

Elemental Extrusion Add-On

Version 3.0.0

Created by: thump989

Programming and Character design assistance: David

Special thanks to the Bedrock Addon Discord

[Link to Live Version](#) - NOTE: This document is formatted for Google Docs “Pageless” format, and may appear strange in this PDF version. It is recommended to view the live version instead

Welcome to the Elemental Extrusion Add-On! This Add-On brings additional linear progression, alternative exploration incentives, and quality of life enhancements. This document contains almost all the information on items, blocks, entities, structures, and more.

Caution: This Add-on modifies some Vanilla content. The affected content is as follows:

- Player Animation Controller
- Wither Skeleton Loot Table
- Sniffer behavior.json
- Bat behavior.json
- Knockback Roar particle

If another pack that modifies this content is used in the same world, only one’s modifications will be applied. Use alongside other Add-Ons with caution.

Achievements

Achievements are separated into two categories: Progression and Challenge. Progression Achievements are made to help naturally guide you towards and through the Add-On’s content. Challenge Achievements are simply difficult or unusual tasks that aren’t tied to progression.

Progression		Challenge	
Achievement Name	Description	Mace-tery	Craft all five Maces
Colourful Quarts	Discover an Amethyst Geode underground	Professional Glazer	Find a recipe book inside a mysterious tower in the Pale Garden
Clear Body	Craft a Mystic Extractor from Lapis Lazuli and Amethyst, and use it to obtain Pure Magic	Every Rose has its Thorn	Find an Overgrown Temple in a Jungle, and defeat the Keithiis.
It's Alive?!	Defeat a Blemish in the Deepslate caves	Cannon Event	Craft a Cannon Kit and Cannon Wrench
Mobility +1	Craft a Grapple Basket Hook	Make Haste!	Use a Block of Gold in a Brewing Stand to make Haste Potions
Wizard's Apprentice	Use Pure Magic to create any Magic Tome	Forbidden Alchemy	Create a potion from an Elemental Gem
Deep Sea Scuffle	Defeat a Brine in any Deep Ocean biome	Magic Overwhelming	Use an elemental gem at the Mystic Workbench to create a Staff
A Cosmic Mystery	Discover a strange block hidden in a Mesa Observatory	Horrifying Beauty	Venture into the End, and take the heart of a powerful flying monster
Inner Focus	Craft a Dimensional Focus	Ghostbuster	Find all the hidden keys in the Dark Castle, and unlock its secret vault
Heavy Handed	Use any elemental rod and a Heavy Core to craft a Mace	Master Wizard	Craft 10 unique Magic Tomes
Elemental Conqueror	Craft a Minister Conjure, and defeat the Minister in battle	Universal Conquest	Use a Cosmic Star to create a Universal Focus

Elemental Warlord	Defeat the four Elemental Ministers	Secrets of the Small	Find every Chest in the Bug Tower
New World Order	Use a gem from each Elemental Minister to unlock a new realm of crafting		
Spiteful Metal	Venture into the Deep Dark and obtain Malumite, a strange pink metal that can only be mined with a Netherite Hoe		
Smell That?	Find a Wasteland biome near a Desert or Savanna		
Remnant of the Fallen	Find a foreboding dark fortress in the Plains		
Labor Crisis	Create any Spectral Enhancer, and use Spectral Matter to buy an Enchanted Book from it		
A Cosmic Mystery: Solved	Build a Stellar Reactor in the End to lure out a powerful guardian of the stars		
Ore of Yore	Use Malumite to obtain a Cobalt Ore block from the very deepest depths of the Overworld		
Geostronomy	Craft a Cosmic Drill, and use it to extract Raw Cobalt from a Cobalt Ore block		
Wound of the Earth	Find a sulphurous pit in the Wasteland		
History Made	Defeat the cataclysmic beast deep within		

History	the Scar		
It Bugs Me	Find a bug-filled tower in the Icy Plains		
Sting like a Bee	Defeat the extraordinary foe atop the Bug Tower		
End of an Era	Find Gods' Graveyard		
Beginning of an Era	Defeat the Lord of the Undead		

Blocks

Building Blocks

These blocks serve no purpose other than decoration and general construction

Rafflesia	Description	Properties/Functions	Recipe/Obtainment Method
	A huge, parasitic flower that releases terrible odors. Unlike the large Keithiis it was grown from, this flower is completely harmless	Decorative flower	Found in Overgrown Temples, or dropped by Keithiis

Brimstone	Description	Properties/Functions	Recipe/Obtainment Method
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	A common block that makes up the ground of the Wasteland.	Hard block that requires a Pickaxe to be mined. Despite its hardness, it has no resistance to explosions.	Found in the Wasteland
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Ashen Planks	Description	Properties/Functions	Recipe/Obtainment Method
	A burnt piece of wood found in ruins across the Wasteland. Its aged and burnt form prevents it from being used in crafting	Cannot be burned, despite being wood.	Can be found in Wasteland ruins, or by putting most Plank types into a Furnace.

Burning Ashen Planks	Description	Properties/Functions	Recipe/Obtainment Method
	A burnt piece of wood found in ruins across the Wasteland. Still burning, it's very fragile and breaks very easily.	May break when stepped on, and is even more likely to break if fallen on from a height. Drops Charcoal when broken.	Can be created by putting Ashen Planks in a Furnace

Block of Sulphur	Description	Properties/Functions	Recipe/Obtainment Method
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	A block made out of Sulphur Crystals.	Can be used as fuel, burning for 1000 seconds.	Crafted from 9 Sulphur Crystals
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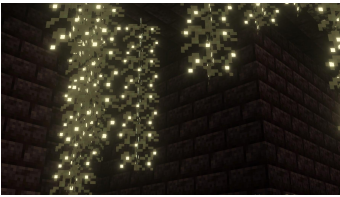
Petrified Bush	Description	Properties/Functions	Recipe/Obtainment Method
	A small shrub that turned to stone.	Can be placed on more blocks than regular plants	Can be found in Wasteland.

Thermal Vent	Description	Properties/Functions	Recipe/Obtainment Method
	This small vent is constantly releasing sulphuric fumes into the air, contributing to the decay of the Wasteland	Will not produce particles if any block is directly above it.	Can be found in Wasteland.

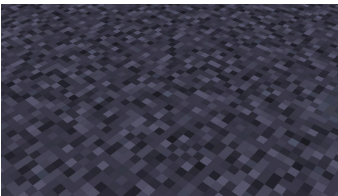
Sulphur Bricks	Description	Properties/Functions	Recipe/Obtainment Method
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	Stone bricks that got coated in ash and sulphur, giving them a darker appearance.	Very hard block that requires a Pickaxe to be mined. Has no explosion resistance.	Can be found in The Scar, or crafted from Brimstone.
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Crystal Sulphur Bricks	Description	Properties/Functions	Recipe/Obtainment Method
	Sulphur Bricks that have Sulphur Crystals growing on them.	Very hard block that requires a Pickaxe to be mined. Has no explosion resistance.	Can be found in The Scar, or crafted from Brimstone.

Glowworm Vines	Description	Properties/Functions	Recipe/Obtainment Method
	A decorative block found inside the Bug Tower. Created by the Glowworms as a place to catch prey and store eggs.	Can be broken by anything.	Can be found in The Bug Tower. More can be created by using Bonemeal on it.

