS	LVL 12	LVL 20
pickup radius	+73%	+109%

SOURCE: loot: Large Metropolis Crate (1.46%); loot: Core Sentry (0.86%); chests

Octarine Shield

lvl 12 · 215

RARE

EFFECTS	LVL 12	LVL 20
max health	+18	+31
armor	+10	+16
melee and range attack speed	+3.1%	+4.9%
Use: shield, reduces damage taken by 70%		

RECIPE: Octarine Anvil: Octarine Bar ×18, Coral Wood ×15

Concealed Blade

lvl 13 · 119

UNCOMMON

EFFECTS	LVL 13	LVL 20
critical hit chance	+9%	+12%

SOURCE: loot: Caveling Assassin (0.93%); chests

Sentry Shield

lvl 13 · 265

RARE

EFFECTS	LVL 13	LVL 20
max health	+19	+29
armor	+22	+34
chance on block to release energy shockwaves dealing damage equal to what was blocked	+30%	+44%
Use: shield, reduces damage taken by 70%		

SOURCE: loot: Core Sentry (0.72%); chests

Turtle Shell

lvl 13 · 59

EPIC

EFFECTS	LVL 13	LVL 20
armor	+32	+50
reduced damage taken from bosses	+7%	+9%

Gilded Hookshot

lvl 14 · 124

EPIC

EFFECTS	LVL 14	LVL 20
melee damage	+7.4%	+10.4%
range damage	+6.3%	+8.8%
Use: grappling hook, pulls you to a wall (range 10 tiles)		

SOURCE: loot: Omoroth the Sea Titan (19.51%); loot: Large Metropolis Crate (1.32%); chests

Moonstone

lvl 14 · 108

RARE

EFFECTS	LVL 14	LVL 20
max mana	+22	+31
of damage taken is absorbed by your mana pool	+58%	+83%

SOURCE: loot: Omoroth the Sea Titan (29.57%); loot: Ra-Akar the Sand Titan (19.5%)

Omoroth's Beak

lvl 14 · 240

EPIC

EFFECTS	LVL 14	LVL 20
physical melee damage	+29.1%	+40.4%

SOURCE: loot: Omoroth the Sea Titan (29.57%)

Crystal Meteor Chunk

lvl 15 · 92

EPIC

EFFECTS	LVL 15	LVL 20
blue glow	+3	+3
armor	-22.9%	-30.5%
damage dealt by you and all nearby allies	+22.9%	+30%

SOURCE: assembly: Crystal Meteor Shard ×8

Oracle Deck

lvl 15 · 97

EPIC

EFFECTS	LVL 15	LVL 20
max health	+48	+63
health every sec to you and all nearby allies	+4.2	+5.8

SOURCE: assembly (Thread of Fate)

Smithing Glove

lvl 15 · 129

RARE

EFFECTS	LVL 15	LVL 20
armor	+11	+14
damage against burning targets	+19%	+24%

SOURCE: chests

Core Iris

lvl 16 · 122

EPIC

EFFECTS	LVL 16	LVL 20
mining damage	+62	+92
tiles visible ore distance	+10	+12
chance to gain an additional ore from walls containing ores	+10%	+12%

Hydra Bone Shield

RARE

lvl 16

242

EFFECTS
+23 max health
+26 armor
Gain 5 health every sec while below half max health
Use: shield, reduces damage taken by 70%

AT LVL 20
+29 max health
+32 armor
Gain 6.2 health every sec while below half max health

SOURCE
loot: Crydra the Ice Titan (45.06%)

Hydra Tooth

RARE

lvl 16

111

EFFECTS	LVL 16	LVL 20
chance on hit to deal triple amount of damage	+4%	+5%
physical range damage	+24.6%	+30.2%

SOURCE
loot: Druidra the Wild Titan (45.18%)

Pet Rock

RARE

lvl 16

134

EFFECTS	LVL 16	LVL 20
effectiveness of your pet's talent effects	+14%	+18%

SOURCE
loot: Large Sun Crystal (1.57%); chests

Scorching Aegis

EPIC

lvl 16

298

EFFECTS
+23 max health
+25 armor
Deals 48 damage to all nearby enemies when blocking with the shield
Use: shield, reduces damage taken by 70%

AT LVL 20
+29 max health
+31 armor
Deals 59 damage to all nearby enemies when blocking with the shield

SOURCE
loot: Igneous the Molten Mass (34.16%)

Trinity Heart

EPIC

lvl 17

10

EFFECTS	LVL 17	LVL 20
health	+6%	+6%
armor	+20	+24
health every sec	+2%	+2.3%
armor while at low health	+20%	+23.6%

SOURCE
loot: Core Commander (42.18%)

Minion Detonator

EPIC

lvl 18

64

EFFECTS	LVL 18	LVL 20
minion damage	+40%	+44.1%

Use: detonates your minions (500% of their damage)

SOURCE
loot: Nimruza, Queen of the Burrowed Sands (47.93%); loot: dig spots (Desert) (1.37%); chests

LANTERNS

Small Lantern

COMMON

lvl 2

7

EFFECTS	LVL 2	LVL 20
glow	+3	+8

RECIPE
Copper Workbench: Copper Bar ×3, Slime ×3

Lantern

COMMON

lvl 6

35

EFFECTS	LVL 6	LVL 20
glow	+4	+8
max health	+9	+29

SOURCE
loot: Hive Growth (3.45%); chests

Pumpkin Lantern

UNCOMMON

lvl 7

107

EFFECTS	LVL 7	LVL 20
glow	+4	+8
health every sec	+0.5	+1.8

SOURCE
loot: Samhain Goodie Bag (1.49%)

Orb Lantern

UNCOMMON

lvl 9

95

EFFECTS	LVL 9	LVL 20
glow	+5	+8
mining damage	+9%	+20%

RECIPE
Scarlet Workbench: Scarlet Bar ×8, Slime ×8

Pearl Lantern

RARE

lvl 12

103

EFFECTS	LVL 12	LVL 20
blue glow	+5	+8
movement speed	+7%	+9.8%
mana per second	+1.6	+2.6

RECIPE
Octarine Workbench: Octarine Bar ×8, Slippery Slime ×8

Soul Lantern

RARE

lvl 12

91

EFFECTS	LVL 12	LVL 20
blue glow	+6	+8
minion attack speed	+32.1%	+53.5%

SOURCE
loot: Ra-Akar the Sand Titan (19.5%)

BAGS

Miner Backpack

COMMON

lvl 2

6

SLOTS ADDED 10

EFFECTS	LVL 2	LVL 20
max health	+5	+45
movement speed	+2%	+5.7%

SOURCE
loot: Clay Pot (1.95%); loot: Large Slime Vessel (1.4%); chests

Small Backpack

COMMON

lvl 2

3

SLOTS ADDED 10

EFFECTS	LVL 2	LVL 20
max health	+6	+58

RECIPE
Copper Workbench: Wood ×5, Copper Bar ×2

Explorer Backpack

UNCOMMON

lvl 5

17

SLOTS ADDED 10

EFFECTS	LVL 5	LVL 20
movement speed	+4.3%	+9.2%

RECIPE
Tin Workbench: Tin Bar ×5, Fiber ×10

Ghorm's Stomach Backpack

RARE

lvl 8

13

SLOTS ADDED 12

EFFECTS	LVL 8	LVL 20
max health	+30	+75

SOURCE
loot: Ghorm the Devourer (100.0%)

Scarlet Shell Backpack

RARE

lvl 10

124

SLOTS ADDED 15

EFFECTS	LVL 10	LVL 20
max health	+15	+31
armor	+14	+27

RECIPE
Scarlet Workbench: Scarlet Bar ×10, Wool ×3, Strolly Poly Plate ×3

Morpha's Bubble Backpack
RARE — lvl 12 — 44

SLOTS ADDED: 20

EFFECTS	LVL 12	LVL 20
movement speed	+4.7%	+6.5%
mining damage	+12%	+20%

SOURCE: loot: Morpha the Aquatic Mass (22.62%)

Octarine Backpack
RARE — lvl 12 — 266

SLOTS ADDED: 20

EFFECTS	LVL 12	LVL 20
magic barrier	+22	+37
blue glow	+3	+5

RECIPE: Octarine Workbench: Fiber ×15, Wool ×5, Octarine Bar ×20

Scholar Backpack
RARE — lvl 16 — 117

SLOTS ADDED: 20

EFFECTS	LVL 16	LVL 20
max mana	+25	+31
magic damage	+15.4%	+18.9%

SOURCE: loot: Druidra the Wild Titan (9.92%); loot: Crydra the Ice Titan (9.82%)

POUCHES

Critter Pouch
UNCOMMON — 7

RECIPE: Pouch Workbench: Fiber ×3, Copper Bar ×2

Large Critter Pouch
EPIC — 83

SOURCE: loot: Large Mold Vessel (3.21%); loot: Floracada (2.71%); chests

Large Fish Pouch
EPIC — 87

SOURCE: loot: Atlantean Worm (12.97%)

Large Ore and Block Pouch
EPIC — 78

SOURCE: loot: Igneous the Molten Mass (23.58%); chests

Large Potion Pouch
EPIC — 83

SOURCE: loot: Pyrdra the Fire Titan (7.01%); loot: Large Sun Crystal (1.88%); chests

Large Seed and Crop Pouch
EPIC — 81

SOURCE: loot: Druidra the Wild Titan (12.6%); loot: Floracada (5.41%)

Large Valuable Pouch
EPIC — 88

SOURCE: loot: Azeos the Sky Titan (11.45%); loot: Large Metropolis Crate (2.64%); chests

Medium Critter Pouch
RARE — 46

RECIPE: Pouch Workbench: Fiber ×6, Iron Bar ×4, Gold Bar

Medium Fish Pouch
RARE — 40

RECIPE: Pouch Workbench: Fiber ×6, Iron Bar ×4, Gold Bar

Medium Ore and Block Pouch
RARE — 47

RECIPE: Pouch Workbench: Fiber ×6, Iron Bar ×4, Gold Bar

Medium Potion Pouch
RARE — 46

RECIPE: Pouch Workbench: Fiber ×6, Iron Bar ×4, Gold Bar

Medium Seed and Crop Pouch
RARE — 46

RECIPE: Pouch Workbench: Fiber ×6, Iron Bar ×4, Gold Bar

Medium Valuable Pouch
RARE — 41

RECIPE: Pouch Workbench: Fiber ×6, Iron Bar ×4, Gold Bar

Potion Pouch
UNCOMMON — 7

RECIPE: Pouch Workbench: Fiber ×3, Copper Bar ×2

Small Fish Pouch
UNCOMMON — 7

RECIPE: Pouch Workbench: Fiber ×3, Copper Bar ×2

Small Ore and Block Pouch
UNCOMMON — 7

RECIPE: Pouch Workbench: Fiber ×3, Copper Bar ×2

SOURCE: loot: Large Slime Vessel (1.4%); loot: Medium Slime Vessel (1.4%)

Small Seed and Crop Pouch
UNCOMMON — 7

RECIPE: Pouch Workbench: Fiber ×3, Copper Bar ×2

SOURCE: loot: Large Slime Vessel (1.4%); loot: Medium Slime Vessel (1.4%)

Small Valuable Pouch
UNCOMMON — 7

RECIPE: Pouch Workbench: Fiber ×3, Copper Bar ×2

SOURCE: loot: dig spots (2.31%); loot: Large Slime Vessel (1.4%)

LURES

Glowing Lure
COMMON — lvl 4 — 2

EFFECTS: +10% chance to get a valuable or other non-fish item on the hook when fishing

RECIPE: Fishing Workbench: Glow Tulip

Spicy Lure
COMMON — lvl 4 — 2

EFFECTS: Fish (and other things) bite 9% faster

RECIPE: Fishing Workbench: Bomb Pepper, Blackbug

Sticky Lure
COMMON — lvl 4 — 2

EFFECTS: +11% chance to get double fish when catching a fish

RECIPE: Fishing Workbench: Mushroom, Larvlet

Sweet Lure
COMMON — lvl 4 — 2

EFFECTS: +10% chance to get a fish on the hook

RECIPE: Fishing Workbench: Heart Berry, Earthworm

Green Lure
UNCOMMON — lvl 9 — 1

EFFECTS: Fish (and other things) bite 7% faster; +7% chance to get a fish on the hook

SOURCE: merchant Fishing Merchant: 5 coins; seashell chests



Red Lure — lvl 9
UNCOMMON — 1

EFFECTS: Fish (and other things) bite 8% faster
+8% chance to get double fish when catching a fish

SOURCE: merchant **Fishing Merchant**: 5 coins; **seashell chests**



Purple Lure — lvl 10
RARE — 2

EFFECTS: +21% chance for higher rarity fish to bite

SOURCE: merchant **Fishing Merchant**: 10 coins

SETS

A set triggers its bonus when you wear the number of pieces shown; the bonus adds to each piece's own bonuses.

LARVA SET — lvl 8

2 PIECES: immune to slime slowdown



Grub Egg Necklace — lvl 8
RARE — 18

		LVL 8	LVL 20
EFFECTS	physical melee damage	+18.1%	+41%

SOURCE: loot: **The Hive Mother** (24.55%); loot: **Haunted Hive Mother** (24.55%); chests



Larva Ring — lvl 7
UNCOMMON — 7

		LVL 7	LVL 20
EFFECTS	max health	+21	+59

SOURCE: loot: **Ghorm the Devourer** (22.78%); loot: **Larva** (0.12%); chests

MOLD SET — lvl 11

2 PIECES: immune to mold infection



Mold Vein Necklace — lvl 11
RARE — 122

		LVL 11	LVL 20
EFFECTS	physical range damage	+23.7%	+40.8%

SOURCE: loot: **Large Mold Vessel** (2.41%); loot: **Mold Tentacle** (0.68%)



Mold Ring — lvl 11
RARE — 71

		LVL 11	LVL 20
EFFECTS	critical hit chance	+10%	+16%

SOURCE: loot: **Large Mold Vessel** (2.41%); loot: **Mold Tentacle** (0.68%); chests

ROCK AND STONE SET — lvl 8

2 PIECES: +49 mining damage



Ring of Rock — lvl 8
RARE — 33

		LVL 8	LVL 20
EFFECTS	armor	+13	+32

SOURCE: loot: **Caveling Brute** (1.96%); loot: **Stone Block** (0.3%); chests



Ring of Stone — lvl 3
UNCOMMON — 7

		LVL 3	LVL 20
EFFECTS	mining damage	+14	+276

SOURCE: loot: rubble (1.19%); loot: **Clay Block** (0.1%); chests

ANCIENT GEM SET — lvl 13

2 PIECES: +13% of mining damage added to melee damage



Ancient Gem Necklace — lvl 11
EPIC — 69

		LVL 11	LVL 20
EFFECTS	melee attack speed	+3.3%	+5.1%
	mining speed	+3.3%	+5.1%



Ancient Gem Ring — lvl 13
EPIC — 51

		LVL 13	LVL 20
EFFECTS	critical hit damage	+17%	+24%
	mining damage	+62	+133

MOONBELL SET — lvl 10

2 PIECES: 11% of damage taken absorbed by your mana



Moonbell Necklace — lvl 10
RARE — 54

		LVL 10	LVL 20
EFFECTS	magic damage	+9.9%	+18.6%
	critical hit damage	+15%	+26%

SOURCE: loot: **Overgrown Wooden Crate** (0.5%); chests



Moonbell Ring — lvl 10
RARE — 54

		LVL 10	LVL 20
EFFECTS	magic damage	+9.3%	+17.4%
	melee and range attack speed	+2.4%	+4.3%

SOURCE: loot: **Overgrown Wooden Crate** (0.5%); chests

NOMAD SET — lvl 14

2 PIECES: –13% hunger used while running



Nomad Necklace — lvl 14
RARE — 121

		LVL 14	LVL 20
EFFECTS	max health	+40	+57
	critical hit damage	+28%	+37%

SOURCE: loot: **Large Temple Crate** (0.81%); loot: **Temple Crate** (0.41%); chests



Nomad Ring — lvl 14
RARE — 72

		LVL 14	LVL 20
EFFECTS	max health	+46	+66
	damage	+17.7%	+24.6%

SOURCE: loot: **Large Temple Crate** (0.81%); chests

AZURE SET — lvl 5

2 PIECES: +15 max mana



Azure Necklace — lvl 3
UNCOMMON — 7

		LVL 3	LVL 20
EFFECTS	magic damage	+4.1%	+19.9%
	range attack speed	+1.7%	+5.3%

SOURCE: loot: **Wooden Crate** (0.83%); chests



Azure Ring — lvl 5
UNCOMMON — 12

		LVL 5	LVL 20
EFFECTS	magic damage	+12.5%	+41.9%

SOURCE: loot: **Clay Pot** (2.92%); loot: **Caveling Skirmisher** (0.29%)

WARPED SET — lvl 16

2 PIECES: 1% of your magic barrier returned as mana every second



Warped Necklace — lvl 16
RARE — 64

		LVL 16	LVL 20
EFFECTS	magic damage	+10%	+12.3%
	max mana	+15	+19
	magic barrier	+23	+29

SOURCE: loot: **Large Alien Tech Destructible** (4.06%); loot: **Alien Tech Crate** (1.99%); chests

Warped Ring
RARE — lvl 16 — 54

		LVL 16	LVL 20
EFFECTS	magic barrier	+68	+85
SOURCE	loot: **Large Alien Tech Destructible** (4.06%); loot: **Alien Tech Crate** (1.99%); chests		

FLAME SET — lvl 15

2 PIECES — +27% critical damage against burning targets

Flame Necklace
RARE — lvl 15 — 114

		LVL 15	LVL 20
EFFECTS	burn damage applied on hit	+59	+75
SOURCE	loot: **Lava Butterfly** (0.96%); chests		

Flame Ring
UNCOMMON — lvl 14 — 64

		LVL 14	LVL 20
EFFECTS	dodge chance	+5%	+7%
	burn damage applied on hit	+27	+37
SOURCE	loot: dig spots (Quarry) (4.72%); loot: **Lava Slime** (0.93%)		

SINGED SET — lvl 5

2 PIECES — +15% chance for an explosive to return its components

Singed Necklace
UNCOMMON — lvl 5 — 7

		LVL 5	LVL 20
EFFECTS	explosion damage	+5%	+18%
	armor	+12.5%	+48.7%
SOURCE	loot: **Clay Pot** (2.92%); chests		

Singed Ring
UNCOMMON — lvl 5 — 10

		LVL 5	LVL 20
EFFECTS	explosion damage	+5%	+19%
	armor	+12%	+46.5%
SOURCE	loot: **Clay Pot** (2.92%); chests		

SLIME SET — lvl 5

2 PIECES — +13.1% physical range damage

Blob Rosary Necklace
EPIC — lvl 5 — 31

		LVL 5	LVL 20
EFFECTS	max health	+15	+62
SOURCE	loot: **Glurch the Abominous Mass** (22.71%)		

Melting Crystal Ring
EPIC — lvl 5 — 24

		LVL 5	LVL 20
EFFECTS	dodge chance	+5%	+15%
SOURCE	loot: **Glurch the Abominous Mass** (22.71%)		

HYDRA JEWELRY SET — lvl 16

2 PIECES — 20% chance for a shot to raise your melee damage by 30%

Druidra's Ring
RARE — lvl 16 — 44

		LVL 16	LVL 20
EFFECTS	critical hit damage	+12%	+15%
	chance to apply poison on hit, which reduces enemy healing received by 75%	+6%	+8%
	damage against poisoned targets	+15%	+18%
SOURCE	loot: **Druidra the Wild Titan** (45.18%)		

Crydra's Ring
RARE — lvl 16 — 43

		LVL 16	LVL 20
EFFECTS	critical hit damage	+13%	+15%
	reduced impact of slowed movement from slime	+10%	+10%
	chance on hit to apply slippery movement	+15%	+17%
SOURCE	loot: **Crydra the Ice Titan** (45.06%)		

Pyrdra's Necklace
RARE — lvl 16 — 174

		LVL 16	LVL 20
EFFECTS	max health	+18	+23
	armor	+11	+14
	burn damage applied on hit	+18	+22
	damage against burning targets	+15%	+18%
SOURCE	loot: **Pyrdra the Fire Titan** (44.92%)		

SKULL SET — lvl 9

3 PIECES — nearby enemies burn (+45 damage every 2 s)

Skull Necklace
EPIC — lvl 9 — 72

		LVL 9	LVL 20
EFFECTS	max health	-26	-57
	minion damage	+37.5%	+77.2%
SOURCE	loot: **Malugaz the Corrupted** (31.4%)		

Skull Ring
EPIC — lvl 9 — 38

		LVL 9	LVL 20
EFFECTS	max health	-29	-65
	melee and range attack speed	+8.8%	+17.2%
SOURCE	loot: **Malugaz the Corrupted** (31.4%)		

Blue Leather Tome
EPIC — lvl 9 — 111

		LVL 9	LVL 20
EFFECTS	magic damage	+9.6%	+19.8%
	mana per second	+1.5	+3.4
RECIPE	Malugaz's statue: **Ancient Gemstone** ×8, **Fiber** ×8		

◆: the item belongs to an armor set, described in "Armor" (p. 10).