Grave Dirt	Description	Properties/Functions	Recipe/Obtainment Method
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	Dirt in name only, this haunted loam cannot grow plants. Stare at it for long enough, and you may catch a glimpse of the spirits trapped within.	Can be broken with Shovels. Plants cannot be placed on this block.	Found in Gods' Graveyard
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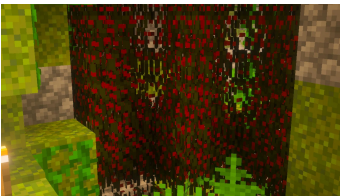
Phantom Bricks	Description	Properties/Functions	Recipe/Obtainment Method
	A ghastly brick block found in Gods' Graveyard. Reinforced by means unknown, this block is absurdly hard.	Extremely hard block that requires a Pickaxe to be mined. Cannot be destroyed by explosions.	Found in Gods' Graveyard

Special/Utility Blocks

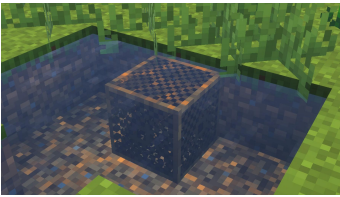
These blocks have special functions that make them useful to the player.

Banana Tree	Description	Properties/Functions	Recipe/Obtainment Method
	A teeny-tiny tree that grows bananas.	Slowly grows bananas. If they aren't harvested in time, they'll eventually rot and fall away.	Found uncommonly in Jungles

Bramble Block	Description	Properties/Functions	Recipe/Obtainment Method
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	A densely knotted mass of bramble vines that takes a long time to destroy with improper tools.	Deals 2 damage when stepped on. Can be mined significantly faster with Shears, or can be destroyed completely with Revertilizer	Found in Overgrown Temples, or dropped by Keithiis
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Pollen Giant	Description	Properties/Functions	Recipe/Obtainment Method
	A huge flower that emits plumes of nutritious pollen. Stimulates the growth of nearby plants	Will randomly choose up to five crops within a 9x6x9 area. These crops will have their growth stage increased by one.	Crafted from four Keithiis Petals, two Moss Blocks, and one Bonemeal

Fish Trap	Description	Properties/Functions	Recipe/Obtainment Method
	When placed in water, the Fish Trap will periodically fill with fish. Interact with it to empty it.	Fish Traps fill every 300-600 seconds while waterlogged.	Crafted from five Sticks and four String.

Cheese Press	Description	Properties/Functions	Recipe/Obtainment Method
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	A small wooden press used to make Cheese	Interact with the Cheese Press while holding a Milk Bucket to get Cheese or Butter.	Crafted from five wood Planks, two Wood Fences, one Stick, and one Bucket
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Sieve	Description	Properties/Functions	Recipe/Obtainment Method
	A sieve designed to filter out treasure that may be hiding within Sand or Gravel	Use Sand or Gravel on the Sieve to have a chance at finding treasure. Sand and Gravel give different loot.	Crafted from six Stone blocks, and two Chains.

Golden Apple Sapling	Description	Properties/Functions	Recipe/Obtainment Method
	An elusive and rare plant that slowly grows Enchanted Golden Apples	Slowly grows into an Enchanted Golden Apple. This plant cannot be bonemealed.	Found on Lush Floating Islands

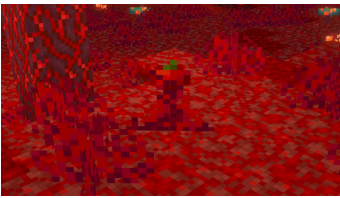
Titan Beetle Egg	Description	Properties/Functions	Recipe/Obtainment Method
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	The camouflaged egg of the Titan Beetle, only laid on Podzol or Spruce Logs.	Cannot be harvested without Silk Touch. Eventually hatches into a Titan Larvae	Created by Titan Beetles after mating
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Giant Clam Spawn	Description	Properties/Functions	Recipe/Obtainment Method
	A floating cluster of Giant Clam eggs.	Eventually hatches into a Baby Giant Clam	Created by Giant Clams during full moons, or by feeding them Sugar

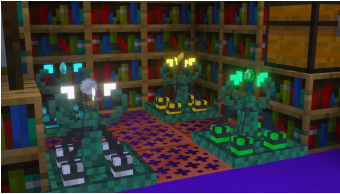
Spider Egg Cluster	Description	Properties/Functions	Recipe/Obtainment Method
	A huge clump of spider eggs.	Spawns a Spiderling every 8-18 seconds if there are less than 7 Spiderlings nearby. Cannot be harvested without Silk Touch.	Found inside Giant Egg Sacs across the Overworld

Repentance Tomato	Description	Properties/Functions	Recipe/Obtainment Method
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	A tomato atoning for the sins of their kind. Should you be willing to free it of eternal torment, you can create Tomato Seeds to grow more.	Drops a Tomato when destroyed	Found in Crimson Forests
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Pizza Oven	Description	Properties/Functions	Recipe/Obtainment Method
	A highly specialized brick oven that uses the fiery powers of Blazes to bake amazing pizzas.	Use fuel on the oven to light it. The better the fuel type, the longer the oven will remain lit for. Blaze powder and Rods are especially effective. Once lit, you can use it to craft Cheese Pizzas	Crafted from 6 Brick Blocks, 2 Blaze Rods, and a Furnace

Cheese Pizza	Description	Properties/Functions	Recipe/Obtainment Method
	A delicious cheesy pizza, ready to be topped with an assortment of meat and veggies	Use certain meat and vegetable food items on the pizza to add toppings which enhance it, then cut it into 8 slices with Shears. See the "Pizza Slice" item for more details	Baked in a Pizza Oven

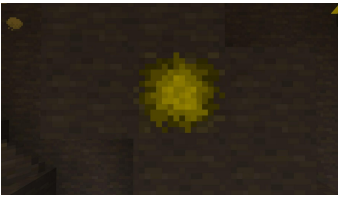
Dimensional Focus	Description	Properties/Functions	Recipe/Obtainment Method
	These powerful artifacts channel specific energies within their dimension, allowing someone with a corresponding locator to warp to it.	These block entities* serve as waypoints within their dimension. Interact with one to gain a Dimensional Locator, which will teleport you to the corresponding Focus from anywhere in the same dimension. Only one Dimensional Focus per type may exist in a dimension at any time. Placing a Dimensional Focus while another of the same type exists within the dimension will remove the old one. Dimensional Focuses load the world around themselves. Dimensional Focuses only take damage from players, and only take one damage from all attacks. They have five health.	Crafted from four Pure Magic, four Dark Prismarine, and one Diamond/Gold Ingot/Pearl/Emerald.

*It should be clarified that “block entity” in this context(and in the rest of this document)refers to a custom entity that is meant to act like a block, and not a true [block entity](#).

Dimensional Hitch	Description	Properties/Functions	Recipe/Obtainment Method
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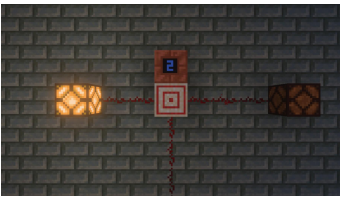
	A device similar to the Dimensional Focuses, it allows for the teleportation of mounts	Interact with the Dimensional Hitch to gain a Dimensional Lead, which will teleport a nearby mount to the Hitch from anywhere in the same dimension.	Crafted from 5 Dark Prismarine, 3 Pure Magic, and 1 Golden Apple
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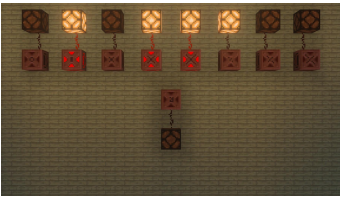
Sulphur Crystal Cluster	Description	Properties/Functions	Recipe/Obtainment Method
	A large crystal made of pure sulphur. Break it to obtain Sulphur Crystals.	Drops 1-2 Sulphur Crystals when destroyed. Can be used as fuel, burning for 400 seconds	Found across the Wasteland growing on Sulphuric Brimstone. Can be crafted from four Sulphur Crystals.

Sulphuric Brimstone	Description	Properties/Functions	Recipe/Obtainment Method
	This particular Brimstone Block is infused with massive amounts of sulphur, and occasionally expels it in the form of Sulphur Crystal Clusters	Has a very low chance to grow a Sulphur Crystal Cluster on a random air-exposed face. Each time it fails to grow a crystal, the odds of success increase.	Found across the Wasteland.