TOOLS

Pickaxes, sledgehammers, and hand drills, then shovels, gardening, fishing, other tools, and painting, with level, effects, and source. Mining tools also show their value at level 20. Scanners and summoning items close the chapter. Mining damage: "One pickaxe per biome" in "First Circle," Codex II; scanners: "Where scanners are crafted" (p. 40), below.

PICKAXES, SLEDGEHAMMERS, AND HAND DRILLS

Wood Pickaxe
COMMON — lvl 1 — 1

		LVL 1	LVL 20
EFFECTS	mining damage	+15	+900
RECIPE	by hand: **Wood** ×4		

Copper Pickaxe
COMMON — lvl 2 — 3

		LVL 2	LVL 20
EFFECTS	mining damage	+42	+1,366
RECIPE	**Copper Workbench**: **Wood** ×4, **Copper Bar** ×2		

Copper Sledge Hammer
COMMON — lvl 2 — 4

		LVL 2	LVL 20
EFFECTS	mining damage	+23	+746
SOURCE	chests		

Hand Drill
COMMON — lvl 4 — 7

		LVL 4	LVL 20
EFFECTS	mining damage	+85	+1,167
SOURCE	loot: Ghorm the Devourer (15.68%)		

Tin Pickaxe
COMMON — lvl 4 — 4

		LVL 4	LVL 20
EFFECTS	mining damage	+83	+1,144
RECIPE	Tin Workbench: Wood ×4, Tin Bar ×3		
SOURCE	loot: Caveling (1.59%)		

Tin Sledge Hammer
COMMON — lvl 4 — 5

		LVL 4	LVL 20
EFFECTS	mining damage	+48	+657
SOURCE	loot: Hive Growth (3.45%); loot: Clay Pot (0.73%)		

Iron Pickaxe
COMMON — lvl 6 — 33

		LVL 6	LVL 20
EFFECTS	mining damage	+180	+1,386
RECIPE	Iron Workbench: Wood ×4, Iron Bar ×4, Gold Bar		

Iron Sledge Hammer
COMMON — lvl 6 — 31

		LVL 6	LVL 20
EFFECTS	mining damage	+110	+849
SOURCE	loot: Large Ancient Crate (1.84%); loot: Caveling Pot (0.23%)		

Scarlet Hand Drill
UNCOMMON — lvl 9 — 206

		LVL 9	LVL 20
EFFECTS	mining damage	+327	+1,315
	movement speed	+8.3%	+13.7%
SOURCE	chests		

Scarlet Pickaxe
UNCOMMON — lvl 9 — 66

		LVL 9	LVL 20
EFFECTS	mining damage	+289	+1,163
RECIPE	Scarlet Workbench: Tin Bar ×4, Scarlet Bar ×6		

Scarlet Sledge Hammer
UNCOMMON — lvl 9 — 80

		LVL 9	LVL 20
EFFECTS	mining damage	+201	+808
SOURCE	loot: Large Mold Vessel (2.01%)		

Ancient Pickaxe
EPIC — lvl 11 — 146

		LVL 11	LVL 20
EFFECTS	mining damage	+385	+1,106
	mining speed	+9.1%	+14.2%
SOURCE	loot: Azeos the Sky Titan (24.87%)		

Octarine Pickaxe
RARE — lvl 12 — 137

		LVL 12	LVL 20
EFFECTS	mining damage	+417	+1,034
RECIPE	Octarine Workbench: Coral Wood ×10, Octarine Bar ×12		

Octarine Sledge Hammer
RARE — lvl 12 — 155

		LVL 12	LVL 20
EFFECTS	mining damage	+318	+787
SOURCE	loot: Large Metropolis Crate (1.32%)		

Galaxite Pickaxe
RARE — lvl 14 — 251

		LVL 14	LVL 20
EFFECTS	mining damage	+576	+1,093
RECIPE	Galaxite Workbench: Coral Wood Plank ×20, Galaxite Bar ×20		

Galaxite Sledge Hammer
RARE — lvl 14 — 242

		LVL 14	LVL 20
EFFECTS	mining damage	+437	+828
SOURCE	loot: Large Temple Crate (0.81%)		

Solarite Pickaxe
RARE — lvl 16 — 202

		LVL 16	LVL 20
EFFECTS	mining damage	+735	+1,099
RECIPE	Solarite Workbench: Solarite Bar ×20, Gleam Wood ×20		

Soul Seeker
LEGENDARY — lvl 16

		LVL 16	LVL 20
EFFECTS	mining damage	+769	+1,150
	mining speed	+9.7%	+11.6%
	blue glow	+3	+3
	Hits charge the secondary use		
	Secondary use: Pickaxe Storm		
RECIPE	assembly (Cipher Parchment): Ancient Pickaxe, Gold Bar ×400, Scarlet Bar ×600, Octarine Bar ×600, Galaxite Bar ×600, Ancient Gemstone ×100		

SHOVELS

Wood Shovel
COMMON — lvl 1 — 1

		LVL 1	LVL 20
EFFECTS	digging damage	+20	+246
RECIPE	by hand: Wood ×4		

Copper Shovel
COMMON — lvl 2 — 3

		LVL 2	LVL 20
EFFECTS	digging damage	+30	+252
RECIPE	Copper Workbench: Wood ×4, Copper Bar ×2		

Tin Shovel
COMMON — lvl 4 — 4

		LVL 4	LVL 20
EFFECTS	digging damage	+41	+206
RECIPE	Tin Workbench: Wood ×4, Tin Bar ×3		

Iron Shovel
COMMON — lvl 6 — 36

		LVL 6	LVL 20
EFFECTS	digging damage	+66	+235
RECIPE	Iron Workbench: Wood ×4, Iron Bar ×4, Gold Bar		

Scarlet Shovel
UNCOMMON — lvl 9 — 80

		LVL 9	LVL 20
EFFECTS	digging damage	+94	+236
RECIPE	Scarlet Workbench: Scarlet Bar ×6, Iron Bar ×2		

Octarine Shovel
UNCOMMON — lvl 11 — 121

		LVL 11	LVL 20
EFFECTS	digging damage	+165	+258
RECIPE	Octarine Workbench: Coral Wood ×10, Octarine Bar ×10		

Galaxite Shovel
RARE — lvl 14 — 227

		LVL 14	LVL 20
EFFECTS	digging damage	+201	+265
RECIPE	Galaxite Workbench: Coral Wood Plank ×18, Galaxite Bar ×18		

GARDENING

Large Watering Can — 63
COMMON
RECIPE: Iron Workbench: Iron Bar ×10

Watering Can — 5
COMMON
RECIPE: Basic Workbench: Copper Bar ×4

Wooden Hoe — lvl 1 — 1
COMMON
RECIPE: Basic Workbench: Wood ×4

Copper Hoe — lvl 2 — 3
COMMON
RECIPE: Copper Workbench: Wood ×4, Copper Bar ×2

Garden Trowel — lvl 3 — 34
UNCOMMON
SOURCE: loot: Large Ancient Crate (7.22%); loot: Caveling (0.53%)

Tin Hoe — lvl 4 — 4
COMMON
RECIPE: Tin Workbench: Wood ×4, Tin Bar ×3

Iron Hoe — lvl 6 — 38
COMMON
RECIPE: Iron Workbench: Wood ×4, Iron Bar ×4, Gold Bar

Scarlet Hoe — lvl 9 — 75
UNCOMMON
RECIPE: Scarlet Workbench: Scarlet Bar ×6, Tin Bar ×2

Octarine Garden Trowel — lvl 12 — 112
RARE
RECIPE: Octarine Workbench: Coral Wood ×11, Octarine Bar ×11

FISHING

Wood Fishing Rod — lvl 2 — 1
COMMON
EFFECTS: +21 fishing
RECIPE: Copper Workbench: Wood ×5

Tin Fishing Rod — lvl 4 — 5
COMMON
EFFECTS: +74 fishing
RECIPE: Tin Workbench: Wood ×5, Tin Bar ×4

Iron Fishing Rod — lvl 6 — 39
COMMON
EFFECTS: +126 fishing
RECIPE: Iron Workbench: Wood ×5, Iron Bar ×5, Gold Bar

Scarlet Fishing Rod — lvl 9 — 83
UNCOMMON
EFFECTS: +169 fishing
RECIPE: Scarlet Workbench: Wood ×5, Scarlet Bar ×7

Octarine Fishing Rod — lvl 12 — 96
RARE
EFFECTS: +202 fishing
RECIPE: Octarine Workbench: Coral Wood ×8, Octarine Bar ×9

Galaxite Fishing Rod — lvl 14 — 205
RARE
EFFECTS: +246 fishing
RECIPE: Galaxite Workbench: Coral Wood Plank ×17, Galaxite Bar ×17

Solarite Fishing Rod — lvl 16 — 211
RARE
EFFECTS: +287 fishing
RECIPE: Solarite Workbench: Gleam Wood Plank ×17, Solarite Bar ×17

OTHER TOOLS

Bucket — 59
COMMON
RECIPE: Iron Workbench: Iron Bar ×10

Bug Net — 9
COMMON
RECIPE: Tin Workbench: Wood ×8, Fiber ×8

Roofing Gadget — 141
COMMON
RECIPE: Scarlet Workbench: Plank ×10, Scarlet Bar ×10, Gold Bar ×3

PAINTING

Paint brushes: 14 colors, each crafted at the **Painter's Table** from **Slime** ×3 and **Wood**: **black**, **blue**, **brown**, **cyan**, **gray**, **green**, **orange**, **peach**, **pink**, **purple**, **red**, **teal**, **white**, **yellow**.

SCANNERS

Atlantean Worm Scanner — 672
RARE
RECIPE: Ancient Hologram Pod: Ancient Gemstone ×15, Mechanical Part ×15, Solarite Bar ×30

Azeos the Sky Titan Scanner — 367
EPIC
RECIPE: titan shrine (Ancient Hologram Pod in a world without shrines): Ancient Gemstone ×10, Mechanical Part ×10, Ancient Feather ×10

Crydra the Ice Titan Scanner — 333
EPIC
RECIPE: crystal shrine (Ancient Hologram Pod in a world without shrines): Ancient Gemstone ×10, Mechanical Part ×10, Solarite Bar ×10, Radiation Crystal ×3

Druidra the Wild Titan Scanner — 375
EPIC
RECIPE: crystal shrine (Ancient Hologram Pod in a world without shrines): Ancient Gemstone ×10, Mechanical Part ×10, Solarite Bar ×10, Radiation Crystal ×3

Fateful Echo-Map — 100
RARE
RECIPE: loot: Ra-Akar the Sand Titan (100.0%)

Gelid Echo-Map — 100
RARE
RECIPE: loot: Crydra the Ice Titan (100.0%)

Ghorm the Devourer Scanner — 72
EPIC
RECIPE: Glurch's statue: Ancient Gemstone ×3, Mechanical Part ×3

Hive Mother Scanner — 107
RARE

RECIPE — Ancient Hologram Pod: Ancient Gemstone ×5, Mechanical Part ×5

Igneous the Molten Mass Scanner — 250
RARE

RECIPE — Ancient Hologram Pod: Ancient Gemstone ×10, Mechanical Part ×10, Magma Slime ×40

Ivy the Poisonous Mass Scanner — 200
RARE

RECIPE — Ancient Hologram Pod: Ancient Gemstone ×8, Mechanical Part ×8, Poison Slime ×40

Malugaz the Corrupted Scanner — 112
EPIC

RECIPE — Glurch's statue: Ancient Gemstone ×5, Mechanical Part ×5

Morpha the Aquatic Mass Scanner — 256
RARE

RECIPE — Ancient Hologram Pod: Ancient Gemstone ×10, Mechanical Part ×10, Slippery Slime ×40

Nimruza, Queen of the Burrowed Sands Scanner — 608
EPIC

RECIPE — Passage shrine: Ancient Gemstone ×20, Mechanical Part ×20, Cytoplasm ×20

Oblidra the Void Lord Scanner — 100
RARE

RECIPE — merchant Otherworldly Merchant: 500 coins

Omoroth the Sea Titan Scanner — 344
EPIC

RECIPE — titan shrine (Ancient Hologram Pod in a world without shrines): Ancient Gemstone ×10, Mechanical Part ×10, Sea Shell ×10

Phantasmal Echo-Map — 100
RARE

RECIPE — loot: Omoroth the Sea Titan (100.0%)

Pyrdra the Fire Titan Scanner — 351
EPIC

RECIPE — crystal shrine (Ancient Hologram Pod in a world without shrines): Ancient Gemstone ×10, Mechanical Part ×10, Solarite Bar ×10, Radiation Crystal ×3

Pyric Echo-Map — 100
RARE

RECIPE — loot: Pyrdra the Fire Titan (100.0%)

Ra-Akar the Sand Titan Scanner — 541
EPIC

RECIPE — titan shrine (Ancient Hologram Pod in a world without shrines): Ancient Gemstone ×15, Mechanical Part ×15, Scarab Wingcover ×15

Runic Echo-Map — 100
RARE

RECIPE — loot: Ivy the Poisonous Mass (100.0%)

S.A.H.A.B.A.R. Scanner — 1020
EPIC

RECIPE — Breaker's Reach shrine: Relucite Bar ×20, Corrupted Alloy ×20, Ancient Gemstone ×30, Mechanical Part ×30

Sacred Echo-Map — 100
RARE

RECIPE — loot: Igneous the Molten Mass (100.0%)

Stillwater Echo-Map — 100
RARE

RECIPE — loot: Azeos the Sky Titan (100.0%)

Urschleim Scanner — 550
RARE

RECIPE — Rift Statue: Ancient Gemstone ×20, Mechanical Part ×20, Cytoplasm ×20

Veil Echo-Map — 100
RARE

RECIPE — loot: Nimruza, Queen of the Burrowed Sands (100.0%)

Verdant Echo-Map — 100
RARE

RECIPE — loot: Druidra the Wild Titan (100.0%)

SUMMONING ITEMS

Bait Pillar — 579
EPIC

SOURCE — merchant Brave Merchant: 2,895 coins

Core Commander Summoning Idol — 100
EPIC

SOURCE — merchant Cloaked Merchant: 500 coins

Corrupted Sap — 40
EPIC

SOURCE — Passage shrine: Hardened Sap, Pandorium Bar ×20, Cytoplasm ×20

Crown Summoning Idol — 40
EPIC

SOURCE — loot: Blue Slime (0.24%); loot: Lava Slime (0.23%)

Expert Lure — 403
EPIC

RECIPE — titan shrine (Ancient Hologram Pod in a world without shrines): Purple Lure, Spicy Lure ×20, Sweet Lure ×20, Glowing Lure ×20, Octarine Bar ×20, Ancient Gemstone ×10

Ghorm Summoning Idol — 40
EPIC

SOURCE — merchant Cloaked Merchant: 200 coins

Giant Slime Summoning Idol — 40
EPIC

SOURCE — merchant Cloaked Merchant: 200 coins

Hardened Sap — 40
UNCOMMON

SOURCE — loot: Floracada (30.94%); loot: Large Oasis Flower Vessel (3.92%)

Hive Mother Summoning Idol — 40
EPIC

SOURCE — merchant Cloaked Merchant: 200 coins

Large Shiny Glimmering Object — 183
EPIC

RECIPE — titan shrine (Ancient Hologram Pod in a world without shrines): Copper Bar ×5, Iron Bar ×5, Gold Bar ×5, Scarlet Bar ×5, Ancient Gemstone ×3

Malugaz Summoning Idol — 40
EPIC

RECIPE — assembly (Crystal Skull Shard): Crystal Skull Shard ×3

Primeval Slime Cell — 100
EPIC

RECIPE — Rift Statue: Cytoplasm ×40, Ancient Gemstone ×30

Profane Override — 40
EPIC

SOURCE — Breaker's Reach shrine: Relucite Bar ×20, Corrupted Alloy ×30, Mechanical Part ×30

Thumper — 836
EPIC

RECIPE — titan shrine (Ancient Hologram Pod in a world without shrines): Fiber ×40, Plank ×40, Scarlet Bar ×20, Galaxite Bar ×20, Mechanical Part ×10, Ancient Gemstone ×20

Wind Organ of Fire — 143
EPIC

RECIPE — crystal shrine (Ancient Hologram Pod in a world without shrines): Gleam Wood Plank ×20, Solarite Bar ×10, White Hydra Eye

Wind Organ of Ice — 150
EPIC

RECIPE — crystal shrine (Ancient Hologram Pod in a world without shrines): Gleam Wood Plank ×20, Solarite Bar ×10, Pink Hydra Eye

Wind Organ of Void — 106
RARE

RECIPE — assembly (Oblivion Fragment): Oblivion Fragment ×10

Wind Organ of Wilderness — 133
EPIC

RECIPE — crystal shrine (Ancient Hologram Pod in a world without shrines): Gleam Wood Plank ×20, Solarite Bar ×10

WHERE SCANNERS ARE CRAFTED

A **scanner** marks the position of its boss on the map and disappears when the scan succeeds. For bosses that move (Atlantean Worm, Hydra Titans, Urschleim), you will almost always need it. Echo-maps work the same way for a place, and each one drops from a boss.

Glurch's statue

SCANNERS CRAFTED — Ghorm, Malugaz

Ancient Hologram Pod — 112
EPIC

SCANNERS CRAFTED — Hive Mother, slime bosses, Titans, Hydra Titans, Atlantean Worm

Passage shrine

SCANNERS CRAFTED — Nimruza

Rift Statue — 17
EPIC

SCANNERS CRAFTED — Urschleim

Breaker's Reach shrine

SCANNERS CRAFTED — S.A.H.A.B.A.R.

Oblidra's scanner costs 500 coins at the **Otherworldly Merchant**. To call a boss back, the **Cloaked Merchant** sells the idols of Ghorm, the Hive Mother, and the slime bosses for 200 coins each. The Core Commander's idol costs 500 coins. The other summoning items are in "Summoning items," above.

MATERIALS

Metals in order of progression, then basic, boss, and biome materials and key items; smelting at home: "Machines," Codex III.

METALS

Copper — 2
COMMON

ORE IN — Dirt Block
SMELTER — Furnace
WORKBENCH — Copper Workbench
ANVIL — Copper Anvil

Tin — 2
COMMON

ORE IN — Clay Block
SMELTER — Furnace
WORKBENCH — Tin Workbench
ANVIL — Tin Anvil

Iron — 7
UNCOMMON

ORE IN — Stone Block
SMELTER — Furnace
WORKBENCH — Iron Workbench
ANVIL — Iron Anvil

Gold — 15
RARE

ORE IN — any block, rarely
SMELTER — Smelter Kiln
WORKBENCH — none
ANVIL — none

Scarlet — 13
RARE

ORE IN — Grass Block
SMELTER — Smelter Kiln
WORKBENCH — Scarlet Workbench
ANVIL — Scarlet Anvil

Octarine — 14
RARE

ORE IN — Beach Block
SMELTER — Smelter Kiln
WORKBENCH — Octarine Workbench
ANVIL — Octarine Anvil

Galaxite — 15
RARE

ORE IN — Desert Block
SMELTER — Fury Forge
WORKBENCH — Galaxite Workbench
ANVIL — Galaxite Anvil

Solarite — 13
RARE

ORE IN — Crystal Block
SMELTER — Fury Forge
WORKBENCH — Solarite Workbench
ANVIL — Solarite Anvil

Pandorium
15
RARE

ORE IN pandorium crystals
SMELTER Fury Forge
WORKBENCH Rift Statue
ANVIL none

Relucite
14
RARE

ORE IN Tuff Block
SMELTER Fury Forge
WORKBENCH Relucite Smithing Table
ANVIL none

BASIC MATERIALS

Wood
COMMON

SOURCE Undergrounds roots
PROCESSED AT Table Saw: Plank

Coral Wood
COMMON

SOURCE Sunken Sea
PROCESSED AT Table Saw: Coral Wood Plank

Gleam Wood
COMMON

SOURCE Shimmering Frontier
PROCESSED AT Table Saw: Gleam Wood Plank

Slime
1
COMMON

SOURCE defeated slimes, containers; slime grounds
PROCESSED AT Distillery Table: 10 slime grounds → 1 slime

Glass Piece
1
COMMON

SOURCE Sand Block, Beach Block, Desert Block, Oasis Block
PROCESSED AT Glass Smelter

Fiber
1
COMMON

SOURCE Grub Kapok Seed (Clay Caves), larvae, cavelings, crates, fishing; Bearded Merchant (8 coins)
PROCESSED AT none

Wool
1
COMMON

SOURCE fed Bambuck; scarlet, octarine, and galaxite chests
PROCESSED AT none

Scrap Parts
1
COMMON

SOURCE fishing, chests, crates, salvaging; Bearded Merchant (5 coins)
PROCESSED AT none

Ancient Gemstone
11
RARE

SOURCE bosses, mechanical enemies, ancient chests, any block (rare); Cloaked Merchant
PROCESSED AT none

Mechanical Part
11
RARE

SOURCE bosses, mechanical enemies, ancient chests; Cloaked Merchant
PROCESSED AT none

BOSS AND BIOME MATERIALS

Cytoplasm
6
UNCOMMON

ORIGIN Passage creatures and fossils
USED FOR pandorium gear, Corrupted Sap

Hardened Sap
40
UNCOMMON

ORIGIN Wilderness
USED FOR attracts critters once placed; Corrupted Sap

Corrupted Alloy
1
UNCOMMON

ORIGIN Breaker's Reach
USED FOR relucite gear, Profane Override

Oblivion Fragment
20
RARE

ORIGIN void creatures
USED FOR Wind Organ of Void (10 fragments)

Pink Hydra Eye
11
RARE

ORIGIN Druidra the Wild Titan
USED FOR Wind Organ of Ice

White Hydra Eye
12
RARE

ORIGIN Crydra the Ice Titan
USED FOR Wind Organ of Fire

Radiation Crystal
11
RARE

ORIGIN Shimmering Frontier
USED FOR Hydra Titan scanners

KEY ITEMS

Glurch Eye, **Ghorm's Horn**, **Stolen Crystal Heart**: placed on the statues around the Core.

KEYS one per metal (**Key Casting Table**), the **Obsidian Key**, and the **Admin Key**.

VOID NEURONS **Brood Void Neuron** (**Nimruza**) and **Herald Void Neuron** (**S.A.H.A.B.A.R.**).

THE THREE TITAN GIFTS **Azeos Feather Fan**, **Omoroth Compass**, **Ra-Akar Automaton**.

STATIONS

The 51 stations, each with where to craft it, its number of recipes, and a few examples. Gear recipes are in "Weapons" (p. 3), "Armor" (p. 10), and "Accessories" (p. 26). Where to place them: "Workshop" in "Build," Codex III.

Advanced Automation Table
413
UNCOMMON

WHERE TO CRAFT IT Octarine Workbench: Octarine Bar ×20, Scarlet Bar ×15
RECIPES 6
EXAMPLES Item Collector, Robot Farm Arm, Seed Extractor, Shredder

Alchemy Table
14
COMMON

WHERE TO CRAFT IT Tin Workbench: Wood ×8, Slime ×8, Tin Bar ×5
RECIPES 14
EXAMPLES Healing Potion, Mana Potion, Enrage Potion, Keen Potion

Ancient Hologram Pod
112
EPIC

WHERE TO CRAFT IT Malugaz's statue: Ancient Gemstone ×5, Mechanical Part ×5
RECIPES 17
EXAMPLES Azeos the Sky Titan Scanner, Omoroth the Sea Titan Scanner, Ra-Akar the Sand Titan Scanner, Large Shiny Glimmering Object

Automation Table
13
COMMON

WHERE TO CRAFT IT: Tin Workbench: Copper Bar ×5, Tin Bar ×8
RECIPES: 6
EXAMPLES: Conveyor Belt, Conveyor Belt Splitter, Crude Drill, Drill

Basic Workbench
1
COMMON

WHERE TO CRAFT IT: by hand: Wood ×8
RECIPES: 17
EXAMPLES: Wooden Sword, Wooden Hoe, Watering Can, Wood Helm

Boat Workbench
206
COMMON

WHERE TO CRAFT IT: Scarlet Workbench: Plank ×50, Scarlet Bar ×15
RECIPES: 2
EXAMPLES: Boat, Speeder

Carpenter's Table
9
COMMON

WHERE TO CRAFT IT: Copper Workbench: Wood ×8, Copper Bar ×8
RECIPES: 18
EXAMPLES: Wood Stool, Wood Table, Pedestal, Wooden Pillar

Cartography Table
93
COMMON

WHERE TO CRAFT IT: Iron Workbench: Plank ×40, Iron Bar ×10

Cooking Pot
5
COMMON

WHERE TO CRAFT IT: Basic Workbench: Wood ×2, Copper Bar ×4

Copper Anvil
9
COMMON

WHERE TO CRAFT IT: Copper Workbench: Copper Bar ×8
RECIPES: 8
EXAMPLES: Copper Helm, Copper Breastplate, Copper Pants, Wooden Shield

Copper Workbench
7
COMMON

WHERE TO CRAFT IT: Basic Workbench: Wood ×8, Copper Bar ×6
RECIPES: 18
EXAMPLES: Copper Pickaxe, Copper Shovel, Copper Hoe, Small Lantern

Critter Catcher
59
COMMON

WHERE TO CRAFT IT: Livestock Workbench: Plank ×8, Fiber ×20, Iron Bar ×5

Distillery Table
20
UNCOMMON

WHERE TO CRAFT IT: merchant Bearded Merchant: 100 coins
RECIPES: 4
EXAMPLES: Slime, Poison Slime, Slippery Slime, Magma Slime

Egg Incubator
18
COMMON

WHERE TO CRAFT IT: Copper Workbench: Copper Bar ×8, Glass Piece ×8
RECIPES: 17
EXAMPLES: Cracked Loyal Egg, Cracked Curious Egg, Cracked Lively Egg, Cracked Nimble Egg

Electronics Table
10
COMMON

WHERE TO CRAFT IT: Copper Workbench: Wood ×8, Copper Bar ×8
RECIPES: 18
EXAMPLES: Electricity Generator, Lowered Electricity Generator, Electrical Wire, Lever

Fishing Workbench
5
COMMON

WHERE TO CRAFT IT: Tin Workbench: Wood ×8, Tin Bar ×5
RECIPES: 5
EXAMPLES: Fishing Net, Spicy Lure, Sweet Lure, Glowing Lure

Furnace
1
COMMON

WHERE TO CRAFT IT: Basic Workbench: Dirt Block ×20
RECIPES: 3
EXAMPLES: Copper Bar, Tin Bar, Iron Bar

Fury Forge
503
UNCOMMON

WHERE TO CRAFT IT: Octarine Workbench: Octarine Bar ×30, Scarlet Bar ×15
RECIPES: 4
EXAMPLES: Galaxite Bar, Solarite Bar, Pandorium Bar, Relucite Bar

Galaxite Anvil
266
UNCOMMON

WHERE TO CRAFT IT: Galaxite Workbench: Galaxite Bar ×25
RECIPES: 6
EXAMPLES: Galaxite Helm, Galaxite Torso, Galaxite Pants, Galaxite Sword

Galaxite Workbench
843
RARE

WHERE TO CRAFT IT: Octarine Workbench: Coral Wood Plank ×70, Octarine Bar ×30, Galaxite Bar ×40
RECIPES: 14
EXAMPLES: Galaxite Pickaxe, Galaxite Shovel, Galaxite Fishing Rod, Galaxite Anvil

Glass Smelter
6
COMMON

WHERE TO CRAFT IT: Copper Workbench: Copper Bar ×5
RECIPES: 1
EXAMPLES: Glass Piece

Glass Workbench
10
COMMON

WHERE TO CRAFT IT: Copper Workbench: Wood ×8, Glass Piece ×8
RECIPES: 16
EXAMPLES: Glass Wall, Thin Glass Wall, Glass Floor, Glass Bridge

Go-Kart Workbench
672
COMMON

WHERE TO CRAFT IT: Galaxite Workbench: Coral Wood Plank ×70, Galaxite Bar ×35, Scarlet Bar ×20
RECIPES: 3
EXAMPLES: Primitive Go-Kart, Renegade Go-Kart, Speeder Go-Kart

Iron Anvil
63
COMMON

WHERE TO CRAFT IT: Iron Workbench: Iron Bar ×10
RECIPES: 7
EXAMPLES: Iron Helm, Iron Breastplate, Iron Pants, Iron Shield

Iron Workbench
120
COMMON

WHERE TO CRAFT IT: Tin Workbench: Plank ×10, Tin Bar ×10, Iron Bar ×15
RECIPES: 18
EXAMPLES: Iron Pickaxe, Iron Shovel, Iron Hoe, Bucket

Jewelry Workbench

104

COMMON

WHERE TO CRAFT IT: Iron Workbench: Plank ×8, Iron Bar ×8, Gold Bar ×4

RECIPES: 6

EXAMPLES: Copper Cross Necklace, Iron Chunk Necklace, Gold Crystal Necklace, Gold Crystal Ring

Key Casting Table

54

COMMON

WHERE TO CRAFT IT: Iron Workbench: Plank ×10, Iron Bar ×8

RECIPES: 7

EXAMPLES: Copper Key, Iron Key, Scarlet Key, Octarine Key

Laboratory Table

118

UNCOMMON

WHERE TO CRAFT IT: Scarlet Workbench: Plank ×15, Scarlet Bar ×10

RECIPES: 16

EXAMPLES: Greater Healing Potion, Greater Mana Potion, Stoneskin Potion, Guardian's Potion

Livestock Workbench

4

COMMON

WHERE TO CRAFT IT: Basic Workbench: Wood ×8, Copper Bar ×2, Fiber

RECIPES: 6

EXAMPLES: Feeding Tray, Leash, Cattle Transport Box, Saddle

Loom

9

COMMON

WHERE TO CRAFT IT: Tin Workbench: Wood ×10, Fiber ×4, Wool ×4

RECIPES: 17

EXAMPLES: Rug, Floor Pillow, Pet Bed, Perch Pole

Materializer

56

COMMON

WHERE TO CRAFT IT: found in the Shimmering Frontier arenas, dug up with a shovel

Metalcrafter's Table

200

UNCOMMON

WHERE TO CRAFT IT: merchant Otherworldly Merchant: 1,000 coins

RECIPES: 12

EXAMPLES: Yellow Warning Sign, Red Warning Sign, Excavation Sign, Industrial Table

Music Workbench

6

COMMON

WHERE TO CRAFT IT: Tin Workbench: Wood ×8, Fiber ×5

RECIPES: 9

EXAMPLES: Harp, Cello, Flute, Drumkit

Octarine Anvil

160

COMMON

WHERE TO CRAFT IT: Octarine Workbench: Octarine Bar ×15

RECIPES: 7

EXAMPLES: Octarine Helm, Octarine Breastplate, Octarine Pants, Octarine Shield

Octarine Workbench

656

UNCOMMON

WHERE TO CRAFT IT: Scarlet Workbench: Coral Wood Plank ×50, Scarlet Bar ×20, Octarine Bar ×30

RECIPES: 18

EXAMPLES: Octarine Pickaxe, Octarine Shovel, Octarine Backpack, Pearl Lantern

Painter's Table

10

COMMON

WHERE TO CRAFT IT: Copper Workbench: Wood ×8, Slime ×8

RECIPES: 14

EXAMPLES: Yellow Paint Brush, Blue Paint Brush, Red Paint Brush, Green Paint Brush

Pouch Workbench

20

UNCOMMON

WHERE TO CRAFT IT: merchant Bearded Merchant: 100 coins

RECIPES: 12

EXAMPLES: Small Ore and Block Pouch, Small Seed and Crop Pouch, Small Valuable Pouch, Small Fish Pouch

Proficient Jewelry Workbench

307

UNCOMMON

WHERE TO CRAFT IT: Octarine Workbench: Coral Wood Plank ×30, Octarine Bar ×15, Gold Bar ×10

RECIPES: 6

EXAMPLES: Coral Amulet, Scarlet Chunk Necklace, Octarine Necklace, Magnetic Ring

Railway Forge

5

COMMON

WHERE TO CRAFT IT: Copper Workbench: Wood ×6, Copper Bar ×4

RECIPES: 3

EXAMPLES: Rail, Wonky Minecart, Minecart

Relucite Smithing Table

200

RARE

WHERE TO CRAFT IT: merchant Otherworldly Merchant: 1,000 coins

RECIPES: 7

EXAMPLES: Void-Fused Helmet, Void-Fused Chestpiece, Void-Fused Leggings, Scrap Minigun

Rift Statue

17

EPIC

RECIPES: 12

EXAMPLES: Pandorium Helm, Pandorium Chestplate and Bracers, Pandorium Pants, Pandorium Axe

Salvage and Repair Station

6

COMMON

WHERE TO CRAFT IT: Basic Workbench: Wood ×5, Copper Bar ×5

Scarlet Anvil

172

COMMON

WHERE TO CRAFT IT: Scarlet Workbench: Scarlet Bar ×15

RECIPES: 6

EXAMPLES: Scarlet Helm, Scarlet Breastplate, Scarlet Pants, Scarlet Sword

Scarlet Workbench

338

UNCOMMON

WHERE TO CRAFT IT: Iron Workbench: Tin Bar ×10, Iron Bar ×15, Scarlet Bar ×20

RECIPES: 18

EXAMPLES: Scarlet Pickaxe, Scarlet Shovel, Scarlet Hoe, Orb Lantern

Smelter Kiln

39

COMMON

WHERE TO CRAFT IT: Iron Workbench: Tin Bar ×5, Iron Bar ×5

RECIPES: 3

EXAMPLES: Gold Bar, Scarlet Bar, Octarine Bar

Solarite Anvil

287

UNCOMMON

WHERE TO CRAFT IT: Solarite Workbench: Solarite Bar ×25

RECIPES: 5

EXAMPLES: Solarite Barbute, Solarite Cuirass, Solarite Tassets, Solarite Sword

Solarite Workbench

812

RARE

WHERE TO CRAFT IT: Galaxite Workbench: Gleam Wood ×70, Galaxite Bar ×30, Solarite Bar ×40

RECIPES: 10

EXAMPLES: Solarite Pickaxe, Solarite Fishing Rod, Solarite Anvil, Hydra Altar

Table Saw

38

COMMON

WHERE TO CRAFT IT: Tin Workbench: Wood ×8, Copper Bar ×5, Iron Bar ×5

RECIPES: 3

EXAMPLES: Plank, Coral Wood Plank, Gleam Wood Plank

Tin Anvil

8

COMMON

WHERE TO CRAFT IT: Tin Workbench: Tin Bar ×8

RECIPES: 7

EXAMPLES: Bronze Helm, Bronze Breastplate, Bronze Pants, Tin Sword

Tin Workbench

16

COMMON

WHERE TO CRAFT IT: Copper Workbench: Wood ×10, Copper Bar ×6, Tin Bar ×10

RECIPES: 18

EXAMPLES: Tin Pickaxe, Tin Shovel, Tin Hoe, Bug Net

Upgrade Station

157

UNCOMMON

WHERE TO CRAFT IT: Scarlet Workbench: Plank ×20, Scarlet Bar ×10, Iron Bar ×5

CROPS AND DISHES

The eleven crops, golden crops, cattle products, immunity dishes, named dishes, potions and consumables, the ten permanent max HP items, and garden tools. Growing, what to plant and cook first: "Food," Codex III; using potions: "Blocking and healing," in "Skills," Codex III.