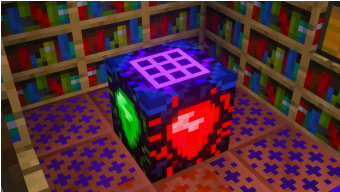
Enriched Mycelium	Description	Properties/Functions	Recipe/Obtainment Method
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	A hyper-nutritious Mycelium block that grows mushrooms on its own	Has a chance when receiving a Random Tick to grow a Red or Brown Mushroom on its top face.	Crafted from one Mycelium and eight Sulphur Crystals.
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Redstone Transformer	Description	Properties/Functions	Recipe/Obtainment Method
	A useful Redstone power source that can emit any signal strength from its powered face.	Interact with the block to increase the power output by 1, maxing at 15, and looping back to 1.	Crafted from four Blocks of Copper, three Chiseled Copper, and two Power Cells.

Redstone Timer	Description	Properties/Functions	Recipe/Obtainment Method
	A Redstone component with many different power modes.	Interact with the block to change the power mode. Starts in “Off” mode. Weakly powers its side faces. –Off: Persistent Off –On: Persistent On –Short Interval: Powers and unpowers every 1 second –Medium Interval: Powers and unpowers every 3 seconds	Crafted from four Blocks of Copper, and five Power Cells.

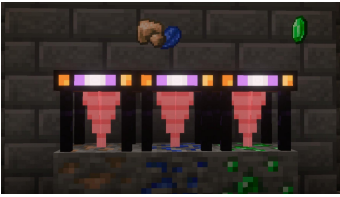
		–Long Interval: Powers and unpowers every 5 seconds –Short Switchback: Powers every 1 second for 5 ticks. –Medium Switchback: Powers every 3 seconds for 5 ticks –Long Switchback: Powers every 5 seconds for 5 ticks –Random: Powers on for 1 second randomly every 1 to 5 seconds.	
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Mystic Workbench	Description	Properties/Functions	Recipe/Obtainment Method
	This powerful Crafting Table uses the awesome elemental powers of the Ministers to craft much more powerful items.	Used to craft more powerful gear, blocks, items, and previously uncraftable items like Sponges and Wither Roses	Crafted from four Crying Obsidian, one of each elemental gem, and one Lapis Lazuli. Mystic Workbench recipes are unlocked after obtaining either the Mystic Workbench itself, or the Mystic Recipe Scroll.

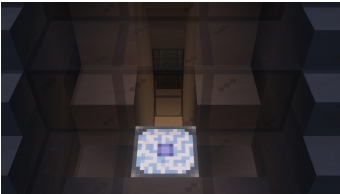
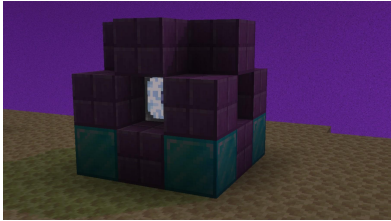
Celestial Atlas	Description	Properties/Functions	Recipe/Obtainment Method
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	A magical map-making crafting table that uses the stars to unveil the location of some structures.	Used to craft dungeon explorer maps.	Crafted at the Mystic Workbench from 3 Paper, 3 Iridium Ingots, 2 Cosmic Stars, and 1 Astral Gem.
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Dark Totem	Description	Properties/Functions	Recipe/Obtainment Method
	A strange relic that harnesses the mystical powers of the Totem of Undying and Malumite to boost the vitality of anyone who touches it.	When interacted with, it gives the user Health Boost V forever.	Crafted from one Totem of Undying, two Malumite Ingots, one End Rod, and three Dark Prismarine. Only craftable at the Mystic Workbench.

Cosmic Drill	Description	Properties/Functions	Recipe/Obtainment Method
	A special drill that uses space magic to duplicate ores it mines.	When placed atop an ore block, the drill will slowly produce the corresponding mineral. Rarer items take longer to drill. The Cosmic Drill has a 100 second delay when initially placed. The drilling speeds are as follows(in seconds): • Coal: 80 • Copper: 100	Crafted from two Copper Blocks, one Copper Bulb, four Obsidian, one Cosmic Star, and one Malumite Ingot. Only craftable at the Mystic Workbench.

		• Iron: 120 • Lapis: 120 • Iridium: 140 • Gold: 160 • Redstone: 80 • Diamond: 900 • Emerald: 300 • Quartz: 30 • Ancient Debris: 300 • Malumite: 1000 • Cobalt: 1200	
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Stellar Reactor Core	Description	Properties/Functions	Recipe/Obtainment Method
	A strange block that can be found in Mesa Observatories, or crafted from materials obtained from Shooting Stars.	When placed in the pictured configuration in the End, it will summon the Astral Minister boss 	Crafted from six Iron Ingots, two Diamonds, and one Cosmic Star.

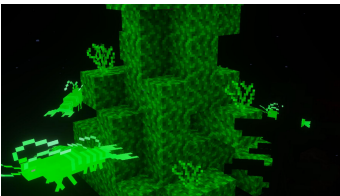
Spectral Enhancers	Description	Properties/Functions	Recipe/Obtainment Method
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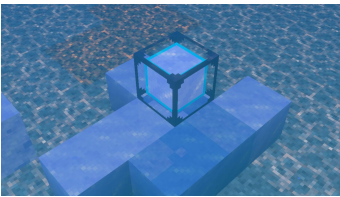
	Special Enchanting Tables that harness the mystical powers of Spectral Matter to make powerful enchantments. Comes in three types: Tool, Weapon, and Armour	Spectral Enhancers only take damage from players, and have 1 health. The item that places them will not be consumed when used	Crafted from 7 Spectral Matter, 1 Book, and 1 Red/Blue/Lime Dye.
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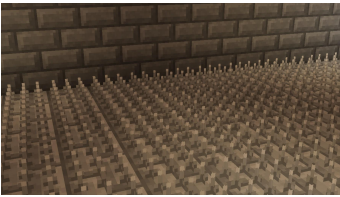
Castle Vault	Description	Properties/Functions	Recipe/Obtainment Method
	A special Vault block found within the Dark Castle's hidden treasure room. If you wish to unlock it, you must find Castle Keys hidden in the structure	Requires 4 Castle Keys to unlock. Can only be opened once, ever. Cannot be destroyed until it is opened.	Found within the Dark Castle.

Bug Tower Egg Blocks	Description	Properties/Functions	Recipe/Obtainment Method
	The inhabitants of the Bug Tower hide their Egg Blocks among the scenery, usually mimicking another block.	Spawns the corresponding monster at regular intervals if there are few near the egg block.	Found within the Bug Tower.

Radioactive Coral Block	Description	Properties/Functions	Recipe/Obtainment Method
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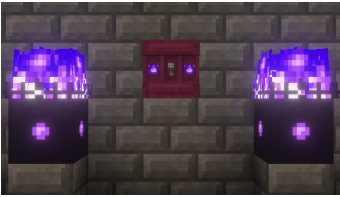
	A mysterious form of coral that emits radiation. Being near it is dangerous.	Requires a Pickaxe to mine. Inflicts all non-arthropod mobs within 4 blocks with Fatal Poison for 6 seconds	Found within Radioactive Shrimp floor in the Bug Tower
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Frost Core	Description	Properties/Functions	Recipe/Obtainment Method
	A supremely cold ice block that slowly freezes all nearby water, regardless of biome, weather, or light level.	Will attempt to freeze any water blocks within 3 blocks of itself every 4-18 seconds	Crafted from 4 Iron Ingots, 4 Caldpteron Scales, and 1 Ice