SEEDS AND COOKING

Each row of the crop table covers the plant and its seed, which has no card of its own; the Soil column gives the grounds it accepts. Sowing, seed returns, and golden crops are in "Food," Codex III.

The **Cooking Pot** cooks two ingredients, in any order, into a dish that depends only on them. Each one hides a cooking effect, different from its raw effect. An effect found in only one ingredient carries over as is; found in both, it keeps the stronger value. The crop, golden crop, and cattle tables give these cooking effects.

The dish takes one of the game's 15 types: dip snack, cereal, curry, fillet, cheese, cake, fish balls, pudding, salad, sandwich, smoothie, soup, steak, sushi, or wrap.

CROPS

Heart Berry

1

COMMON

SOIL: dirt, clay, turf, meadow, grass, oasis

RAW: healing

COOKED (MAIN BONUS): +25 max HP (10 min)

Glow Tulip

7

UNCOMMON

SOIL: the same

RAW: blue glow (1 min)

COOKED (MAIN BONUS): glow and +1.4 mana per second (10 min)

Bomb Pepper

6

UNCOMMON

SOIL: the same

RAW: −11 HP

COOKED (MAIN BONUS): +21% speed (1 min)

Bloat Oat

6

UNCOMMON

SOIL: the same

RAW: +22 food

COOKED (MAIN BONUS): +43 food, +9.1 HP per second (20 s)

Carrock

5

UNCOMMON

SOIL: stone

RAW: healing

COOKED (MAIN BONUS): +23 armor (10 min)

Puffungi

6

UNCOMMON

SOIL: mold block

RAW: −23 HP

COOKED (MAIN BONUS): −6% damage taken from bosses (10 min)

Pewpaya

5

UNCOMMON

SOIL: beach

RAW: healing

COOKED (MAIN BONUS): +22.4% physical range damage (10 min)

Pinegrapple

6

UNCOMMON

SOIL: beach

RAW: healing

COOKED (MAIN BONUS): +22.4% physical melee damage (10 min)

Sunrice

6

UNCOMMON

SOIL: crystal

RAW: food

COOKED (MAIN BONUS): +30% magic damage (10 min)

Lunacorn

6

UNCOMMON

SOIL: crystal

RAW: food

COOKED (MAIN BONUS): +30% minion damage (10 min)

Grumpkin

6

UNCOMMON

SOIL: dirt and nearby grounds

RAW: healing

COOKED (MAIN BONUS): +45 mining damage (10 min)

GOLDEN CROPS

Golden Heart Berry

12

RARE

IN A DISH (BASE VALUES): +50 max HP, +17.1% physical melee damage (10 min)

Golden Bomb Pepper — 10
RARE

IN A DISH (BASE VALUES): +26.9% speed (1 min), +8.9% melee attack speed (10 min)

Golden Bloat Oat — 11
RARE

IN A DISH (BASE VALUES): +42 food, +12.1 HP per second (20 s), −10% hunger while running (10 min)

Golden Carrock — 12
RARE

IN A DISH (BASE VALUES): +26 armor (10 min), +18% knockback chance (2 min)

Golden Glow Tulip — 10
RARE

IN A DISH (BASE VALUES): glow, +2.3 mana per second, +25 max mana (10 min)

Golden Puffungi — 10
RARE

IN A DISH (BASE VALUES): −9% damage taken from bosses (10 min), +14% damage against bosses (1 min)

Golden Pewpaya — 12
RARE

IN A DISH (BASE VALUES): +28.2% physical range damage, +8.4% range attack speed (10 min)

Golden Pinegrapple — 11
RARE

IN A DISH (BASE VALUES): +28.2% physical melee damage, +8.4% melee attack speed (10 min)

Golden Sunrice — 10
RARE

IN A DISH (BASE VALUES): +43.3% magic damage, +91 magic barrier (10 min)

Golden Lunacorn — 11
RARE

IN A DISH (BASE VALUES): +39.5% minion damage, +55.2% minion attack speed (10 min)

Golden Grumpkin — 12
RARE

IN A DISH (BASE VALUES): +71 mining damage, +7.2% mining speed (10 min)

CATTLE PRODUCTS

Meadow Milk — 1
COMMON

COOKED: +22.9% armor (10 min); raw: 20 s

Marbled Meat — 1
COMMON

COOKED: +13.3% damage (10 min)

Orex Truffle — 6
UNCOMMON

COOKED: +12% mining speed, +7% mining damage (10 min)

Dodo Egg — 1
COMMON

COOKED: +25% healing from regeneration (10 min)

Kelp Dumpling — 6
UNCOMMON

COOKED: eaten as is: +15% chance of a double catch when fishing, +15% harvest (10 min)

IMMUNITY DISHES

Slime slowdown
INGREDIENT TO COOK: Yellow Blister Head

Acid
INGREDIENT TO COOK: Green Blister Head

Mold
INGREDIENT TO COOK: Rot Fish

Burning
INGREDIENT TO COOK: Verdant Dragonfish or Elder Dragonfish

NAMED DISHES

These dishes do not take their name from an ingredient. You find them, buy them, or receive them. The **Vending Machine** of the Forlorn Metropolis and two merchants sell a few. **Office crates** hide drinks and snacks. The **Food Ration** comes in the starting bag of some roles.

Caveling Bread — 6
UNCOMMON

EFFECTS: +36 food

WHERE: **Cloaked Merchant** (30 coins); loot from ancient crates, wooden crates, and cavelings

Food Ration — 1
COMMON

EFFECTS: +12 food
+2.8 HP per second (20 s)

WHERE: 3 in the starting bag of some roles

Cave Crunch — 6
UNCOMMON

EFFECTS: +19 food
+50 mining damage (10 min)

WHERE: Forlorn Metropolis **Vending Machine** (94 coins)

Tentacle Jerky — 6
UNCOMMON

EFFECTS: +19 food
+34% knockback chance (2 min)

WHERE: Forlorn Metropolis **Vending Machine** (95 coins)

Glazed Heart Berry — 6
UNCOMMON

EFFECTS: +10 food
+65 max HP (10 min)

WHERE: Forlorn Metropolis **Vending Machine** (96 coins)

Lunar Cheese — 6
UNCOMMON

EFFECTS: +14 food
+5 blue glow (10 min)
immobilize and stun duration reduced by 32% (10 min)

WHERE: **Brave Merchant** (60 coins); loot from **alien tech crates**

Vit — 8
UNCOMMON

EFFECTS: +11 food
+4 health on melee hit (20 s)

WHERE: **office crates**

Rootbear — 8
UNCOMMON

EFFECTS: +10 food

WHERE: **office crates**

Skip
8
UNCOMMON

EFFECTS +9 food
WHERE office crates

Slushie
8
UNCOMMON

EFFECTS +21 food
–53.5% movement speed (5 s)
WHERE office crates

Mug of Coffee
8
UNCOMMON

EFFECTS +7.4% melee and range attack speed (40 s)
WHERE office crates

Kizz Cola
8
UNCOMMON

EFFECTS +9% critical hit chance (40 s)
WHERE office crates

Rainbow Kelp
63
EPIC

EFFECTS +7 food
+6.2 HP per second (20 s)
+18 armor (10 min)
+11.5% melee and range attack speed (10 min)
+5% critical hit chance (5 min)
WHERE fishing

EVENT DISHES

Each seasonal event has its own dishes, found in its gifts. The **Seasonal Merchant** trades the Valentine's gift for 1 **Love Letter**, and the Samhain goodie bag is crafted with 10 **pumpkin coins**. The **Little Helperling** crafts the winter present with 1 **Lump of Coal** and the luxury winter present with 2. Dishes that add max HP do so only once per character.

Anniversary Cake
156
UNCOMMON

EFFECTS +66 food
+7 blue glow (10 min)
+27 max HP
WHERE **Seasonal Merchant**, during the anniversary: 20 **tulips**, 20 slime

Box of Chocolates
6
UNCOMMON

EFFECTS +7 food
+3 pink glow (10 min)
WHERE **Valentine's gifts** (10.20%)

Distilled Love
6
UNCOMMON

EFFECTS +2.1% HP per second (20 s)
WHERE **Valentine's gifts** (7.14%)

Chewy Cone Candy
6
UNCOMMON

EFFECTS +3 food
+8.8 HP per second (20 s)
–5.1% movement speed (20 s)
WHERE **Samhain goodie bags** (20.85%)

Evil Eye Candy
6
UNCOMMON

EFFECTS +2 food
your eyes glow red (1 min)
WHERE **Samhain goodie bags** (20.85%)

Spooky Pop Candy
6
UNCOMMON

EFFECTS +2 food
you look like a ghost (1 min)
WHERE **Samhain goodie bags** (20.85%)

Hot Chocolate
3
UNCOMMON

EFFECTS a feeling of comfort (1 min)
WHERE **winter presents** (13.16%)

Winter Cookies
6
UNCOMMON

EFFECTS +6 food
you feel winter's embrace (1 min)
WHERE **winter presents** (13.16%)

Fruit Bread
6
UNCOMMON

EFFECTS +50 food
you fall asleep for 5 s
WHERE **winter presents** (13.16%)

Hot Punch
4
RARE

EFFECTS +7.6% melee and range attack speed (30 s)
WHERE **luxury winter presents** (16.67%)

Winter Dinner
11
RARE

EFFECTS +39 food
+2.5 HP per second (20 s)
+25 max HP (10 min)
+11.8% damage (10 min)
+12 armor (5 min)
WHERE **luxury winter presents** (16.67%)

Golden Chocolate
17
EPIC

EFFECTS +9 food
–5% hunger while running (10 min)
+28 max HP
WHERE **luxury winter presents** (1.67%)

Jingle Jam Cookie
5
UNCOMMON

EFFECTS a feeling of comfort (1 min)
WHERE gift from the Jingle Jam charity event

POTIONS AND CONSUMABLES

Healing Potion
8
UNCOMMON

EFFECT +30% of your HP; 5 s cooldown
DURATION instant
RECIPE OR SOURCE **Alchemy Table**: **Slime** ×3, **Heart Berry** ×3

Greater Healing Potion
10
UNCOMMON

EFFECT +40% of your HP; 5 s cooldown
DURATION instant
RECIPE OR SOURCE **Laboratory Table**: **Poison Slime** ×3, **Heart Berry** ×5

Mana Potion
23
UNCOMMON

EFFECT +30% of your mana; 5 s cooldown
DURATION instant
RECIPE OR SOURCE **Alchemy Table**: **Slime** ×3, **Glow Tulip** ×3

Greater Mana Potion
34
UNCOMMON

EFFECT +40% of your mana; 5 s cooldown
DURATION instant
RECIPE OR SOURCE **Laboratory Table**: **Poison Slime** ×3, **Glow Tulip** ×5

Enrage Potion
17
UNCOMMON

EFFECT +30% physical melee damage
DURATION 1 min
RECIPE OR SOURCE **Alchemy Table**: **Slime** ×3, **Bomb Pepper** ×2

Keen Potion
8
UNCOMMON

EFFECT +30% physical range damage
DURATION 1 min
RECIPE OR SOURCE Alchemy Table: Slime ×3, Mushroom ×3

Arcane Potion
24
UNCOMMON

EFFECT +30% magic damage
DURATION 1 min
RECIPE OR SOURCE Alchemy Table: Slime ×3, Glow Tulip ×3

Pact of Power Potion
6
UNCOMMON

EFFECT +30% minion damage
DURATION 1 min
RECIPE OR SOURCE Alchemy Table: Slime ×3, Larva Meat ×1

Stoneskin Potion
22
UNCOMMON

EFFECT +58 armor
DURATION 1 min
RECIPE OR SOURCE Laboratory Table: Poison Slime ×3, Carrock ×3

Guardian's Potion
19
UNCOMMON

EFFECT −12% damage taken from bosses
DURATION 1 min
RECIPE OR SOURCE Laboratory Table: Slippery Slime ×1, Puffungi ×1, Ancient Gemstone ×1

Poison Aid Potion
12
UNCOMMON

EFFECT removes any active poison
DURATION instant
RECIPE OR SOURCE Laboratory Table: Poison Slime ×10

Burn Resistance Potion
52
UNCOMMON

EFFECT immune to burning
DURATION 1 min
RECIPE OR SOURCE Otherworldly Merchant (208 ancient coins); relucite chests

Unusual Potion
16
UNCOMMON

EFFECT +40% damage, +40% damage taken
DURATION 1 min
RECIPE OR SOURCE Brave Merchant (80 ancient coins); alien tech chests

Splendid Amalgam
15
EPIC

EFFECT immune to burning; +40 max HP for life, once per character
DURATION 1 min
RECIPE OR SOURCE its pool, in the Molten Quarry (one per world)

Cave Coffee
18
UNCOMMON

EFFECT +23.1% movement speed
DURATION 20 s
RECIPE OR SOURCE Forlorn Metropolis Vending Machine

Crystal Water
16
UNCOMMON

EFFECT +11% critical hit chance
DURATION 30 s
RECIPE OR SOURCE Forlorn Metropolis Vending Machine

Heart Berry Soda
18
UNCOMMON

EFFECT +15.4 HP per second
DURATION 10 s
RECIPE OR SOURCE Forlorn Metropolis Vending Machine

PERMANENT MAX HP

Each item adds its max HP only once per character. The ten together give +590 HP. The **Giant Mushroom** keeps its bonus when cooked.

Giant Mushroom
10
RARE

MAX HP 25
WHERE Undergrounds, in the middle of a ring of small mushrooms; one or two per world

Anniversary Cake
156
UNCOMMON

MAX HP 27
WHERE Seasonal Merchant, during the anniversary: 20 tulips, 20 slime

Golden Chocolate
17
EPIC

MAX HP 28
WHERE Luxury Winter Present (1.67%)

Splendid Amalgam
15
EPIC

MAX HP 40
WHERE Molten Quarry

Amber Larva
15
EPIC

MAX HP 50
WHERE Amber Boulder in the Forgotten Ruins; some Larva Hive chests; rare Ghorm loot

Paradise Fruit Basket
15
EPIC

MAX HP 50
WHERE pedestal in Azeos' Wilderness

Oblidra's Heart
17
EPIC

MAX HP 70
WHERE Oblidra loot

Starlight Nautilus
LEGENDARY

MAX HP 100
WHERE lava fishing

Atlantean Worm Heart
17
EPIC

MAX HP 100
WHERE Atlantean Worm loot

Giant Mitochondrion
17
EPIC

MAX HP 100
WHERE Urschleim loot

GARDEN TOOLS

Wooden Hoe
lvl 1
1
COMMON

AREA (TILES) 1×1
USE tilling

Copper Hoe
lvl 2
3
COMMON

AREA (TILES) 2×2
USE tilling



Tin Hoe — lvl 4 — 4 g
COMMON
AREA (TILES) 3×3
USE tilling



Iron Hoe — lvl 6 — 38 g
COMMON
AREA (TILES) 4×4
USE tilling



Scarlet Hoe — lvl 9 — 75 g
UNCOMMON
AREA (TILES) 5×5
USE tilling



Watering Can — 5 g
COMMON
AREA (TILES) 1×1
USE watering; 20 waterings per fill



Large Watering Can — 63 g
COMMON
AREA (TILES) 2×2
USE watering; 60 waterings per fill



Garden Trowel — lvl 3 — 34 g
UNCOMMON
AREA (TILES) 2×2
USE sowing



Octarine Garden Trowel — lvl 12 — 112 g
RARE
AREA (TILES) 5×5
USE sowing



Sprinkler — 141 g
COMMON
AREA (TILES) 5×5
USE watering nonstop

FISH

The 44 fish, water by water, then the fish with effects and the eight lures; how to fish: "Why fish," in "Food," Codex III.

WATERS AND THEIR FISH

In each water, fish are listed from the most common to the rarest.

Undergrounds, Great Wall, Breaker's Reach

FISH Orange Cave Guppy, Blue Cave Guppy, Rock Jaw, Gem Crab

Clay Caves

FISH Yellow Blister Head, Green Blister Head, Devil Worm, Vampire Eel

Acid water (Larva Hive)

FISH those of the Clay Caves

Forgotten Ruins

FISH Dagger Fin, Pink Palace Fish, Teal Palace Fish, Crown Squid

Azeos' Wilderness

FISH Azure Feather Fish, Emerald Feather Fish, Spirit Veil, Astral Jelly

Mold water

FISH Mold Shark, Rot Fish, Black Steel Urchin

Sunken Sea, sea water

FISH Bottom Tracer, Silver Dart, Golden Dart, Pink Coralotl, White Coralotl

Desert of Beginnings

FISH Solid Spikeback, Sandy Spikeback, Brown Dune Tail, Gray Dune Tail, Tornis Kingfish

Lava

FISH Dark Lava Eater, Bright Lava Eater, Elder Dragonfish, Verdant Dragonfish, Starlight Nautilus

Shimmering Frontier, crystal water

FISH Beryll Angle Fish, Glistening Deepstalker, Jasper Angle Fish, Splendid Deepstalker, Cosmic Form

Passage, stagnant water

FISH Terra Trilobite, Litho Trilobite, Pinkhorn Pico, Greenhorn Pico, Riftian Lampfish

FISH WITH SPECIAL EFFECTS

- **Starlight Nautilus**: +100 max HP for good, once per character.
- **Yellow Blister Head**, **Green Blister Head**, **Rot Fish**, **Verdant Dragonfish**, **Elder Dragonfish**: immunity dishes, listed in "Crops and Dishes" (p. 44).
- Cooked **Astral Jelly**: +63 fishing power (10 min).

LURES



Spicy Lure — lvl 4 — 2 g
COMMON
EFFECT bites 9% faster
SOURCE Bomb Pepper + Blackbug → 10



Sweet Lure — lvl 4 — 2 g
COMMON
EFFECT +10% chance of a fish
SOURCE Heart Berry + Earthworm → 10



Sticky Lure — lvl 4 — 2 g
COMMON
EFFECT +11% chance to catch 2 fish
SOURCE Mushroom + Larvlet → 10



Glowing Lure — lvl 4 — 2 g
COMMON
EFFECT +10% chance of an item rather than a fish
SOURCE Glow Tulip → 5



Green Lure — lvl 9 — 1 g
UNCOMMON
EFFECT bites 7% faster; +7% chance of a fish
SOURCE Fishing Merchant (5 coins); seashell chests



Red Lure — lvl 9 — 1 g
UNCOMMON
EFFECT bites 8% faster; +8% chance to catch 2 fish
SOURCE Fishing Merchant (5 coins); seashell chests



Purple Lure — lvl 10 — 2 g
RARE
EFFECT +21% chance that a rarer fish bites
SOURCE Fishing Merchant (10 coins)



Expert Lure — 403 g
EPIC
EFFECT does not fish: summons Omoroth the Sea Titan in its arena ("Omoroth the Sea Titan," Codex II)
SOURCE titan shrine (Ancient Hologram Pod in a world without shrines), from a Purple Lure

ANIMALS

The seventeen pets by role, treats, the seven cattle species, ranching tools, and saddles. Hatching is in "Pets," Codex III. Breeding and mounts are in "Farm Animals," Codex III.

PETS

MELEE



Subterrier — 6

EGG: Loyal Egg
WHERE TO FIND THE EGG: dig spots marked with an X; oasis pedestal in the Meadow
BASE EFFECT: +10% stun chance; +8% critical



Jr. Orange Slime — 6

EGG: Oozy Egg
WHERE TO FIND THE EGG: Glurch the Abominous Mass
BASE EFFECT: slows the target by 11.7% (4 s); +8% against bosses



Electro-Pet — 6

EGG: Pest Egg
WHERE TO FIND THE EGG: Electro-Pests, office crates; Snacks Vending Machine (600 ancient coins)
BASE EFFECT: +20% stun chance



Prince Slime — 6

EGG: Oozy Royal Egg
WHERE TO FIND THE EGG: King Slime, on every win
BASE EFFECT: +30% against bosses



Jr. Purple Slime — 6

EGG: Oozy Poison Egg
WHERE TO FIND THE EGG: Ivy the Poisonous Mass
BASE EFFECT: +12% poison chance; +15% against bosses



Jr. Blue Slime — 6

EGG: Oozy Slippery Egg
WHERE TO FIND THE EGG: Morpha the Aquatic Mass
BASE EFFECT: +13% slippery chance; +15% against bosses



Jr. Lava Slime — 5

EGG: Oozy Lava Egg
WHERE TO FIND THE EGG: Igneous the Molten Mass
BASE EFFECT: +2 glow; +15% against bosses



Snugglygrade — 6

EGG: Squishy Egg
WHERE TO FIND THE EGG: Urschleim, colossal amoebas, cultist chests
BASE EFFECT: +15% chance to give you mana



Cattiva — 6

EGG: Lazy Egg
WHERE TO FIND THE EGG: oasis flower vases; chests in oasis temples and houses
BASE EFFECT: +4% stun chance; +12% critical

RANGED



Embertail — 6

EGG: Curious Egg
WHERE TO FIND THE EGG: Bearded Merchant (375 ancient coins)
BASE EFFECT: fireballs: +16 burning; +2 glow



Fanhare — 6

EGG: Nimble Egg
WHERE TO FIND THE EGG: Wilderness flower vases; pedestal of an island camp in the Sea
BASE EFFECT: +12% poison chance; its shots pierce 1 target



Azeos Jr. — 6

EGG: Glimmering Egg
WHERE TO FIND THE EGG: Azeos the Sky Titan (≈ 37% of wins)
BASE EFFECT: +10% stun chance; +2 shards per shot



Hoppet — 5

EGG: Hoppy Egg
WHERE TO FIND THE EGG: Sea seashell chests; Serpents
BASE EFFECT: +17% slippery chance; knocks back with each shot

SUPPORT



Owlux — 6

EGG: Lively Egg
WHERE TO FIND THE EGG: crates and pottery; incubator in the Wilderness egg hut
BASE EFFECT: +7.6% speed; +6.5% damage



Earie — 6

EGG: Nocturnal Egg
WHERE TO FIND THE EGG: ancient crates, iron chests, hive growths
BASE EFFECT: +1 minion; +7.2% minion damage



Pheromoth — 6

EGG: Fuzzy Egg
WHERE TO FIND THE EGG: infected cavelings, large mold vessels; chest on the fuzzy egg island
BASE EFFECT: +12.6% physical range damage; +7% dodge



Arcane Symbiote — 6

EGG: Arcane Egg
WHERE TO FIND THE EGG: locked scarlet chests, Floracadas, temple chests
BASE EFFECT: +28 magic barrier; +11% mana regeneration while casting

TREATS



Pet Pellet — 6
UNCOMMON

EXPERIENCE: 50
WHERE TO FIND IT: crates and pottery



Rare Candy — 11
RARE

EXPERIENCE: 500
WHERE TO FIND IT: chests



Beast Booster — 15
EPIC

EXPERIENCE: 5,000
WHERE TO FIND IT: bosses

CATTLE



Moolin

WHERE TO FIND IT: the Meadow
IT EATS: any crop, Moorshroom
IT PRODUCES: Meadow Milk



Bambuck

WHERE TO FIND IT: the Meadow
IT EATS: any crop, Moorshroom
IT PRODUCES: Wool



Drohmble

WHERE TO FIND IT: Desert of Beginnings oases
IT EATS: any crop, Moorshroom
IT PRODUCES: Blasting Dung



Strolly Poly

WHERE TO FIND IT: Clay Caves, Forgotten Ruins, Desert of Beginnings
IT EATS: critters
IT PRODUCES: Strolly Poly Plate



Orex

WHERE TO FIND IT: moss areas of the Forgotten Ruins
IT EATS: critters
IT PRODUCES: Orex Truffle



Dodo

WHERE TO FIND IT: Azeos' Wilderness, Desert of Beginnings
IT EATS: critters
IT PRODUCES: Dodo Egg



Kelple

WHERE TO FIND IT: Sunken Sea
IT EATS: any kelp
IT PRODUCES: Kelp Dumpling

RANCHING TOOLS



Leash — 11 G

UNCOMMON

RECIPE (LIVESTOCK WORKBENCH): Fiber ×8
EFFECT: pulls the animal behind you



Cattle Transport Box — 26 G

UNCOMMON

RECIPE (LIVESTOCK WORKBENCH): Plank ×6, Tin Bar ×2, Iron Bar ×3
EFFECT: stores the animal in your inventory



Feeding Tray — 7 G

COMMON

RECIPE (LIVESTOCK WORKBENCH): Wood ×10, Copper Bar ×5
EFFECT: feeds the animals that reach it

SADDLES



Saddle — 63 G

UNCOMMON

RECIPE (LIVESTOCK WORKBENCH): Iron Bar ×8, Tin Bar ×3, Fiber ×8
RIDING SPEED (× WALKING): 1.235



Racing Saddle — 194 G

RARE

RECIPE (LIVESTOCK WORKBENCH): Solarite Bar ×12, Gold Bar ×5, Fiber ×8
RIDING SPEED (× WALKING): 1.43

AUTOMATION

Tables, power sources, circuits, machines, drills, traps, and spawn grounds, one family per table; first builds: "Machines," Codex III.

TABLES



Electronics Table — 10 G

COMMON

CRAFTED AT: copper workbench
WHAT IT CRAFTS: power sources, wire, circuits, doors, lamps, sensors



Automation Table — 13 G

COMMON

CRAFTED AT: tin workbench: 5 copper bars, 8 tin bars
WHAT IT CRAFTS: conveyor belts, drills, robot arms, Sprinkler



Advanced Automation Table — 413 G

UNCOMMON

CRAFTED AT: octarine workbench: 20 octarine bars, 15 scarlet bars
WHAT IT CRAFTS: Item Collector, Robot Farm Arm, Seed Extractor, Shredder, Incinerator, Pressure Pedestal

POWER SOURCES



Electricity Generator — 12 G

COMMON

POWER: 25
HOW IT WORKS: always on
RECIPE: Copper Bar ×10



Lowered Electricity Generator — 67 G

COMMON

POWER: 25
HOW IT WORKS: always on, below floor level
RECIPE: Iron Bar ×10, Copper Bar ×4



Lever — 3 G

COMMON

POWER: 13
HOW IT WORKS: while switched on
RECIPE: Wood ×3, Copper Bar ×2



Pressure Plate — 5 G

COMMON

POWER: 13
HOW IT WORKS: while a player stands on it
RECIPE: Copper Bar ×2, Tin Bar ×2



Pressure Pedestal — 139 G

COMMON

POWER: 13
HOW IT WORKS: while an item lies on it
RECIPE: Galaxite Bar ×8, Iron Bar ×8



Explorer Proximity Sensor
38
COMMON

POWER 8
HOW IT WORKS when a player passes nearby
RECIPE Iron Bar ×6, Copper Bar ×4



Enemy Proximity Sensor
39
COMMON

POWER 8
HOW IT WORKS when an enemy passes nearby
RECIPE Iron Bar ×6, Copper Bar ×4



Kinematic Dynamo
40
COMMON

POWER 5
HOW IT WORKS 1 s after each hit; a new hit restarts the second
RECIPE Iron Bar ×6, Copper Bar ×4



Electricity Stick
3
COMMON

POWER 1
HOW IT WORKS always on; powers no machine
RECIPE Copper Bar ×2

CIRCUITS

All are crafted at the **Electronics Table** for 1 or 2 copper bars; how they work: "Circuits," in "Machines," Codex III.

- **Electrical Wire**: Copper Bar ×1.
- I, L, and T circuits, **Cross Circuit**, **Delay Circuit**, **Logic Circuit**.

MACHINES



Conveyor Belt
1
COMMON

RECIPE Tin Bar ×2
TABLE Automation Table
EFFECT moves items and creatures, with no power



Conveyor Belt Splitter
1
COMMON

RECIPE Tin Bar ×2, Scarlet Bar ×1
TABLE Automation Table
EFFECT splits each stack between its two sides



Robot Arm
93
COMMON

RECIPE Iron Bar ×5, Scarlet Bar ×5
TABLE Automation Table
EFFECT takes in front, drops behind



Item Collector
119
COMMON

RECIPE Scarlet Bar ×5, Octarine Bar ×5
TABLE Advanced Automation Table
EFFECT picks up from the ground over 5×5 tiles



Sprinkler
141
COMMON

RECIPE Scarlet Bar ×8, Iron Bar ×8
TABLE Automation Table
EFFECT waters 5×5 tiles nonstop



Robot Farm Arm
373
COMMON

RECIPE Octarine Bar ×5, Scarlet Bar ×20, Iron Bar ×15
TABLE Advanced Automation Table
EFFECT plants and harvests



Seed Extractor
293
COMMON

RECIPE Octarine Bar ×5, Scarlet Bar ×15, Iron Bar ×10, Mechanical Part ×2
TABLE Advanced Automation Table
EFFECT 1 plant → 2 seeds, in 40 s



Shredder
223
COMMON

RECIPE Octarine Bar ×8, Iron Bar ×20, Mechanical Part ×2
TABLE Advanced Automation Table
EFFECT salvages tools and gear



Incinerator
201
COMMON

RECIPE Galaxite Bar ×15, Magma Slime ×5, Mechanical Part ×2
TABLE Advanced Automation Table
EFFECT destroys without giving anything back



Critter Catcher
59
COMMON

RECIPE Plank ×8, Fiber ×20, Iron Bar ×5
TABLE Livestock Workbench
EFFECT 1 critter per baited slot, every 8 to 12 min



Fishing Net
38
COMMON

RECIPE Fiber ×30, Wood ×8, Tin Bar ×4
TABLE Fishing Workbench
EFFECT 1 fish per baited slot, every 8 to 12 min

DRILLS



Crude Drill
9
COMMON

RECIPE Tin Bar ×8
MINING DAMAGE PER SECOND 30



Drill
166
COMMON

RECIPE Iron Bar ×10, Scarlet Bar ×10
MINING DAMAGE PER SECOND 60

TRAPS



Spike Trap
2
COMMON

DAMAGE 51–61
EFFECT every 2.5 s, enemies only
RECIPE Tin Workbench: Tin Bar ×1



Poison Spike Trap
23
COMMON

DAMAGE 108–132
EFFECT anything that walks on it, player included; poison: –75% healing received
RECIPE cannot be crafted



Galaxite Trap
40
UNCOMMON

DAMAGE 117–143
EFFECT a burning energy jet
RECIPE Galaxite Workbench: Galaxite Bar ×3, Magma Slime ×2



Galaxite Turret
227
UNCOMMON

DAMAGE 148–180
EFFECT shoots enemies in front of it, 2.5 shots per second; powered
RECIPE Galaxite Workbench: Galaxite Bar ×15, Mechanical Part ×4

Flame Turret

199

UNCOMMON

DAMAGE 187–227

EFFECT spits fire in front of it, 2.5 attacks per second; powered

RECIPE Relucite Smithing Table: Relucite Bar ×8, Corrupted Alloy ×5, Cytoplasm ×4, Mechanical Part ×4

SPAWN GROUNDS

Chrysalis

COMMON

COMMON CREATURE Larva

RARE CREATURE Big Larva, Cocoon

Stone Moss

COMMON

COMMON CREATURE Caveling

RARE CREATURE Caveling Shaman, Caveling Brute

Clay Moss

COMMON

COMMON CREATURE Caveling Skirmisher, Caveling Spearman

Lush Moss

COMMON

COMMON CREATURE Caveling Gardener, Caveling Hunter

Urban Moss

COMMON

COMMON CREATURE Caveling Scholar

RARE CREATURE Core Sentry

Valley Moss

COMMON

COMMON CREATURE Caveling Assassin

Ground Slime

COMMON

COMMON CREATURE Orange Slime

RARE CREATURE Red Slime

Ground Poison Slime

COMMON

COMMON CREATURE Purple Slime

Ground Slippery Slime

COMMON

COMMON CREATURE Blue Slime

Ground Magma Slime

COMMON

COMMON CREATURE Lava Slime

RARE CREATURE Lava Butterfly

Fungal Soil

COMMON

COMMON CREATURE Mushroom (to pick)

RARE CREATURE Shrooman, Shrooman Brute

Mold Ground

COMMON

COMMON CREATURE Infected Caveling

RARE CREATURE Mold Tentacle

Crystal Crust

COMMON

COMMON CREATURE Mimite

RARE CREATURE Orbital Turret

Ravine Coral

COMMON

RARE CREATURE Wingling

Rust Pile

COMMON

RARE CREATURE Geobot Miner, Geobot Patroller, Geobot Scourer

Muddled Moss

COMMON

COMMON CREATURE Glowing Mushroom (to pick)

RARE CREATURE Void Larva, Void Larva Cocoon, Void Caveling, Void Caveling Shaman, Void Caveling Brute

Mossy Soil

COMMON

COMMON CREATURE Moorshroom (to pick)

Beach Sand Ground

COMMON

RARE CREATURE Bubble Crab

Desert Sand Ground

COMMON

RARE CREATURE Bomb Scarab

TREASURES

Valuables, from cheapest to most expensive at base sell price, then instruments and music sheets. Valuables are only for selling and are all of poor rarity, except the **Pictographic Sketchbook** (uncommon). Showing them: "Themes," in "Decorate," Codex III; playing an instrument: "Instrument," in "Controls," Codex I.

VALUABLES

Lump of Coal

1

POOR

BIOME Christmas

WHERE Winter Present

Rusty Spoon

3

POOR

BIOME Undergrounds

WHERE fishing

Balloon Spore

10

POOR

BIOME Mold

WHERE dig spots, Large Mold Vessel, Mold Vessel, walls

Caveling Skull

10

POOR

BIOME Undergrounds

WHERE Big Larva, Temple Crate, Galaxite Chest, Large Temple Crate, Medium Slime Vessel...

Lost Paddle

14

POOR

BIOME Wilderness

WHERE fishing, Oasis objects

Rusty Fishing Hook 14
POOR

BIOME: Sea
WHERE: Metropolis Crate, Ancient Chest, Driftwood Wooden Crate, Large Metropolis Crate, Octarine Chest

Fungal Bone 15
POOR

BIOME: Mold
WHERE: Infected Caveling, Large Mold Vessel, Mold Vessel, Mold Tentacle

Hard Thorn 15
POOR

BIOME: Wilderness
WHERE: dig spots, walls, Thorn Wood, chest

Plume Ball 15
POOR

BIOME: Desert
WHERE: Bomb Scarab, Golden Ancient Chest, Temple Crate

Giant Germ 16
POOR

BIOME: Mold
WHERE: fishing

Adder Stone 17
POOR

BIOME: Ruins
WHERE: Iron Chest, fishing

Grub Knot 17
POOR

BIOME: Clay Caves
WHERE: Clay Pot, **The Hive Mother**, Larva Hive Chest

Old Journal 17
POOR

WHERE: mined walls (Archaeologist talent)

Stone Cap 17
POOR

BIOME: Mold
WHERE: dig spots, Large Mold Vessel

Amber Chunk 18
POOR

BIOME: Wilderness
WHERE: dig spots, **Druidra the Wild Titan**, walls, Scarlet Chest

Petrified Egg 18
POOR

BIOME: Clay Caves
WHERE: **Azeos the Sky Titan**, Larva Hive Chest

Mucus Amoeba 19
POOR

BIOME: Clay Caves
WHERE: fishing

Soft Sponge 19
POOR

BIOME: Ruins
WHERE: fishing

Crystal Star 20
POOR

BIOME: Christmas
WHERE: Luxury Winter Present, Winter Present

Ear Plate 20
POOR

BIOME: Undergrounds
WHERE: Ancient Crate, Caveling, Caveling Brute, Caveling Shaman, Copper Chest...

Old Amulet 21
POOR

BIOME: Undergrounds
WHERE: Ancient Crate, Copper Chest, dig spots, Large Ancient Crate, Wooden Crate...

Parasite Fossil 22
POOR

BIOME: Clay Caves
WHERE: fishing

Broken Gourd 23
POOR

BIOME: Desert
WHERE: fishing

Dry Butterfly 23
POOR

BIOME: Wilderness
WHERE: Caveling Gardener, Desert Flower Vessel, Oasis Flower Vessel, Large Oasis Flower Vessel, Large Desert Flower Vessel...

Fish Fossil 23
POOR

BIOME: Sea
WHERE: dig spots

Mold Shell 23
POOR

BIOME: Mold
WHERE: **Druidra the Wild Titan**, fishing

Ancient Fishing Hook 24
POOR

BIOME: Molten
WHERE: fishing

Leaf Fossil 25
POOR

BIOME: Wilderness
WHERE: Overgrown Wooden Crate, walls, Scarlet Chest, pedestals

Caveling Sandal 26
POOR

BIOME: Desert
WHERE: Temple Crate, dig spots, Large Temple Crate

Blood Skull 27
POOR

BIOME: Clay Caves
WHERE: Larva Hive Chest, Hive Growth, **Malugaz the Corrupted**

Mildew Leaf 27
POOR

BIOME: Mold
WHERE: Mold Vessel

Pickaxe Head 27
POOR

BIOME: Molten
WHERE: dig spots, Charred Crate, Smoldering Chest

Bent Fork 28
POOR

BIOME: Metropolis
WHERE: Caveling Scholar

Early Human Skull 28
POOR

BIOME Desert
WHERE mined walls (Archaeologist talent), Desert Flower Vessel, Golden Ancient Chest, Oasis Flower Vessel, Large Oasis Flower Vessel...