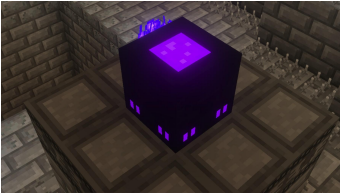
Phantom Spikes	Description	Properties/Functions	Recipe/Obtainment Method
	Razor-sharp spikes found in chambers underneath the Graveyard. Stepping on them hurts a lot, and falling on them is a very bad idea.	Deals 6 damage if stepped on. If fallen on from any height, you will take five times the distance fallen in damage. Damages all non-Graveyard mobs.	Found in Gods' Graveyard

Shadowfire	Description	Properties/Functions	Recipe/Obtainment Method
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	A scary, magical fire that deals magic damage when touched. Will eventually dissipate if not created by a Shadowfire Brazier	Deals 6 magic damage and ignites any non-undead/non-Graveyard mob that touches it. Cannot be extinguished by punching it.	Created by Shadowfire Braziers
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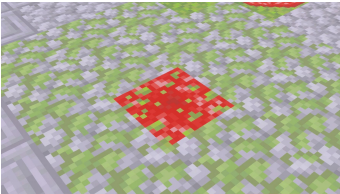
Shadowfire Brazier	Description	Properties/Functions	Recipe/Obtainment Method
	Tough blocks that emit eerie purple shadowflames.	Shadowfire created by Shadowfire Braziers will not extinguish naturally. Power with redstone to enable or disable the flame	Found in Gods' Graveyard

Ominous Phantom Bricks	Description	Properties/Functions	Recipe/Obtainment Method
	These Phantom Bricks are teeming with ominous energies. If you step on them, they'll become active. Step on it again while active, and you'll be inflicted with Trial Omen.	When stepped on, it will activate. If stepped on again while active, you will gain Trial Omen for 30 seconds, and the block will deactivate. If it isn't stepped on while active, it will deactivate	Found in Gods' Graveyard

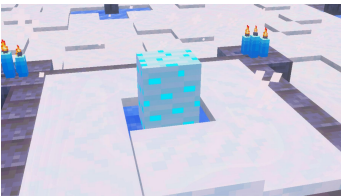
Sinister Blast Trap	Description	Properties/Functions	Recipe/Obtainment Method
	This deceitful block will emit a seeking Sinister Blast if it receives a redstone signal. It disables briefly, but will be able to shoot one again after a short delay.	When the Sinister Blast Trap receives a redstone signal, it will spawn a Sinister Blast. It then deactivates for 10 seconds before re-arming	Found in Gods' Graveyard

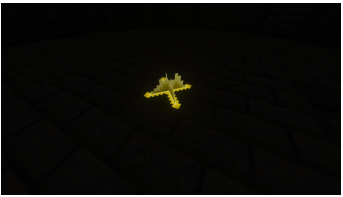
Boss Altar Blocks

These indestructible blocks serve the unique purpose of spawning a boss.

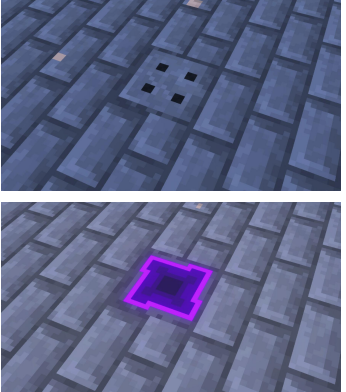
Corpse Root	Description	Properties/Functions	Recipe/Obtainment Method
	A large, gross root from which a Keithiis will grow.	Interact with the Corpse Root to spawn the Keithiis boss. The Root cannot summon another Keithiis until 5 minutes have passed, and the Keithiis it previously summoned is killed. Cannot be destroyed	Found in Overgrown Temples

Royal Caldpteron Egg	Description	Properties/Functions	Recipe/Obtainment Method
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	A large egg atop the Bug Tower. Even the slightest touch will cause the Caldpteron to emerge in its defence.	Interact with the egg to spawn the Caldpteron boss. The egg cannot summon another Caldpteron until 15 minutes have passed, and the Caldpteron it previously summoned is killed. Cannot be destroyed	Found atop Bug Towers
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Vestibule of Destruction	Description	Properties/Functions	Recipe/Obtainment Method
	This block acts as a prison for Prae-Vastitas, where it was locked away in the hopes it would be defeated in the distant future.	Use the Heart of the Apocalypse on the block to allow Prae-Vastitas to be summoned. It cannot be used again until 15 minutes have passed, and the Prae-Vastitas it previously summoned is killed. Cannot be destroyed	Found at the very bottom of Wasteland Scars

Phantore's Grave	Description	Properties/Functions	Recipe/Obtainment Method
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	A block found in the center of the Graveyard that serves as a connection between realms. Once unlocked, it allows Phantore to return to the realm of the living	Use four Skull Keys on the block to unlock it. Interact with it again to spawn the Phantore Boss. It cannot be used again until 30 minutes have passed, and the Phantore it previously summoned is killed. Cannot be destroyed	Found in the center of Gods' Graveyard.
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Small Structures

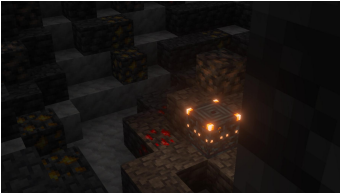
Name/Picture	Description	Details	Unique Loot/Features
This spot will have the name and picture of the structure.	This spot will have a general overview of the structure.	This spot will contain more technical details about the structure, such as where it generates.	This spot will list any special items or features that can only be found in this structure.

Bee Tree	Description	Details	Unique Loot/Features
	A large oak tree that has been partially converted into a giant hive. A great place to start a Bee farm.	Generates in temperate forest biomes.	N/A

Giant Egg Sac	Description	Details	Unique Loot/Features
	A huge spider egg sack. A Spider Egg Cluster block is in the center, which periodically spawns Spiderlings.	Generates in all Overworld biomes except for oceans, rivers, and their frozen counterparts.	Contains one Spider Egg Cluster block.

Taiga Camp	Description	Details	Unique Loot/Features
	A small campsite, seemingly left behind. Contains some fishing supplies, a Bed, and a ton of Sweet Berries.	Generates in Icy Plains.	N/A

Overgrown Temple	Description	Details	Unique Loot/Features
	A larger variety of jungle temple that was overtaken by moss, which was then infected by a floral parasite called Keithiis. It is now home to Rafflesias, and the hostile Jungle Spiders they attract.	Generates in Jungle biomes.	Contains the Keithiis mini-boss. Also the only place to find Rafflesia and Bramble Blocks.

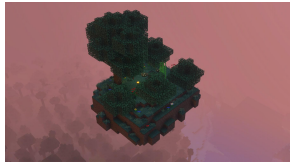
Blemish Geode	Description	Details	Unique Loot/Features
	A huge geode that can be found underground. Contains a Blemish Trial Spawner, and lots of ores and minerals	Generates in all Overworld biomes from y levels 10 to -40 Blemish Trial Spawner has short cooldown between activations	Contains a Blemish Spawner.

Observatory	Description	Details	Unique Loot/Features
	A building designed to view the stars, though it seems out of use. The Stellar Reactor Core is also found here, being used to enhance the telescope.	Generates in Mesa biomes.	Contains the Stellar Reactor Core block.

Pale Tower	Description	Details	Unique Loot/Features
	A mysterious building found in the Pale Garden. This tower is the only place where a Glazed Bread Recipe Scroll can be found	Generates in Pale Gardens.	Contains a Stray Spawner and a Bogged Spawner. Contains the Glazed Bread Recipe Scroll.

Vanquished Floating Island	Description	Details	Unique Loot/Features
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	A floating island containing a monster room with a Zombie Spawner. The loot here seems better than the usual monster room.	Generates in the sky in all Overworld biomes.	Contains a Zombie Spawner, and a Phantom Spawner
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Lush Floating Island	Description	Details	Unique Loot/Features
	A much rarer floating island that has a Golden Apple Sapling growing on its surface.	Generates in the sky in all Overworld biomes.	Contains a Golden Apple Sapling

Dungeons

Dungeons are large scale structures with huge amounts of loot and rare/exclusive items.