Feather Fish Scale 28
POOR

BIOME Wilderness
WHERE fishing

Melting Lava Wing 28
POOR

BIOME Molten
WHERE Lava Butterfly

Ammonite 29
POOR

BIOME Undergrounds
WHERE Copper Chest, dig spots, fallen rocks, pedestals

Forked Coral 29
POOR

BIOME Sea
WHERE dig spots, Driftwood Wooden Crate

Amber Fish Egg 31
POOR

BIOME Undergrounds
WHERE fishing

Precious Urn 32
POOR

BIOME Ruins
WHERE Caveling Pot, Iron Chest, Mold Covered Chest, chest

Crystal Bone 33
POOR

BIOME Shimmering
WHERE Sun Crystal, fishing, Large Sun Crystal

Geode 33
POOR

BIOME Undergrounds
WHERE dig spots, fallen rocks, pedestals

Petrified Trilobite 33
POOR

BIOME Sea
WHERE dig spots

Worker Handcuff 34
POOR

BIOME Molten
WHERE dig spots, Charred Crate, Smoldering Chest

Bone Creole 35
POOR

BIOME Undergrounds
WHERE Clay Pot, dig spots, pedestals

Twisted Agate 36
POOR

BIOME Undergrounds
WHERE Copper Chest, dig spots, Overgrown Wooden Crate, pedestals

Charred Caveling Skull 37
POOR

BIOME Molten
WHERE dig spots, Charred Crate, Smoldering Chest

Shark Tooth 37
POOR

BIOME Sea
WHERE Metropolis Crate, Large Metropolis Crate, Driftwood Wooden Crate, Seashell Chest

Triops Fossil 37
POOR

BIOME Shimmering
WHERE fishing, Oasis objects

Snow Globe 42
POOR

BIOME Christmas
WHERE Winter Present

Blue Glass Shard 43
POOR

BIOME Desert
WHERE Desert Flower Vessel, dig spots, Galaxite Chest, Oasis Flower Vessel, Large Oasis Flower Vessel...

Mechanical Arm 45
POOR

BIOME Wilderness
WHERE Core Sentry, Overgrown Wooden Crate, walls, Scarlet Chest

Ceremonial Flute 46
POOR

BIOME Wilderness
WHERE Overgrown Wooden Crate, fishing, Scarlet Chest

Petrified Coral 46
POOR

BIOME Wilderness
WHERE dig spots, walls

Golden Starfish 47
POOR

BIOME Undergrounds
WHERE fishing

Ancient Gem Plate 49
POOR

WHERE mined walls (Archaeologist talent)

Incense Bowl 49
POOR

BIOME Desert
WHERE Golden Ancient Chest, Temple Crate, Galaxite Chest

Chipped Plate 50
POOR

BIOME Mold
WHERE Mold Covered Chest

Geobot Leg 50
POOR

BIOME Breaker's Reach
WHERE Broken Geobot Patroller, Broken Geobot Swarmer, dig spots, Metal Industrial Box, Reinforced Industrial Box...

Triangle Trinket 50
POOR

BIOME Undergrounds
WHERE Copper Chest, dig spots, pedestals

Seismic Clock 51
POOR

WHERE mined walls (Archaeologist talent)

Broken Core Idol 52
POOR

BIOME Ruins
WHERE Ancient Crate, Caveling Pot, dig spots, Iron Chest, Large Ancient Crate

Chemical Ration 55
POOR

BIOME Shimmering
WHERE Alien Tech Chest, Alien Tech Crate, large alien tech container

Playing Dice 56
POOR

WHERE special rooms of the biome

Music Bowl 57
POOR

WHERE mined walls (Archaeologist talent)

Caveling Perfume 58
POOR

BIOME Ruins
WHERE Iron Chest, fishing

Giant Mite 58
POOR

BIOME Mold
WHERE Large Mold Vessel

Broken Toy Ship 62
POOR

BIOME Desert
WHERE fishing

Antique Board Game 63
POOR

WHERE mined walls (Archaeologist talent)

Golden Cocoon 66
POOR

BIOME Clay Caves
WHERE fishing

Fusion Alloy 67
POOR

BIOME Molten
WHERE fishing, dig spots

Sealed Beverage 68
POOR

BIOME Sea
WHERE Metropolis Crate, Driftwood Wooden Crate, Large Metropolis Crate, Octarine Chest, Seashell Chest

Fizzy Crystal 69
POOR

BIOME Sea
WHERE Metropolis Crate, Ancient Chest, dig spots, **Crydra the Ice Titan**, Driftwood Wooden Crate...

Suspended Butterfly 73
POOR

BIOME Shimmering
WHERE Sun Crystal, Large Sun Crystal

Caveling Cup 74
POOR

BIOME Metropolis
WHERE Caveling Scholar

Blue Glass Kalimba 75
POOR

BIOME Sea
WHERE Large Metropolis Crate

Golden Feather 75
POOR

BIOME Wilderness
WHERE Flower Vessel

Grub Pearl 75
POOR

BIOME Clay Caves
WHERE fishing

Offspring Capsule 75
POOR

BIOME Shimmering
WHERE Alien Tech Crate, large alien tech container

Sentry Nutcracker 75
POOR

BIOME Christmas
WHERE Luxury Winter Present

Deepspace Log 76
POOR

BIOME Shimmering

Caveling Medal 77
POOR

BIOME Wilderness
WHERE fishing, Scarlet Chest

Small Caveling Skull 80
POOR

WHERE **Malugaz the Corrupted**, dig spots

Crystal Spearhead 83
POOR

BIOME Desert
WHERE dig spots, **Ra-Akar the Sand Titan**

Winter Bell 83
POOR

BIOME Christmas
WHERE Luxury Winter Present

Data Slate 85
POOR

BIOME Mold
WHERE fishing

Golden Caveling Mask 89
POOR

WHERE mined walls (Archaeologist talent)

Bubble Pearl 90
POOR

BIOME Sea
WHERE dig spots, Driftwood Wooden Crate, Octarine Chest, Seashell Chest

Giant Squid Eye 97
POOR

BIOME Sea
WHERE **Omoroth the Sea Titan**, fishing

Kingfish Scale 98
POOR

BIOME Desert
WHERE fishing, **Pyrdra the Fire Titan**

Enhydro Crystal 99
POOR

BIOME Ruins
WHERE fishing

Enchanted Rose 100
POOR

BIOME Valentine
WHERE Valentine's Gift

Mold Dew 100
POOR

BIOME Mold
WHERE Large Mold Vessel, Mold Vessel

Mysterious Doll Set 100
POOR

WHERE special rooms of the biome

Old Spore Mask 100
POOR

BIOME Wilderness
WHERE dig spots

Polished Shell 101
POOR

BIOME Sea
WHERE Octarine Chest, fishing

Catalyst Gemstone 103
POOR

BIOME Shimmering
WHERE Alien Tech Chest, fishing

Starlight Shards 103
POOR

BIOME Molten
WHERE **Core Commander**, **Pyrdra the Fire Titan**, fishing, dig spots

Caveling Effigy 107
POOR

WHERE special rooms of the biome

Homeworld Reminiscence 110
POOR

BIOME Shimmering
WHERE Alien Tech Chest

Rose Water 110
POOR

BIOME Valentine
WHERE Valentine's Gift

Bag of Marbles 113
POOR

BIOME Desert
WHERE Golden Ancient Chest, Galaxite Chest

Frozen Flame 117
POOR

WHERE dig spots

Heart of Gold 120
POOR

BIOME Valentine
WHERE Valentine's Gift

Ritual Goblet 120
POOR

WHERE **Malugaz the Corrupted**

Caveling Prophet Mask 127
POOR

WHERE dig spots

Golden Needle 127
POOR

BIOME Sea
WHERE Octarine Chest, fishing

Ancient Makeup Set 138
POOR

BIOME Desert
WHERE Golden Ancient Chest, Galaxite Chest, Large Temple Crate

Screen Device 144
POOR

BIOME Metropolis
WHERE Metropolis Crate

Black Bubble Pearl 150
POOR

BIOME Sea
WHERE Ancient Chest, dig spots, Driftwood Wooden Crate, Seashell Chest

Opabinia Fossil 157
POOR

BIOME Sea
WHERE fishing

Luxurious Handmirror 187
POOR

BIOME Metropolis
WHERE Ancient Chest, Large Metropolis Crate

Timeless Hourglass 194
POOR

BIOME Metropolis
WHERE Metropolis Crate, Ancient Chest

Caveling Doll 200
POOR

WHERE dig spots

Disabled Datapad 200
POOR

BIOME Breaker's Reach
WHERE dig spots, Metal Industrial Box, Reinforced Industrial Box

Processor Chip 203
POOR

BIOME Metropolis
WHERE Core Sentry

Desert Diamond 222
POOR

BIOME Desert
WHERE dig spots, **Ra-Akar the Sand Titan**

Golden Whistle 233
POOR

WHERE special rooms of the biome

Crystal Sphere 235
POOR

BIOME Metropolis
WHERE Ancient Chest, **Crydra the Ice Titan**, Large Metropolis Crate

White Whistle 250
POOR

WHERE dig spots

Sahabar Idol 300
POOR

BIOME Breaker's Reach
WHERE Metal Industrial Box, Reinforced Industrial Box

Agartha Report 333
POOR

BIOME Shimmering
WHERE special rooms of the biome

Black Desert Diamond — 333
POOR

BIOME: Desert
WHERE: dig spots

Sparkle Opal — 450
POOR

BIOME: Shimmering
WHERE: Sun Crystal, Large Sun Crystal

Ancient Golden Coin — 500
POOR

BIOME: Desert
WHERE: Temple Crate, Large Temple Crate

INSTRUMENTS

Station: **Music Workbench**, except the ocarina.

Harp — 8
COMMON

RECIPE OR SOURCE: Tin Bar ×2, Fiber ×5

Flute — 5
COMMON

RECIPE OR SOURCE: Tin Bar ×2, Copper Bar ×2

Cello — 6
COMMON

RECIPE OR SOURCE: Wood ×5, Fiber ×5

Drumkit — 7
COMMON

RECIPE OR SOURCE: Wood ×4, Copper Bar ×4, Strolly Poly Plate ×2

Pocket Piano — 11
COMMON

RECIPE OR SOURCE: Tin Bar ×2, Copper Bar ×2, Wood ×5, Fiber ×5

Music Sheet Stand — 1
COMMON

RECIPE OR SOURCE: Wood ×6

Ocarina — 3
COMMON

RECIPE OR SOURCE: X-marked dig spots in the Wilderness (≈ 15%), ancient crates, Moss pots, chests

MUSIC SHEETS

Core Keeper - Base Theme — 6
COMMON

SOURCE: music workbench, Fiber ×5

Owlboy - Main Title — 6
COMMON

SOURCE: music workbench, Fiber ×5

CSD!3!? - It's Dangerous To Go Alone — 6
COMMON

SOURCE: music workbench, Fiber ×5

Terraria - Journey's Beginning — 6
COMMON

SOURCE: King Slime loot (100%)

Stardew Valley - Spring (It's a Big World Outside) — 6
COMMON

SOURCE: overgrown wooden crates and Wilderness flower vases

Valheim - Meadows — 6
COMMON

SOURCE: ancient crates in the Forgotten Ruins, Moss pots

Happy Birthday To You — 6
COMMON

SOURCE: Seasonal Merchant

BESTIARY

Every enemy sorted by HP, with faction, attacks, immunities, behavior, and notable loot, then the bosses and the 25 critters.

HP in Standard mode. Attacks: damage per hit (range in tiles, rate); "3 × 205" reads as three hits of 205 per attack. "Notable loot" leaves out common materials (ores, gemstones, fiber…). The percentage is the chance that a defeated enemy drops the item at least once.

ENEMIES

Acid Larva

HP: 1
BIOME·FACTION: Clay Caves · Larva
ATTACKS: contact explosion: 64 (2 tiles)
IMMUNITIES: slime slowdown, acid
BEHAVIOR: explodes on contact
NOTABLE LOOT: Ground Acid Slime (24%); Heart Berry Seed (6%); Bomb Pepper Seed (6%); Grub Kapok Seed (3%)

Wingling

HP: 60
BIOME·FACTION: Undergrounds · Caveling
ATTACKS: melee: 14 (1.5 tiles, every 1 to 2 s)
BEHAVIOR: spawns on Ravine Coral
NOTABLE LOOT: Mushroom (47%); Ravine Coral (5%); Tome of the Dark (5%); Wingling Figurine (2%)

Orange Slime

HP: 105
BIOME·FACTION: Undergrounds, Clay Caves · Slime
ATTACKS: jump: 19 (3 tiles)
IMMUNITIES: slime slowdown, acid
BEHAVIOR: attacks only if you hit it; spawns on Ground Slime
NOTABLE LOOT: Heart Berry Seed (8%); Bomb Pepper Seed (8%); Glow Tulip Seed (8%); Fungal Soil (2%)

Shrooman

HP: 105
BIOME·FACTION: Undergrounds · Mushroom
ATTACKS: charge: 26 (every second)
BEHAVIOR: spawns on Fungal Soil
NOTABLE LOOT: Mushroom (46%); Heart Berry Seed (11%); Bomb Pepper Seed (11%); Glow Tulip Seed (11%)

Red Slime

HP: 150
BIOME·FACTION: Undergrounds, Clay Caves · Slime
ATTACKS: jump: 29 (3 tiles)
IMMUNITIES: slime slowdown, acid
BEHAVIOR: attacks as soon as it senses you; spawns on Ground Slime
NOTABLE LOOT: Heart Berry Seed (8%); Bomb Pepper Seed (8%); Glow Tulip Seed (8%); Fungal Soil (2%)

Larva



HP	176
BIOME·FACTION	Clay Caves · Larva
ATTACKS	melee: 38 (2 tiles, every 0.1 to 2 s)
IMMUNITIES	slime slowdown, acid
BEHAVIOR	comes in groups; spawns on Chrysalis
NOTABLE LOOT	Heart Berry Seed (6%); Bomb Pepper Seed (6%); Grub Kapok Seed (3%)

Caveling Skirmisher



HP	243
BIOME·FACTION	Clay Caves · Caveling
ATTACKS	shot: 48 (15 tiles, every 2 to 3 s)
BEHAVIOR	spawns on Clay Moss
NOTABLE LOOT	Grub Kapok Seed (9%); Bomb Pepper Seed (6%); Clay Moss (4%); Skirmisher Cap (3%)

Caveling Spearman



HP	243
BIOME·FACTION	Clay Caves · Caveling
ATTACKS	melee: 54 (2 tiles, every 1 to 3 s)
BEHAVIOR	charges in a straight line; spawns on Clay Moss
NOTABLE LOOT	Grub Kapok Seed (9%); Heart Berry Seed (9%); Clay Moss (4%); Hunting Spear (3%)

Cocoon



HP	270
BIOME·FACTION	Clay Caves · Larva
IMMUNITIES	slime slowdown, acid
BEHAVIOR	spawns on Chrysalis
NOTABLE LOOT	Grub Kapok Seed (24%); Cocoon Figurine (<1%)

Clay Burrower



HP	405
BIOME·FACTION	Clay Caves · Larva
ATTACKS	contact: 45 (0.6 tiles)
IMMUNITIES	acid, stun, slippery ground
NOTABLE LOOT	Marbled Meat (40%); Root Seed (40%); Slingshot (9%); Clay Burrower Figurine (4%)

Electro-Pest



HP	405
BIOME·FACTION	Forgotten Ruins · none
ATTACKS	jump: 122 (6 tiles, every second)
NOTABLE LOOT	Pest Egg (12%); Bottled Anomaly (2%); Quill Rifle (2%); Makeshift Goggles (2%)

Caveling Shaman



HP	408
BIOME·FACTION	Forgotten Ruins · Caveling
ATTACKS	melee: 77 (1.5 tiles, every 1 to 3 s); shot: 102 (15 tiles, every 2 to 3 s)
BEHAVIOR	its fireballs burn over time; spawns on Stone Moss
NOTABLE LOOT	Crystal Skull Shard (20%); Caveling Bread (5%); Stone Moss (3%); Shaman Skull (2%)

Big Larva



HP	412
BIOME·FACTION	Clay Caves · Larva
ATTACKS	melee: 74 (1 tile, every 0.3 to 0.5 s)
IMMUNITIES	slime slowdown, acid
BEHAVIOR	rushes at torches, digging through blocks, and puts them out; spawns on Chrysalis
NOTABLE LOOT	Bomb Pepper Seed (4%); Grub Kapok Seed (3%); Caveling Skull (<1%); Shiny Larva Meat (<1%)

Snare Plant



HP	435
BIOME·FACTION	Azeos' Wilderness · attacks only you
ATTACKS	continuous contact: 32 (1 tile)
BEHAVIOR	immobilizes you on contact; attacks only you
NOTABLE LOOT	Petal Ring (2%); Snare Plant Figurine (<1%)

Caveling



HP	510
BIOME·FACTION	Forgotten Ruins · Caveling
ATTACKS	melee: 102 (1.5 tiles, every 1 to 3 s)
BEHAVIOR	breaks dirt and wood walls; spawns on Stone Moss
NOTABLE LOOT	Crystal Skull Shard (21%); Caveling Bread (5%); Stone Moss (4%); Caveling Hood (2%)

Shrooman Brute



HP	540
BIOME·FACTION	Undergrounds · Mushroom
ATTACKS	charge: 58 (every second)
BEHAVIOR	rushes you on sight and breaks walls; its stone cap absorbs almost everything; spawns on Fungal Soil
NOTABLE LOOT	Mushroom (78%); Stoneskin Potion (46%); Shrooman Cap (10%); Shrooman Brute Figurine (5%)

Caveling Gardener



HP	870
BIOME·FACTION	Azeos' Wilderness · Wild caveling
ATTACKS	melee: 142 (1.5 tiles, every 1 to 3 s)
BEHAVIOR	guards farms and grows Snare Plants; spawns on Lush Moss
NOTABLE LOOT	Heart Berry Seed (7%); Glow Tulip Seed (7%); Bomb Pepper Seed (7%); Carrock Seed (7%)

Caveling Hunter



HP	870
BIOME·FACTION	Azeos' Wilderness · Wild caveling
ATTACKS	melee: 99 (1.5 tiles, every 1 to 3 s); shot: 142 (15 tiles, every 2 to 3 s)
BEHAVIOR	disguised as a bush; spawns on Lush Moss
NOTABLE LOOT	Lush Moss (3%); Ancient Feather (2%); Flintlock Musket (1%); Hunter Cloak (1%)

Purple Slime



HP	870
BIOME·FACTION	Azeos' Wilderness · Slime
ATTACKS	jump: 142 (3 tiles)
IMMUNITIES	slime slowdown, poison
BEHAVIOR	its poison cuts your healing; leaves poison slime behind; spawns on Ground Poison Slime
NOTABLE LOOT	Scarlet Key (1%); Remedaisy Necklace (<1%); Ivy's Ring (<1%); Corrupt Warden Tunic (<1%)