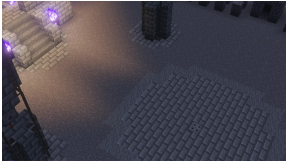
Dark Castle	Description	Recommended Gear/Strategy	Details	Unique Loot/Features
	A massive fortress from ages past. Surprisingly well maintained, its former inhabitants now roam the halls as spirits, manifesting as Wisps and haunting	At least Diamond armour is recommended before challenging this Dungeon. It is also recommended to bring Water Buckets and/or Potions of Fire Resistance,	Generates in Plains biomes	Wisps are only found here. The Shadow Chime Recipe Scroll is only found here.

	candles to become Polterabras. Said to contain a recipe for a powerful weapon.	as fire is commonly used by the enemies here.		
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The Scar	Description	Recommended Gear/Strategy	Details	Unique Loot/Features
	A deep pit found in the Wasteland, serving as a prison for an ancient evil that nearly ended the world. Collecting Apocalypse Fragments from within the side chambers may allow for this monster to be challenged and defeated, once and for all.	At least Enchanted Diamond Armour is recommended before challenging this Dungeon. The Wither effect is very common here, so bringing the Withercomb Ring DX, Mystic Cheese, or some other form of negative status clearing is a must. The Burning Ashen Planks may break as you descend lower into the Scar, so descend carefully	Generated in the Wasteland.	Apocalypse Fragments can only be found here.

Bug Tower	Description	Recommended Gear/Strategy	Details	Unique Loot/Features
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	A gigantic dark tower found in the coldest regions known. The tower is filled to the brim with various insects and bugs, and at its peak resides the Caldpteron, a gigantic moth with extreme ice powers.	Enchanted high-tier gear such as Netherite, Malumite, or Cobalt are recommended for this Dungeon. The bugs will inflict various negative effects, so bringing a method to clear them is very effective. The blocks within the Dungeon that spawn the enemies look very similar to other, normal blocks. Look for small differences in colour or appearance to find and destroy the egg blocks.	Generates in Frozen biomes	The Glowworm Queen, Mosquito Needle, Demon Core, and Stygian Scope can only be found here
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Gods' Graveyard	Description	Recommended Gear/Strategy	Details	Unique Loot/Features
	An desaturated graveyard home to incredible power. Phantore, the Lord and Master of the Undead, can be summoned by finding four Dormant Keys, and powering them with Malice.	Max Enchanted high-tier armour is required for this dungeon. The enemies in this dungeon are extremely strong, and have powerful abilities. Use any and all methods necessary to get the upper hand in combat. Traps are abundant within the underground chambers.	Generates in Mega Taiga biomes	Malice can only be found here

		Spikes and Cursed bricks litter the floors, and tripwires activate powerful seeking Magic Blasts. Most rooms contain Ominous Sentries: indestructible blocks that shoot powerful projectiles at anything in their sights inflicted with Trial Omen. The Cure-All Tome can remove Trial Omen, and is a must for avoiding the sentries.		
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Material Sets

Three new materials have been added to progression. Iridium, which fits between Iron and Diamond. Malumite, a post-Netherite material found in the Deep Dark. And Cobalt, a supremely rare ore block found at the very bottom of the overworld that requires the Cosmic Drill to obtain and smelt.

Iridium	Details	Recipe/Obtainment Method
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	All Iridium items have 981 durability. All Iridium items have 25 Enchantability Helmet: 3 Armour Chestplate: 7 Armour Leggings: 6 Armour Boots: 3 Armour	Deepslate Iridium Ore is found from -5 to -60, being most common in the middle of this range. Requires an Iron Pickaxe or better to harvest.
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Malumite	Details	Recipe/Obtainment Method
	All Malumite items have 3,278 durability. All Malumite items have 25 Enchantability Helmet: 4 Armour Chestplate: 9 Armour Leggings: 8 Armour Boots: 4 Armour Special: While wearing the full set of Malumite armour, you will gain Night Vision, and become immune to Darkness and Blindness *Malumite tools use Sculk in place of Sticks when crafting	Malumite Ore is found within Deep Dark Sculk growths. Requires a Netherite Hoe or better to harvest. Raw Malumite can only be smelted into ingots over a Soul Campfire.

Cobalt	Details	Recipe/Obtainment Method
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	All Cobalt items have 6,556 durability. All Cobalt items have 75 Enchantability Helmet: 6 Armour Chestplate: 10 Armour Leggings: 8 Armour Boots: 6 Armour Special: While wearing the full set of Cobalt Armour, you will gain Strength and Resistance	Cobalt Ore is extremely rare below -45. Requires a Malumite Pickaxe or better to harvest. Requires a Cosmic Drill to obtain Raw Cobalt from the Cobalt Ore block. Raw Cobalt requires a Blast Furnace to be smelted into Cobalt Ingots
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New Smelting Recipes

This section contains new smelting recipes involving Vanilla items

Recipe
Leather Place Rotten Flesh on Campfires or in a Smoker to obtain Leather
Torchflower Seeds Cooking Torchflowers in a Furnace yields 3 Torchflower Seeds
Iron Nugget

Smelt Rails in a Furnace to obtain an Iron Nugget

Items

This section contains many items that act as materials, fuels, or otherwise have no function by themselves

Name	Description	Recipe/Obtainment Method
 Bat Fang	The fang of a Bat. Can be used to make a dagger that restores life.	Dropped by Bats
 Pearl	A smooth orb found inside Clams and Giant Clams. Seems to have slight mystic properties.	Dropped rarely by Clams, or more commonly from Giant Clams
 Keithiis Petal	A petal from a Ketihis. Still smells.	Dropped by Keithiis
 Pure Magic	A physical manifestation of the mystic energies found within all life. Used to infuse items and weapons with powerful magical abilities.	Obtained from using a Mystic Extractor, or as rare loot in some structures
 Biofuel	A superfuel made from the	Crafted from 3 Rotten Flesh,

	remains of common monsters. Can smelt up to 32 items	3 Bones, and 3 Spider Eyes
 Tomato	A ripe and juicy tomato. Probably loaded with nutrients, but the urge to throw it is far too tempting...	Obtained from breaking Repentance Tomatoes in the Nether, or grown from Tomato Seeds.
 Black Bone	The charred bones of a Wither Skeleton infused with small amounts of withering power. Otherwise, it's just a normal bone	Dropped most commonly by Wither Skeletons
 Blemish Rod	The rod that grants the Blemish its earth elemental powers.	Dropped by Blemish
 Brine Rod	The rod that grants the Brine its water elemental powers.	Dropped by Brine
 Sulphur Crystal	A small shard made of sulphur. The uniqueness of the Wasteland grant these crystals abilities not found in sulphur elsewhere	Obtained from breaking Sulphur Crystal Clusters, or from Guardian Allotrophy and Sulphur Bones. Can be used as fuel to smelt up to 10 items

 Power Cell	A battery that contains redstone electricity. Used as ammunition for the Voltaic Redstone Shocker.	Crafted from 6 Sulphur Crystals, 2 Copper Ingots, and 1 Redstone Block
 Allotrophy Stinger	The stinger from a Guardian Allotrophy, used to inject victims with acid.	Dropped by Guardian Allotrophy
 Air Gem	A gemstone imbued with powerful Air elemental magic.	Dropped by Air Ministers
 Earth Gem	A gemstone imbued with powerful Earth elemental magic.	Dropped by Earth Ministers
 Fire Gem	A gemstone imbued with powerful Fire elemental magic. Can also be used as a powerful furnace fuel. Cannot be burned in fire or lava.	Dropped by Fire Ministers
 Water Gem	A gemstone imbued with powerful Water elemental magic.	Dropped by Water Ministers
 Cosmic Star	A material from space that acts as a conduit of intergalactic magics.	Dropped by Shooting Stars or the Astral Minister