Infected Caveling (Mold Dungeon)



HP	931
BIOME·FACTION	Azeos' Wilderness · Mold
ATTACKS	melee: 163 (1.5 tiles, every 1 to 3 s)
IMMUNITIES	mold infection
BEHAVIOR	slow; its rush poisons; spawns on Mold Ground
NOTABLE LOOT	Puffungi Seed (2%); Fungal Bone (2%); Vicious Ring (2%); Fuzzy Egg (2%)

Tentacle



HP	945
BIOME·FACTION	Sunken Sea · Sea creature
ATTACKS	shot: 156 (15 tiles, every 2 to 3 s)
BEHAVIOR	surfaces near shores and shoots from the water
NOTABLE LOOT	Tentacle Whip (1%); Sea Shell (1%)

Cicada Nymph



HP	1,076
BIOME·FACTION	Desert of Beginnings · Scarab
ATTACKS	melee: 439 (2 tiles, every 0.4 to 0.6 s)
IMMUNITIES	slime slowdown, acid
NOTABLE LOOT	Cicada Nymph Figurine (<1%)

Caveling Brute



HP	1,095
BIOME·FACTION	Forgotten Ruins · Caveling
ATTACKS	melee: 163 (2.5 tiles, every 0.8 to 1.3 s)
BEHAVIOR	slow; one hit can leave you at 1 HP; spawns on **Stone Moss**
NOTABLE LOOT	Crystal Skull Shard (19%); Caveling Bread (10%); Stone Moss (4%); Battle Axe (4%)

Mold Tentacle (Mold Dungeon)



HP	1,095
BIOME·FACTION	Azeos' Wilderness · Mold
ATTACKS	shot: 130 (15 tiles, every 2 to 3 s)
IMMUNITIES	mold infection
BEHAVIOR	its shot stuns you; spawns on **Mold Ground**
NOTABLE LOOT	Puffungi Seed (7%); Fungal Bone (7%); Blowpipe (1%); Tome of the Dead (1%)

Blue Slime



HP	1,350
BIOME·FACTION	Sunken Sea · Slime
ATTACKS	jump: 184 (3 tiles)
IMMUNITIES	slime slowdown, slippery ground
BEHAVIOR	spawns on **Ground Slippery Slime**
NOTABLE LOOT	Octarine Key (1%)

Bubble Crab



HP	1,350
BIOME·FACTION	Sunken Sea · Sea creature
ATTACKS	shot: 165 (every 3 to 4 s)
IMMUNITIES	slippery ground
BEHAVIOR	its bubbles stay on the ground and make you slip; spawns on **Beach Sand Ground**
NOTABLE LOOT	Bubble Gun (2%); Sea Shell (1%); Topaz Ring (<1%)

Caveling Scholar (Metropolis)



HP	1,390
BIOME·FACTION	Sunken Sea · Sea caveling
ATTACKS	melee: 154 (1.5 tiles, every 1 to 3 s); shot: 205 (15 tiles, every 2 to 3 s)
BEHAVIOR	heals its allies; spawns on **Urban Moss**
NOTABLE LOOT	Caveling Bread (6%); Urban Moss (5%); Scholar's Staff (2%); Scholar's Hood (2%)

Orbital Turret



HP	1,735
BIOME·FACTION	Shimmering Frontier · Crystal
ATTACKS	shot: 216 (10 tiles, every 2 to 5 s)
IMMUNITIES	radiation
BEHAVIOR	protected by a shield; spawns on **Crystal Crust**
NOTABLE LOOT	Arcane Monk Cloak (2%); Arcane Monk Blindfold (2%); Arcane Monk Leggings (2%); Orbital Turret Figurine (<1%)

Caveling Mummy



HP	1,836
BIOME·FACTION	Desert of Beginnings · Mold
ATTACKS	mortar: 7×195 (15 tiles, every 2 to 3 s)
IMMUNITIES	mold infection
BEHAVIOR	a caveling infected by mold
NOTABLE LOOT	Zealot's Scimitar (3%); Puppet Ring (3%); Pajama Shirt (3%); Pajama Cap (3%)

Mimite



HP	1,869
BIOME·FACTION	Shimmering Frontier · Crystal
ATTACKS	charge: 270 (every second)
IMMUNITIES	radiation
BEHAVIOR	still, disguised as a **Sun Crystal**; charges when you come near; spawns on **Crystal Crust**
NOTABLE LOOT	Sunrice Seed (10%); Lunacorn Seed (10%); Jungle Emerald (3%); Ocean Sapphire (3%)

Caveling Assassin



HP	1,950
BIOME·FACTION	Desert of Beginnings · Desert caveling
ATTACKS	melee: 3×226 (2.5 tiles, every 1 to 3 s); shot: 226 (10 tiles, every 2 to 3 s)
BEHAVIOR	from afar, three daggers in a fan; up close, three rushes; spawns on **Valley Moss**
NOTABLE LOOT	Assassin Hood (<1%); Assassin Cloak (<1%); Concealed Blade (<1%); Throwing Daggers (<1%)

Lava Butterfly (Molten Quarry)



HP	2,295
BIOME·FACTION	Desert of Beginnings · Lava
ATTACKS	shot: 248 (15 tiles, every 2 to 3 s)
IMMUNITIES	slime slowdown, acid, burning
BEHAVIOR	anticipates your movements; spawns on **Ground Magma Slime**
NOTABLE LOOT	Melting Lava Wing (2%); Flame Necklace (<1%); Lava Butterfly Figurine (<1%)

Lava Slime (Molten Quarry)



HP	2,295
BIOME·FACTION	Desert of Beginnings · Slime
ATTACKS	jump: 248 (3 tiles)
IMMUNITIES	slime slowdown, acid, burning
BEHAVIOR	spawns on **Ground Magma Slime**
NOTABLE LOOT	Galaxite Key (1%); Flame Ring (<1%); Grim Breastplate (<1%); Grim Hood (<1%)

Core Sentry (Metropolis)



HP	2,452
BIOME·FACTION	Sunken Sea · Sea caveling
ATTACKS	shot: 3×205 (every 2 s)
BEHAVIOR	spawns on **Urban Moss**
NOTABLE LOOT	Urban Moss (5%); Magnet (<1%); Processor Chip (<1%); Mechanical Arm (<1%)

Bomb Scarab



HP	2,535
BIOME·FACTION	Desert of Beginnings · Scarab
ATTACKS	charge: 226 (3 tiles, every 1 to 3 s); explosion: 646
IMMUNITIES	slime slowdown, acid
BEHAVIOR	bursts out of the sand; explodes when its health drops; spawns on **Desert Sand Ground**
NOTABLE LOOT	Blasting Dung (11%); Bomb (9%); Plume Ball (4%); Scarab Wingcover (2%)

Nilipede



HP	2,670
BIOME·FACTION	Shimmering Frontier · Crystal
ATTACKS	contact: 189 (0.6 tiles)
IMMUNITIES	acid, stun, slippery ground, radiation
NOTABLE LOOT	Marbled Meat (37%); Gleam Wood Seed (37%); Ricochet Shuriken (8%); Ninja Cowl (6%)

Gold Scarab

HP	2,925
BIOME·FACTION	Desert of Beginnings · Scarab
ATTACKS	charge: 226 (3.5 tiles, every 1 to 3 s); explosion: 646
IMMUNITIES	slime slowdown, acid
NOTABLE LOOT	Fire Grenade (13%); Blasting Dung (13%); Bomb Ring (1%); Shellzooka (1%)

Floracada

HP	3,022
BIOME·FACTION	Azeos' Wilderness · Scarab
ATTACKS	charge: 226 (6 tiles, every 3 to 5 s); mortar: 240 (10 tiles, every 10 to 18 s); contact: 226 (1.5 tiles)
IMMUNITIES	acid, stun, slippery ground, radiation
BEHAVIOR	comes out of a **Cicada Burrow** when you place **Hardened Sap** next to it; enraged below 50% of its HP
NOTABLE LOOT	Lily Pad Hat (33%); Lily Pad Tunic (33%); Lily Pad Shorts (33%); Hardened Sap (31%)

Sulfur Worm

HP	3,075
BIOME·FACTION	Passage · Passage
ATTACKS	contact: 293 (0.5 tiles)
IMMUNITIES	acid, stun, slippery ground, charm
BEHAVIOR	goes through walls; crushes portals
NOTABLE LOOT	Cytoplasm (64%); Sulfur Bud (64%); Sulfur Worm Figurine (1%)

Crystal Snail

HP	3,510
BIOME·FACTION	Shimmering Frontier · —
IMMUNITIES	slime slowdown, acid, radiation
BEHAVIOR	passive
NOTABLE LOOT	Marbled Meat (88%); Gem Snail (15%); Shiny Larva Meat (7%)

Void Larva

HP	3,510
BIOME·FACTION	Breaker's Reach · Robot
ATTACKS	melee: 315 (2 tiles, every 0.1 to 2 s)
IMMUNITIES	slime slowdown, acid, oil
BEHAVIOR	spawns on **Muddled Moss**
NOTABLE LOOT	Corrupted Alloy (20%); Oblivion Fragment (10%); Oil Grenade (5%); Black Charm Necklace (<1%)

Void Larva Cocoon

HP	3,510
BIOME·FACTION	Breaker's Reach · Void
IMMUNITIES	slime slowdown, acid, oil
BEHAVIOR	spawns on **Muddled Moss**
NOTABLE LOOT	Corrupted Alloy (94%); Oblivion Fragment (22%)

Geobot Scourer

HP	4,563
BIOME·FACTION	Breaker's Reach · Robot
ATTACKS	melee: 189 (1.5 tiles, every 0.3 to 0.8 s)
IMMUNITIES	oil
BEHAVIOR	comes in numbers; spawns on **Rust Pile**
NOTABLE LOOT	Corrupted Alloy (35%)

Searpent

HP	4,905
BIOME·FACTION	Sunken Sea · Sea creature
ATTACKS	contact: 205 (0.6 tiles)
IMMUNITIES	acid, stun, slippery ground, radiation, burning
BEHAVIOR	rare; appears only when the world is created
NOTABLE LOOT	Sea Shell (15%); Hoppy Egg (5%); Abyssal Scepter (5%); Searpent Figurine (4%)

Colossal Amoeba

HP	5,535
BIOME·FACTION	Passage · Passage
ATTACKS	contact: 351 (2 tiles)
IMMUNITIES	acid, stun, slippery ground, charm
BEHAVIOR	goes through walls; crushes portals
NOTABLE LOOT	Cytoplasm (99%); Sulfur Bomb (29%); Squishy Egg (3%); Colossal Amoeba Figurine (2%)

Geobot Miner

HP	10,530
BIOME·FACTION	Breaker's Reach · Robot
ATTACKS	shot: 347 (12 tiles, every 2 to 3 s); charge: 441 (every 3 s)
IMMUNITIES	oil
BEHAVIOR	spawns on **Rust Pile**
NOTABLE LOOT	Corrupted Alloy (65%); Inventor Apron (2%); Inventor Goggles (2%); Inventor Leggings (2%)

Geobot Patroller

HP	14,040
BIOME·FACTION	Breaker's Reach · Robot
ATTACKS	mortar: 192 (10 tiles, every second)
IMMUNITIES	oil
BEHAVIOR	two volleys of oil bombs, then a fire bomb; spawns on **Rust Pile**
NOTABLE LOOT	Fire Grenade (25%); Corrupted Alloy (13%); Oil Grenade (13%); Remote Explosive Pack (13%)

Void Caveling Shaman

HP	17,550
BIOME·FACTION	Breaker's Reach · Void
ATTACKS	melee: 473 (1.5 tiles, every 1 to 3 s); shot: 631 (15 tiles, every 2 s)
BEHAVIOR	spawns on **Muddled Moss**
NOTABLE LOOT	Oblivion Fragment (68%); Corrupted Alloy (49%); Black Charm Necklace (8%); Void Club (7%)

Void Caveling

HP	19,305
BIOME·FACTION	Breaker's Reach · Void
ATTACKS	melee: 631 (1.5 tiles, every 1 to 2 s)
BEHAVIOR	spawns on **Muddled Moss**
NOTABLE LOOT	Oblivion Fragment (68%); Corrupted Alloy (49%); Black Charm Necklace (8%); Void Club (7%)

Void Caveling Brute

HP	29,970
BIOME·FACTION	Breaker's Reach · Void
ATTACKS	melee: 884 (2.5 tiles, every 0.8 to 1.3 s); charge: 884 (every 3 to 5 s)
BEHAVIOR	spawns on **Muddled Moss**
NOTABLE LOOT	Oblivion Fragment (68%); Corrupted Alloy (49%); Black Charm Necklace (8%); Void Club (7%)

BOSSES

HP in Standard mode (armor: a shield to break first). Course of the fight, phases, and methods are in each boss's chapter, Codex II.



Glurch the Abominous Mass

HP 2,459
BIOME the Undergrounds
MAIN ATTACKS jump: 44 (aims up to 20 tiles)
IMMUNITIES slime slowdown, stun, slippery ground
NOTABLE LOOT **Glurch Eye** (always); **Slime Oil Idol** (always); **Sticky Stick** (≈ 35% per fight)



Ghorm the Devourer

HP 8,061
BIOME the Clay Caves and the Forgotten Ruins (track ≈ 200 tiles from the Core)
MAIN ATTACKS contact: 64; contact with the body rings: 86 (3 tiles)
IMMUNITIES slime slowdown, acid, stun, slippery ground
NOTABLE LOOT **Ghorm's Horn** (always); **Ghorm's Stomach Backpack** (always); **Mysterious Idol** (always)



Malugaz the Corrupted

HP 14,513
BIOME the Forgotten Ruins
MAIN ATTACKS melee: 92 (4 tiles, every 2 s); shot: 92 (15 tiles, every 2 to 3 s); mortar: 12×60 (15 tiles, every 8 s)
IMMUNITIES burning, stun, slippery ground
NOTABLE LOOT **Stolen Crystal Heart** (always); **Fireball Staff**; **Skull Ring**



The Hive Mother

HP 24,671
BIOME the Larva Hive
MAIN ATTACKS mortar: 120 (15 tiles, every 4 to 5 s); her eggs release larvae
IMMUNITIES acid, stun, slippery ground
NOTABLE LOOT **Clot Ring** (≈ 25%); **Larva Helm**; **Rift Lens**; Hivebone set



King Slime

HP 24,188
BIOME the rune of a slime boss
MAIN ATTACKS jump: 158 (aims up to 20 tiles); **royal slimes**: jump of 102
IMMUNITIES slime slowdown, stun, slippery ground
NOTABLE LOOT **King Slime Crown** (always); **Royal Gel** (always); **Oozy Royal Egg** (always)



Azeos the Sky Titan

HP 31,813
BIOME Azeos' Wilderness
MAIN ATTACKS lightning pillars: 180–220 (up to 30 at once); falling rocks
IMMUNITIES stun, slippery ground
NOTABLE LOOT **Soul of Azeos**; **Pile of Chum Idol** (always); **Azeos' Dash Feather**; **Ancient Pickaxe**



Ivy the Poisonous Mass

HP 39,155
BIOME Azeos' Wilderness
MAIN ATTACKS jump: 220 (aims up to 20 tiles); mortar: 14×80 (15 tiles, every 10 to 20 s)
IMMUNITIES slime slowdown, stun, slippery ground, poison
NOTABLE LOOT **Ivy's Ring**; **Poisonous Sickle**; **Noxious Meteor Staff** (one item guaranteed out of nine)



Omoroth the Sea Titan

HP 90,772
BIOME the Sunken Sea
MAIN ATTACKS shot: 205 (every 3 s, every second once enraged); tentacles: melee of 248 (4 tiles)
IMMUNITIES stun, slippery ground
NOTABLE LOOT **Soul of Omoroth**; **Omoroth's Ring**; **Omoroth's Beak**; **Anchor Axe**



Morpha the Aquatic Mass

HP 84,551
BIOME the Sunken Sea
MAIN ATTACKS jump: 285 (aims up to 20 tiles); shot: 184 (every 3 to 6 s)
IMMUNITIES slime slowdown, stun, slippery ground
NOTABLE LOOT **Morpha's Ring**; **Morpha's Bubble Backpack**; **Slippery Slime Sword** (one item guaranteed out of ten)



Ra-Akar the Sand Titan

HP 160,799
BIOME the Desert of Beginnings
MAIN ATTACKS shot: 248 (30 tiles, every 4 to 6 s); mortar: 15×195 (30 tiles, every 2 to 3 s); charge: 174
IMMUNITIES stun, slippery ground
NOTABLE LOOT **Soul of Ra-Akar**; **Ra-Akar's Necklace** (36%); Scarab set (25% per piece)



Igneous the Molten Mass

HP 160,799
BIOME the Molten Quarry
MAIN ATTACKS jump: 384 (aims up to 20 tiles); shot: 497 (every 5 to 7 s)
IMMUNITIES slime slowdown, stun, slippery ground, burning
NOTABLE LOOT **Cipher Parchment** (3.93% per roll); **Scorching Aegis**; **Burnzooka**



Druidra the Wild Titan

HP 136,992 + 41,098 armor
BIOME beneath Azeos' Wilderness
MAIN ATTACKS melee: 293 (5 tiles, every 1 to 3 s); mortar: 7×150 (30 tiles); beam: 381; stalactites: 234; shockwave: 615
IMMUNITIES stun, slippery ground
NOTABLE LOOT **Soul of Druidra**; **Pink Hydra Eye**×3 (always); **Hydra Tooth**, **Hydra Bone Shins**, or **Druidra's Ring** (33% each)



Crydra the Ice Titan

HP 136,992 + 41,098 armor
BIOME beneath the Sunken Sea
MAIN ATTACKS melee: 293 (5 tiles, every 1 to 3 s); mortar: 7×150 (30 tiles); beam: 381; ice shards: 162
IMMUNITIES stun, slippery ground
NOTABLE LOOT **Soul of Crydra**; **White Hydra Eye**×3 (always); **Hydra Bone Shield**, **Hydra Bone Breastplate**, or **Crydra's Ring** (33% each)



Pyrdra the Fire Titan

HP 136,992 + 41,098 armor
BIOME beneath the Desert of Beginnings
MAIN ATTACKS melee: 293 (5 tiles, every 1 to 3 s); mortar: 7×150 (30 tiles); beam: 381; lava mortar: 410
IMMUNITIES stun, slippery ground, burning
NOTABLE LOOT **Soul of Pyrdra**; **Hydra Bone Sword**, **Hydra Bone Helm**, or **Pyrdra's Necklace** (33% each)



Atlantean Worm

HP 9,641 per segment
BIOME the Sunken Sea
MAIN ATTACKS contact: 352 (1.7 tiles)
IMMUNITIES slime slowdown, acid, stun, slippery ground
NOTABLE LOOT **Atlantean Worm Heart** (always); **Atlantean Worm Sword** (35%); **Atlantean Worm Ring** (35%)

Urschleim

HP 249,826
BIOME the Passage
MAIN ATTACKS contact: 20,000 (ignores armor)
IMMUNITIES radiation, slime slowdown, slippery ground, burning, stun, charm
NOTABLE LOOT **Giant Mitochondrion** (always); Sulfossil piece (28.57% each); **Squishy Egg** (32.6%)

Core Commander

HP 465,385
BIOME the Desert of Beginnings (crystal meteorite)
MAIN ATTACKS shot: 338 (30 tiles, every second); homing triangle: 676; spiral: 270; beams: 337–411; orbs: 5×270
IMMUNITIES radiation, slime slowdown, slippery ground, stun
NOTABLE LOOT **Void Gun**, **Trinity Heart**, or a Core Commander piece (20% each)

Nimruza, Queen of the Burrowed Sands

HP 228,320
BIOME the Desert of Beginnings (oasis)
MAIN ATTACKS arm strike: 732 (3-tile circle); **nymphs**: melee of 439
IMMUNITIES acid, stun, slippery ground, radiation
NOTABLE LOOT **Brood Void Neuron** (always); **Corrupted Meteor Staff** (48%); **Minion Detonator** (48%)

S.A.H.A.B.A.R.