 Astral Rod	The rod that enhances the powers of the Astral Minister. It seems to contain an entire galaxy	Dropped by the Astral Minister
 Astral Gem	A powerful gemstone that contains galactic magic.	Dropped by the Astral Minister
 Castle Key	A strange key hidden inside the Dark Castle.	Found inside the Dark Castle
 Spectral Matter	A material left behind by the Wisps in the Dark Castle. Its magical properties are perfect for enchanting. Cannot be burned in fire or lava.	Dropped by Wisps
 Apocalypse Fragment	A scary shard that manifests apocalyptic magics.	Found within The Scar, or dropped by Prae-Vastitas
 Vastitas Scale	A scale from a Prae-Vastitas. It's strange makeup allows it to channel apocalypse magic	Dropped by Prae-Vastitas
 Heart of the Apocalypse	A horrific orb created by combining Apocalypse Fragments. Said to have the power to awaken an ancient evil	Crafted from 9 Apocalypse Fragments

 Caldpteron Scale	A scale from the Caldpteron. It is cold to the touch.	Dropped by the Caldpteron.
 Dormant Key	A faded key found inside a chamber in the Graveyard. Perhaps its power can be restored?	Found in Gods' Graveyard
 Malice	A small fragment of shadow magic, dropped by Phantore's servants.	Found in Gods' Graveyard.
 Skull Key	A powerful key capable of opening gateways between dimensions.	Crafted from 8 Malice and 1 Dormant Key

Utility Items

Utility Items are tools with useful abilities that help in traversal, material gathering, or otherwise provide a helpful function

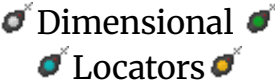
Name	Description	Use	Recipe/Obtainment Method
 Revertilizer	A toxic "fertilizer" that kills grasses.	Use on Grass, Mycelium, Path, Farmland, and Podzol blocks to turn them into Dirt blocks. Can also be used on Bramble Blocks to destroy them.	Crafted from 3 Leather, 3 Spider Eyes, and 1 Bone Meal

 Grapple Basket Hook	A grappling hook attached to a rideable basket. Useful for scaling cliffs and crossing gaps and gorges.	Fires out a grappling hook attached to a rideable basket. Ride in the basket, and it will rapidly move towards the hook's current position, even if the hook is airborne. The basket only lasts 20 seconds, and will begin to blink when it is about to expire.	Crafted from 4 Wood Planks, 1 Blemish Rod, 1 Chain, and 1 Iron Ingot
 Mystic Extractor	A magical syringe that turns the mystical energies found inside living things into a physical form.	Sacrifice all your experience levels and convert them into Pure Magic. Deals 5 Magic damage on use. Gain 1 Pure Magic for every 3 levels sacrificed.	Crafted from 3 Lapis Lazuli, 1 Glass Bottle, and 1 Amethyst Shard
 Super Revertilizer	A magically enhanced Revertilizer that can refresh Boss Altars	In addition to the normal Revertilizer's abilities, Super Revertilizer can be used on any recharging Boss Altar block to refresh it immediately.	Crafted from 4 Pure Magic, and 1 Revertilizer
 Angiospade	A shovel made from a Keithiis. Its radiant plant energy causes dirt-based blocks it digs to occasionally drop seeds.	When breaking any "dirt-type" block, there is a 15% chance for it to drop 1-4 of a following seed item: Wheat Seeds, Pumpkin	Crafted from 2 Moss Blocks, and 3 Keithiis Petals

		Seeds, Melon Seeds, Beetroot Seeds, Potatoes, Carrots, and Asparagus Seeds. Otherwise, it is equivalent to an Iron Shovel Durability: Infinite	
 Minister   Conjures 	Powerful relics that can call forth an Elemental Minister.	Spawns the corresponding Minister atop the target block after a short delay. Note that the Water Minister must be fought underwater.	Crafted from 8 Breeze/Blemish/Blaze/Brine Rods and 1 Eye of Ender
 Mystic Recipe Scroll	A magical scroll that gives anyone who holds it a feeling of enlightenment.	Anyone who holds this learns how to use the Mystic Workbench.	Crafted from 4 Pure Magic and 1 Paper
 Glaive Recipe Scroll	A weapon schematic found within the ruins of the Wasteland.	Anyone who holds this learns how to craft Glaives.	Found within Wasteland Ruins and The Scar
 Glazed Bread Recipe Scroll	A baking recipe found inside the Pale Tower.	Anyone who holds this learns how to craft Glazed Bread.	Found within Pale Towers
 Shadow Chime Recipe Scroll	A strange document depicting a delicate musical triangle.	Anyone who holds this learns how to craft the Shadow Chime	Found in the Dark Castle vault
 Stellar Recipe Scroll	A scroll depicting multiple recipes made from Astral	Anyone who holds this learns how to craft Stellar	Dropped by the Astral Minister

	parts	Barriers, Celestial Padding, the Astral Pickaxe, and the Celestial Atlas.	
 Astral Pickaxe	A pickaxe made from materials dropped by the Astral Minister. Capable of destroying Celestial blocks.	A fast-mining pickaxe that can break Celestial Padding and Stellar Barrier blocks. Otherwise can break the same blocks as a Diamond Pickaxe. Durability: Infinite	Crafted at the Mystic Workbench from 2 Astral Rods, 2 Cosmic Stars, and 1 Diamond Pickaxe
 Deliquesce Pickaxe	A pickaxe that channels apocalyptic powers, allowing it to smelt ores it mines.	A fast-mining pickaxe that auto-smelts ores that drop “raw” minerals. Also increases the amount of materials obtained from an ore block, increasing even further with Fortune. Otherwise can break the same blocks as a Netherite Pickaxe. Durability: Infinite	Crafted from 3 Apocalypse Fragments and 2 Vastitas Scales
 Soulrender	A powerful pickaxe enhanced with dark magic. Capable of breaking blocks found in the Graveyard	Can break Graveyard blocks at reasonable speeds. Otherwise can break the same blocks as a Cobalt Pickaxe Durability: Infinite	Crafted from 5 Cursed Soulbones, 3 Malice, and 1 Astral Pickaxe

 Dark Castle Explorer Map	A map created by the Celestial Atlas that reveals the location of a Dark Castle	Reveals a Dark Castle on the map.	Crafted at the Celestial Atlas from 8 Paper and 1 Cobbled Deepslate
 The Scar Explorer Map	A map created by the Celestial Atlas that reveals the location of The Scar	Reveals a Scar on the map.	Crafted at the Celestial Atlas from 8 Paper and 1 Sulphur Crystal
 Bug Tower Explorer Map	A map created by the Celestial Atlas that reveals the location of a Bug Tower	Reveals a Bug Tower on the map.	Crafted at the Celestial Atlas from 8 Paper and 1 Ice
 Gods' Graveyard Explorer Map	A map created by the Celestial Atlas that reveals the location of a Gods' Graveyard	Reveals a Gods' Graveyard on the map.	Crafted at the Celestial Atlas from 8 Paper and 1 Bone
 Cannon Kit	A kit used to construct a Cannon sentry.	Places a Cannon on top of the target block. Cannons act as automatic sentries, shooting at any monster that gets near them. Can be healed while active with an Iron Ingot. If it runs out of health, it will be disabled. While disabled, the cannon cannot attack, and will slowly repair itself over 60 seconds. Use an Iron Ingot on it to speed up recovery. Give an active Cannon an	Crafted from Wood Planks, 1 Cannon Chase, 1 Cannon Cascable, 1 Cannon Reinforce, and 1 Iron Ingot

		Emerald Block to upgrade it, making it shoot stronger cannonballs, and causing monsters it kills to drop exp.	
 Cataclysm Cannon Kit	A much more powerful Cannon infused with apocalyptic power	Places a Cataclysm Cannon atop the target block. Cataclysm Cannons shoot slowly, but ramp up in fire rate as long as they continue shooting. Use Sulphur Crystals to heal and repair the Cataclysm Cannon. Use a Heart of the Apocalypse to upgrade it, causing monsters it defeats to drop exp.	Crafted from 5 Vastitas Scales, 2 Netherite Ingots, and 1 Heart of the Apocalypse
 Cannon Wrench	A wrench that can dismantle Cannons	Used to turn active Cannons back into Cannon Kits.	Crafted from 3 Iron Ingots
 Dimensional Locators	Remotes tuned to the intradimensional frequencies emitted by the Dimensional Focuses, allowing them to transport their user.	When used, they will teleport the user to the corresponding Dimensional Focus within their dimension. They will fail if no Focus is present.	Obtained from interacting with a Dimensional Locator
 Dimensional Lead	A magic Lead tuned to the intradimensional frequencies emitted by the	When used, they will teleport a tamed mount ridden by—or immediately	Obtained from interacting with a Dimensional Hitch

	Dimensional Hitch, allowing for mounts to be teleported to it.	next to—the user to the Dimensional Hitch. If you are riding the mount, you will be dismounted before it teleports. Happy Ghosts cannot be teleported.	
 Universal Focuses	Powerful artifacts that can create a focal point in any dimension. Unique to its user, this point can be teleported to from any dimension.	When used on a block, the Universal Focus will save those coordinates to the player, and spawn 16 of the corresponding Universal Locators. Each player can save unique coordinates. Only one set of coordinates may be saved per Focus. Using a Universal Focus will overwrite the previously saved coordinates with new ones.	Crafted at the Mystic Workbench from 4 Obsidian, 2 Pure Magic, 1 Cosmic Star, and 2 of the corresponding elemental gem.
 Universal Locators	Remotes tuned to the unique interdimensional frequencies of their user.	When used, they will teleport the player to the location they saved with the corresponding Universal Focus, even able to teleport them between dimensions.	Obtained from using a Universal Focus
 Glowworm Queen*	A large female Glowworm that is filled with larvae.	Can place Glowworm Larvae on most blocks.	Obtained from a hidden chest in the Bug Tower.

		Glowworm Larvae glow as bright as Glowstone. Durability: 550	Can be repaired with a crafting recipe that requires 8 Glow Lichen and the Glowworm Queen
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*The Glowworm Queen is an homage to the [Moonworm Queen](#) item from the Twilight Forest mod.

Food

Name	Description	Details	Recipe/Obtainment Method
 Banana	A nutritious fruit found growing on tiny trees in Jungles.	Restores 4 Hunger and 4.6 Saturation	Grown on Banana Tree blocks
 Rotten Banana	A banana that wasn't harvested in time, and has gone bad. Makes for excellent compost, however	Restores 1 Hunger and 1.2 Saturation. Applies Hunger for 30 seconds	Grown on Banana Tree blocks
 Asparagus	Supremely nutritious vegetable with medicinal properties.	Restores 4 Hunger and 12.8 Saturation. Also removes Hunger, Poison, and Fatal Poison	Grown from Asparagus Seeds obtained from a Keithiis
 Cheese	Delicious dairy.	Restores 4 Hunger and 2.4 Saturation	Created by using a Milk Bucket on a Cheese Press
 Butter	A tastier dairy product than even Cheese, though much	Restores 6 Hunger and 7.2 Saturation	Uncommonly obtained by using a Milk Bucket on a

	harder to make. If only it could fly...		Cheese Press
 Mystic Cheese	Magical Cheese that enhances the effect-clearing property of Milk.	Restores 4 Hunger and 2.4 Saturation. Also cures the consumer of all negative debuffs	Crafted from 8 Cheese and 1 Pure Magic. Results in 8 Mystic Cheese. Only stacks to 16
 Glazed Bread	Bread covered in Resin. It sounds gross, but the special baking process described in the Recipe Scroll makes it taste delicious.	Restores 9 Hunger and 9 Saturation	Can only be crafted after obtaining the Recipe Scroll from the Pale Tower
 Fruit Drink	A delicious beverage made from many different fruits. Has restorative properties.	Restores 8 Hunger and 19.2 Saturation. Grants Regeneration for 15 seconds.	Crafted from 1 Apple, 1 Melon, 1 Sweet Berry, 1 Glow Berry, 1 Banana, and 1 Glass Bottle
 Raw Sniffer Ribs	The ribcage of the prehistoric Sniffer. Its enormous size makes it super filling.	Restores 7 Hunger and 2.1 Saturation	Dropped by Sniffers
 Cooked Sniffer Ribs	The delicious ribs of the Sniffer, cooked to perfection. No other meat can claim to be its equal.	Restores 10 Hunger and 24 Saturation	Obtained by cooking Raw Sniffer Ribs
 Endless Waffle	A delicious, fluffy, buttery	Restores 6 Hunger and 1.2	Crafted from 3 Pure Magic, 3

	waffle that magically replenishes itself.	Saturation. Will not be consumed.	Bread, 2 Sweet Berries, and 1 Butter
 Regenerator Melon	A variant of Glistening Melon that utilizes the healing properties of Ghost Tears.	Restores 1 Hunger and 0.6 Saturation. Grants Regeneration 2 for 12 seconds	Crafted from 1 Glistening Melon Slice and 1 Ghost Tear. Results in 16 Regenerator Melons
 Hydro Drop	A small magical drop of water that extinguishes fires.	Drinking it will extinguish fire from the consumer. Takes 0.6 seconds to consume.	Crafted from a Brine Rod. Results in 4 Hydro Drops
 Pizza Slices	Hot, gooey, cheesy Pizza. The effects it gives you change depending on how you top it. You can add one meat topping, and one vegetable topping.	Restores 8 Hunger and 19.2 Saturation. Meat Topping Effects: -Steak: Strength for 3:00 -Rabbit: Jump Boost 2 for 3:00 -Salmon/Cod: Water Breathing for 3:00 -Chicken: Speed for 3:00 -Sniffer Ribs: Resistance for 3:00 Vegetable Topping Effects: -Mushroom: Regeneration for 3:00 -Potato: Increases Hunger and Saturation restored -Carrot: Night Vision for	Created by baking and topping a Cheese Pizza block

		3:00 -Beetroot: Absorption for 3:00 -Asparagus: Clears Poison, Fatal Poison, Hunger, and Wither	
 Potion of Haste	A potion that increases the digging speed of its consumer.	A potion that grants the Haste effect	Brewed with a Gold Block and Awkward Potions. Redstone extends the duration, and Glowstone amplifies the effect
 Potion of Air	A powerful brew made from pure air magic. Tastes like coconut.	Grants Jump Boost 4, Invisibility, and Slow Falling 2 for 8 minutes	Brewed with an Air Gem and an Awkward Potion.
 Potion of Earth	A powerful brew made from pure earth magic. Tastes like cucumber.	Grants Speed 2, Haste 2, and Night Vision for 8 minutes	Brewed with an Earth Gem and an Awkward Potion
 Potion of Fire	A powerful brew made from pure fire magic. Tastes like pineapple.	Grants Strength 2, Absorption 5, and Fire Resistance for 8minutes	Brewed with a Fire Gem and an Awkward Potion
 Potion of Water	A powerful brew made from pure water magic. Tastes like strawberry.	Grants Regeneration 2, Resistance, and Conduit Power for 8 minutes	Brewed with a Water Gem and an Awkward Potion
 Astral Potion	A supremely powerful brew made from space magic.	Grants the combined effects of the Air, Earth, Fire, and	Brewed with an Astral Gem and an Awkward Potion

	Tastes like banana.	Water Potions for 8 minutes.	
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Weapons

-Notes on damage types:

-**Magic, Wither and Freezing:** Bypass Armour Points, but is still reduced by Protection and Resistance

-**Override:** Bypasses Armour Points, Invulnerability period, and Resistance, but is still reduced by Protection