HP 144,414
BIOME Breaker's Reach
MAIN ATTACKS shot: 315 (20 tiles, every 6 to 10 s); mortar: 10×512 (20 tiles, every 11 to 16 s)
IMMUNITIES stun, slippery ground
NOTABLE LOOT **Herald Void Neuron** (always); **Void Idol** (always); **S.A.H.A.B.A.R.'s Mortar Housing** (25%)

Oblidra the Void Lord

HP 160,092 + 48,028 armor
BIOME Breaker's Reach
MAIN ATTACKS melee: 338 (5 tiles, every 1 to 3 s); mortar: 7×170 (30 tiles); beam: 575; shockwave: 710; lava mortar: 473
IMMUNITIES stun, slippery ground, burning
NOTABLE LOOT **Oblidra's Heart** (always); Shadow set piece (33.3% each)

CRITTERS

Blackbug

1

IN-GAME DESCRIPTION This tiny bug appears in many different places. Right now it's looking for a new home.

Blue Glowbug

1

IN-GAME DESCRIPTION This flying bug always appears in swarms which appear as dancing lights. Its blue glow is biome-specific.

Citrus Pinion

1

IN-GAME DESCRIPTION An erraticly fluttering butterfly that has bright colors irritating to the naked eye.

Crimson Wing

1

IN-GAME DESCRIPTION A small butterfly with deep red wings that seeks the company of other critters.

Drape Ray

1

IN-GAME DESCRIPTION This luminous dweller drifts through the air like a calm breath, even in the most impetuous areas.

Dream Messenger

1

IN-GAME DESCRIPTION Said to be a bringer of good dreams this butterfly is always seen among sleeping creatures.

Dusk Fairy

1

IN-GAME DESCRIPTION A tiny butterfly with very delicate wings. Catching it without harming them requires a lot of caution.

Earthworm

1

IN-GAME DESCRIPTION A worm. Nothing special about it.

Gem Snail

1

IN-GAME DESCRIPTION A small snail that slowly works its way through the dangers of the Shimmering Frontier.

Green Glowbug

1

IN-GAME DESCRIPTION This flying bug always appears in swarms which appear as dancing lights. Its green glow is biome-specific.

Ice Wind

1

IN-GAME DESCRIPTION This blue butterfly flaps its wings so fast that it creates cold air streams.

Larvlet

1

IN-GAME DESCRIPTION A tiny larva that doesn't harm you but likes to be collected and held in a warm hand.

Leafhopper

1

IN-GAME DESCRIPTION A very nervous little fellow. The faintest hint of danger makes it jump away into safety.

Little Death

1

IN-GAME DESCRIPTION This small scorpion is harmless to humans but can easily kill smaller creatures if it needs food.

Manyleg

1

IN-GAME DESCRIPTION This desert critter has an unknown amount of legs. It would simply take too long to count them.

Moon Pincher

1

IN-GAME DESCRIPTION This blue-purple crustacean always has its claws raised which gives it a seemingly happy expression.

Pest Bug

1

IN-GAME DESCRIPTION A disgusting insect that moves with uncanny speed. It commonly is found in places that have darkness, dirt and food to offer.

Purple Glowbug

1

IN-GAME DESCRIPTION This flying bug always appears in swarms which appear as dancing lights. Its purple glow is biome-specific.



Red Glowbug — 1

IN-GAME DESCRIPTION: This flying bug always appears in swarms which appear as dancing lights. Its red glow is biome-specific.



Shadow Newt — 1

IN-GAME DESCRIPTION: A dark fellow with seemingly unseeing eyes. But they stare deep into your soul.



Sniffling — 1

IN-GAME DESCRIPTION: This skittish little rodent scurries around for hardened crumbs left in debris.



Snoot Fly — 1

IN-GAME DESCRIPTION: Frantically flying around, this little mosquito pokes at other lifeforms for a potential drop of blood.



Sun Pincher — 1

IN-GAME DESCRIPTION: This red-yellow crustacean always has its claws raised which gives it a seemingly happy expression.



Void Larvlet — 1

IN-GAME DESCRIPTION: A tiny void larva that doesn't harm you but likes to be collected and held in a warm hand.



Yellow Glowbug — 1

IN-GAME DESCRIPTION: This flying bug always appears in swarms which appear as dancing lights. Its yellow glow is biome-specific.

NPCS AND MERCHANTS

The merchants one by one: where they are, the item that brings them in, and their full stock. Settling them and restocking are in "Merchants' quarter," in "Build," Codex III.



BEARDED MERCHANT

WHERE held prisoner by **Glurch the Abominous Mass**. He is freed when the boss dies.

SUMMONING ITEM **Slime Oil Idol**, always dropped by Glurch.



Pouch Workbench — 20
UNCOMMON
PRICE: 100 coins · stock 1



Distillery Table — 20
UNCOMMON
PRICE: 100 coins · stock 1



Curious Egg — 75
UNCOMMON
PRICE: 375 coins · stock 3



Scrap Parts — 1
COMMON
PRICE: 5 coins · stock 500



Fiber — 1
COMMON
PRICE: 8 coins · stock 10



Copper Ore — 1
COMMON
PRICE: 8 coins · stock 10



Tin Ore — 1
COMMON
CONDITION: Ghorm's Horn on its statue
PRICE: 15 coins · stock 10



Iron Ore — 6
UNCOMMON
CONDITION: Stolen Crystal Heart on its statue
PRICE: 30 coins · stock 10



Gold Ore — 11
RARE
CONDITION: Stolen Crystal Heart on its statue
PRICE: 55 coins · stock 5



CLOAKED MERCHANT

WHERE in his hideout in the Forgotten Ruins, about 270 tiles from the Core.

SUMMONING ITEM **Mysterious Idol**, always dropped by **Ghorm the Devourer**.



Caveling Bread — 6
UNCOMMON
PRICE: 30 coins · stock 5



Giant Slime Summoning Idol — 40
EPIC
PRICE: 200 coins · stock 3



Ghorm Summoning Idol — 40
EPIC
PRICE: 200 coins · stock 3



Hive Mother Summoning Idol — 40
EPIC
PRICE: 200 coins · stock 3



Mechanical Part — 11
RARE
CONDITION: three trophies placed
PRICE: 55 coins · stock 10



Ancient Gemstone — 11
RARE
CONDITION: three trophies placed
PRICE: 55 coins · stock 5



Rune Parchment — 400
EPIC
CONDITION: three trophies placed
PRICE: 2,000 coins · stock 1



Empty Crystal — 600
EPIC
CONDITION: three trophies placed
PRICE: 3,000 coins · stock 1



Core Commander Summoning Idol — 100
EPIC
CONDITION: Core Commander defeated
PRICE: 500 coins · stock 3

THREE TROPHIES PLACED the **Glurch Eye**, **Ghorm's Horn**, and the **Stolen Crystal Heart** are on their statues around the Core.

FISHING MERCHANT

WHERE in his house by the water, in Azeos' Wilderness, about 500 tiles from the Core. The **Stillwater Echo-Map**, dropped by Azeos, shows it on the map.

SUMMONING ITEM **Pile of Chum Idol**, always dropped by **Azeos the Sky Titan**.

Orange Cave Guppy — 10
COMMON
PRICE 50 coins · stock 20

Dagger Fin — 10
COMMON
PRICE 50 coins · stock 20

Azure Feather Fish — 10
COMMON
PRICE 50 coins · stock 20

Green Lure — lvl 9, 1
UNCOMMON
PRICE 5 coins · stock 30

Red Lure — lvl 9, 1
UNCOMMON
PRICE 5 coins · stock 30

Purple Lure — lvl 10, 2
RARE
PRICE 10 coins · stock 30

Sea Foam Ring — lvl 9, 62
UNCOMMON
PRICE 930 coins · stock 1

Neptune Necklace — lvl 8, 62
RARE
PRICE 1,860 coins · stock 1

BRAVE MERCHANT

WHERE in his camp in the Shimmering Frontier. The camp does not appear in every world (one at most).

SUMMONING ITEM **Nuclear Battery Idol**, in the **Alien Tech Chest** that appears when you win a combat arena.

Hazmat Helm — lvl 16, 344
RARE
PRICE 3,440 coins · stock 1

Hazmat Suit Jacket — lvl 16, 387
RARE
PRICE 3,870 coins · stock 1

Hazmat Suit Pants — lvl 16, 364
RARE
PRICE 3,640 coins · stock 1

Geode Wall Display — 10
COMMON
PRICE 50 coins · stock 15

Unusual Potion — 16
UNCOMMON
PRICE 80 coins · stock 15

Lunar Cheese — 6
UNCOMMON
PRICE 60 coins · stock 15

Bait Pillar — 579
EPIC
PRICE 2,895 coins · stock 5

OTHERWORLDLY MERCHANT

WHERE in a house in Breaker's Reach (one per world).

SUMMONING ITEM **Void Idol**, guaranteed in **S.A.H.A.B.A.R.**'s chest at every fight.

Relucite Smithing Table — 200
RARE
PRICE 1,000 coins · stock 1

Metalcrafter's Table — 200
UNCOMMON
PRICE 1,000 coins · stock 1

Oblidra the Void Lord Scanner — 100
RARE
PRICE 500 coins · stock 1

Burn Resistance Potion — 52
UNCOMMON
PRICE 208 coins · stock 10

Schematic Parchment — 1000
EPIC
PRICE 5,000 coins · stock 1

SEASONAL MERCHANT

SUMMONING ITEM the **Seasonal Calendar** (5 wood, 8 fiber at the **Carpenter's Table**), placed in a room with a free bed.

Lunar New Year

CURRENCY **lucky coins** (1 to 3 per **Red Envelope**)

TRADES (PRICE) **Guardian Beast Statue** (4), **Mystic Knot Tassel** (1), **Paper Lantern** (2), **Wall Paper Lantern** (2), **Dragon Mask** (10), **Folding Screen** (4), **Potted Tree with Red Envelopes** (4), **Lucky Cat** (6)

Valentine's Day

CURRENCY **love letters**

TRADES (PRICE) **Valentine Crafting Table** (10), **Valentine's Chest** (5), **Valentine's Gift** (1)

Anniversary

CURRENCY **glow tulips**, **Slime**, **Fiber**

TRADES (PRICE) **Anniversary Cake** (20 tulips, 20 slime), **Happy Birthday To You** (5 fiber), four party hats (5 fiber each)

Easter

CURRENCY brown, rose, gray, and green Easter eggs

TRADES (PRICE) **Easter Workbench** and **Large Golden Egg** (5 of each color)

Halloween

CURRENCY **pumpkin coins** (in **Samhain goodie bags**)

TRADES (PRICE) **Samhain Workbench** (10), **Eerie Chest** (5), **Decorative Skeleton** (6)

Christmas

CURRENCY **Cookies & Milk**

TRADES (PRICE) **Festive Workbench** (5), **Gingerbread House Chest** (5), **Little Helperling** (10)

SPIRIT MERCHANT

WHERE above each **Ancient Hologram Pod** placed on the ground.

SUMMONING ITEM the pod itself, 5 **ancient gemstones** and 5 **mechanical parts** at the statue that holds the **Stolen Crystal Heart**.

RECIPES 17, including 11 boss scanners (from **The Hive Mother** to the **Atlantean Worm**), the **Expert Lure**, the **Thumper**, three wind organs, and the **Large Shiny Glimmering Object**.

VENDING MACHINE

WHERE in the Forlorn Metropolis (Sunken Sea).

Cave Crunch — 6
UNCOMMON
PRICE 94

Tentacle Jerky — 6
UNCOMMON
PRICE 95

Glazed Heart Berry — 6
UNCOMMON
PRICE 96

Cave Coffee — 18
UNCOMMON
PRICE 96

Crystal Water — 16
UNCOMMON
PRICE 97

Heart Berry Soda — 18
UNCOMMON
PRICE 99

Lucky Ring — lvl 12, 57
UNCOMMON
PRICE 1,950

Core Figurine — 150
EPIC
PRICE 3,975

Oracle Card "Metropolis"
RARE
PRICE 3,988

ACHIEVEMENTS

The game's 59 achievements by theme (bosses, creatures, skills, items, miscellaneous), with their official name and, below it, the condition to earn them. On the right, the share of players who have it on Steam, PlayStation, Xbox, and Windows (Core Codex estimate, November 2026). Some stay hidden until you have them, and none unlock in Creative mode.

BOSSES

- ☐ **A Slimey Encounter** — 62 %
  Defeat Glurch the Abominous Mass
- ☐ **Bugging Out** — 48 %
  Defeat Ghorm the Devourer
- ☐ **You're a Wizard** — 44 %
  Defeat Malugaz the Corrupted
- ☐ **Watch Your Step** — 38 %
  Defeat the Hive Mother
- ☐ **From the Skies!** — 35 %
  Defeat Azeos the Sky Titan
- ☐ **Slippery Shinobi** — 31 %
  Defeat King Slime
- ☐ **Toxic Personality** — 28 %
  Defeat Ivy the Poisonous Mass
- ☐ **From the Depths!** — 27 %
  Defeat Omoroth the Sea Titan
- ☐ **Just Deserts** — 25 %
  Defeat Ra-Akar the Sand Titan
- ☐ **Slippery When Wet** — 24 %
  Defeat Morpha the Aquatic Mass
- ☐ **Song of the Woods** — 21 %
  Defeat Druidra the Wild Titan
- ☐ **Howl of the Sea** — 20 %
  Defeat Crydra the Ice Titan
- ☐ **Roar of the Flames** — 19 %
  Defeat Pyrdra the Fire Titan
- ☐ **Burning Through** — 18 %
  Defeat Igneous the Molten Mass
- ☐ **Visitor From A Dying World** — 18 %
  Defeat the Core Commander
- ☐ **Cambrian Behemoth** — 12 %
  Defeat Urschleim
- ☐ **Silence the Symphony** — 11 %
  Defeat Nimruza, Queen of the Burrowed Sands
- ☐ **Calculated Prophecy** — 5 %
  Defeat S.A.H.A.B.A.R.
- ☐ **Whisper of the Void** — 4 %
  Defeat Oblidra the Void Lord

CREATURES

- ☐ **Gossip Group** — 4 %
  Talk to a Big Larva

SKILLS

- ☐ **Nature Nurturer** — 14 %
  Gain 100 skill points in gardening
- ☐ **...Sting like a bee** — 10 %
  Gain 100 skill points in melee
- ☐ **Float like a butterfly...** — 10 %
  Gain 100 skill points in running
- ☐ **Diggy Diggy Hole** — 9 %
  Gain 100 skill points in mining
- ☐ **Completely Hooked** — 9 %
  Gain 100 skill points in fishing
- ☐ **Robin Hood** — 9 %
  Gain 100 skill points in range
- ☐ **Health Conscious** — 9 %
  Gain 100 skill points in vitality
- ☐ **Cheese it!** — 8 %
  Gain 100 skill points in cooking
- ☐ **Crafty Explorer** — 8 %
  Gain 100 skill points in crafting
- ☐ **Stay Away From The Summoner!** — 5 %
  Gain 100 skill points in summoning
- ☐ **A Wizard Is Never Late** — 4 %
  Gain 100 skill points in magic
- ☐ **Explosion Mastery** — 3 %
  Gain 100 skill points in explosions

ITEMS

- ☐ **Rock and Stone!** — 35 %
  Equip the Ring of Rock and Ring of Stone
- ☐ **The Rune Song** — 14 %
  Obtain Rune Song
- ☐ **The Phantom Spark** — 13 %
  Obtain Phantom Spark
- ☐ **Wielder of Legends** — 13 %
  Obtain Stormbringer
- ☐ **Legendary Fossil** — 12 %
  Catch a Starlight Nautilus
- ☐ **The Soul Seeker** — 10 %
  Obtain Soul Seeker
- ☐ **The Heart of the Cards** — 6 %
  Obtain the Oracle Card deck
- ☐ **A Throne Fit for a King** — 6 %
  Sit on a Caveling Toilet while wearing a crown
- ☐ **The Titan Breath** — 4 %
  Obtain Titan Breath
- ☐ **The Credence of Ruin** — 3 %
  Obtain Credence of Ruin
- ☐ **The Veil Crux** — 1 %
  Obtain Veil Crux
- ☐ **Fortune and Glory** — <1%
  Equip a Hookshot and the Explorer's vanity set

MISCELLANEOUS

- ☐ **Your Very First** — 53 %
  Hatch your first pet from an egg
- ☐ **Beam Me Up** — 39 %
  Use a waypoint
- ☐ **A Good Life** — 33 %
  Feed cattle
- ☐ **Pet Prodigy** — 27 %
  Reach max level on a pet
- ☐ **Farmer Midas** — 25 %
  Harvest a golden plant
- ☐ **Thalassophobia** — 16 %
  Defeat an Atlantean Worm
- ☐ **Certified Chef** — 8 %
  Discover 100 recipes in the cook book
- ☐ **In a Rush** — 7 %
  Gain over 200% movement speed
- ☐ **I want 'em all!** — 6 %
  Store all color variations of one pet type in a chest
- ☐ **Legion Commander** — 6 %
  Have 8 or more active minions
- ☐ **5 Centimeters Per Second** — 4 %
  Plant 10 Cherry Trees
- ☐ **A Strange Song** — 4 %
  Play the Tune of Tempest
- ☐ **Impersonator Syndrome** — 3 %
  Dress like a character from the official illustrations
- ☐ **Giddy Up** — 2 %
  Saddle-straddle-skedaddle cattle
- ☐ **Racer's Garage** — <1%
  Store 3 different kinds of Go-Karts in a chest



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