Name	Description	Stats	Compatible Enchantments	Recipe/Obtainment Method
This spot will have the name and texture of the item.	This spot will have a description of the item's general function and abilities.	This spot will display stats such as damage, attack speed, cooldowns, digging speed, etc.	This spot will describe compatible enchantments, and their effects on the item <u>IMPORTANT:</u> Due to Bedrock Enchanting mechanics, certain enchantments may be able to be applied to items, even if they have no effect. Unless specified otherwise, only enchantments listed will have an effect on the	This spot will have the recipe and/or where to find the item.

			item.	
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Swords

All Swords can dig Bamboo and Cobweb faster

Name	Description	Stats	Compatible Enchantments	Recipe/Obtainment Method
 Vampire Dagger	A small dagger made from the fang of a Bat. Restores life on hit.	Attack: 4 Durability: 150 Special: Restores 1 health to the user when dealing damage	All Sword Enchantments may affect this item.	Crafted from 1 Bat Fang and 1 Stick
 Iridium Sword	A sword made from Iridium	Attack: 6 Durability: 981	All Sword Enchantments may affect this item.	Crafted from 2 Iridium Ingots and 1 Stick
 Crystal Sulphur Sword	A sword made from sulphur	Attack: 7 Durability: 1201 Special: Deals an additional 10 Override damage on hit to Inorganic enemies	All Sword Enchantments may affect this item.	Crafted from 2 Allotrophy Stingers and 1 Stick
 Magic Blade	A magical sword that siphons the magic directly out of its victims	Attack: 7 Durability: 251 Special: Creates 3 Experience Orbs when dealing damage	All Sword Enchantments may affect this item.	Crafted from 2 Pure Magic and 1 End Rod
 Malumite Sword	A sword made from the mysterious Malumite	Attack: 10 Durability: 3278	All Sword Enchantments may affect this item.	Crafted from 2 Malumite Ingots and 1 Sculk

 Cobalt Sword	A sword made from Cobalt. The regal metal gives the blade special properties.	Attack: 12 Durability: 6556 Special: Inflicts Weakness on hit targets for 5 seconds.	All Sword Enchantments may affect this item.	Crafted from 2 Cobalt Ingots and 1 Stick
 Dereliction Scythe	A dangerous scythe imbued with Phantore's magic. Cannot be burned in fire or lava.	Attack: 17 Durability: Infinite Special: When used, it deals 15 damage to all monsters within 3 blocks of the user. 1 health is restored for each monster hit. Cooldown: 1.5 Seconds	All Sword Enchantments may affect this item.	Crafted from 5 Cursed Soulbones, 3 Blaze Powder, and 1 Netherite Hoe

Spears

All Spears have increased reach, piercing attacks, and can perform Charge Attacks. [Spear Wiki Page](#)

Name	Description	Stats	Compatible Enchantments	Recipe/Obtainment Method
 Iridium Spear	A spear made from Iridium	Attack: 3 Reach: 4.5 Attack Cooldown: 0.9s Durability: 981 Charge Attack: -Damage Multiplier: 0.95x -Dismount duration: 3s -Knockback duration: 5s -Damage duration: 11.5s	All Spear Enchantments may affect this item.	Crafted from 2 Sticks and 1 Iridium Ingot.
 Crystal Sulphur	A spear made from Sulphur	Attack: 4	All Spear Enchantments	Crafted from 2 Sticks and 1

Spear		Reach: 4.5 Attack Cooldown: 1.05s Durability: 1201 Charge Attack: -Damage Multiplier: 1.075x -Dismount duration: 3s -Knockback duration: 5s -Damage duration: 10s Special: Deals an additional 10 Override damage on hit to Inorganic enemies	may affect this item.	Allotrophy Stinger.
 Malumite Spear	A spear made from the mysterious Malumite	Attack: 7 Reach: 4.5 Attack Cooldown: 1.1s Durability: 3278 Charge Attack: -Damage Multiplier: 1.25x -Dismount duration: 2s -Knockback duration: 3s -Damage duration: 9s	All Spear Enchantments may affect this item.	Crafted from 2 Sculk and 1 Malumite Ingot.
 Cobalt Spear	A spear made from Cobalt. The regal metal grants this spear special abilities.	Attack: 9 Reach: 4.5 Attack Cooldown: 1.15s Durability: 6556 Charge Attack: -Damage Multiplier: 1.3x -Dismount duration: 5s -Knockback duration: 7s	All Spear Enchantments may affect this item.	Crafted from 2 Sticks and 1 Cobalt Ingot.

		-Damage duration: 18s Special: Attacks inflict Fatal Poison 2 for 4 seconds.		
 Cataclysm Spear	A terrifying spear made from apocalyptic magic. Enhances the abilities of your mount when used.	Attack: 8 Reach: 5.5 Attack Cooldown: 1s Durability: Infinite Charge Attack: Takes slightly longer to initiate charge attack -Damage Multiplier: 1.5x -Dismount duration: 9s -Knockback duration: 12s -Damage duration: 15s Special: When a Charge Attack begins, your ridden mount is granted Swiftess 4 for 9 seconds. Special II: Restores 1 health to your mount on every hit.	All Spear Enchantments may affect this item.	Crafted from 4 Vastitas Scales, 2 Apocalypse Fragments, and 1 Heart of the Apocalypse.

Glaives

Glaives have piercing attacks and increased reach, like Spears. Unlike Spears, they do not have blind spots, and cannot perform Charge Attacks

Name	Description	Stats	Compatible Enchantments	Recipe/Obtainment Method
 Diamond Glaive	A glaive made from	Attack: 5	All Sword Enchantments	Must have obtained the

	diamonds.	Reach: 4.5 Attack Cooldown: 0.75s Durability: 1562	may affect this item.	Glaive Recipe Scroll from Wasteland structures
 Crystal Sulphur Glaive	A glaive made from sulphur.	Attack: 5 Reach: 4.5 Attack Cooldown: 0.75s Durability: 1201 Special: Deals an additional 10 Override damage on hit to Inorganic enemies	All Sword Enchantments may affect this item.	Must have obtained the Glaive Recipe Scroll from Wasteland structures
 Netherite Glaive	An upgraded glaive made from Netherite. Cannot be burned in fire or lava.	Attack: 6 Reach: 4.5 Attack Cooldown: 0.75s Durability: 2032	All Sword Enchantments may affect this item.	Must have obtained the Glaive Recipe Scroll from Wasteland structures
 Malumite Glaive	A glaive made from the mysterious Malumite	Attack: 7 Reach: 4.5 Attack Cooldown: 0.75s Durability: 3278	All Sword Enchantments may affect this item.	Must have obtained the Glaive Recipe Scroll from Wasteland structures
 Cobalt Glaive	A glaive made from Cobalt. The regal metal gives the glaive special abilities, making it swing much faster than other glaives.	Attack: 8 Reach: 4.5 Attack Cooldown: 0.51s Durability: 6556	All Sword Enchantments may affect this item.	Must have obtained the Glaive Recipe Scroll from Wasteland structures
 Icicle Glaive	A powerful glaive made from ice, and imbued with Caldpteron's powers.	Attack: 15 Reach: 4.5 Attack Cooldown: 0.75s	Cannot be Enchanted	Crafted from 6 Caldpteron Scales, 2 Ice, and 1 Diamond

	Attacks charge the glaive, which can unleash a massive blizzard at max power.	Durability: 75 Special: Attacks on enemies charge Durability. When Durability is at max, use the Iccle Glaive to consume all Durability to create a massive frost aura around yourself, dealing 8 Override damage and inflicting Slowness for 10 seconds to any enemy inside. The frost aura lasts 15 seconds. Special II: While wearing the Rimehood, the Iccle Glaive charges Durability faster.		
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Hammers

Hammers are slow, heavy weapons that can hit multiple enemies in front of the user in a wide area.

Name	Description	Stats	Compatible Enchantments	Recipe/Obtainment Method
 Wooden Hammer	A heavy hammer made from wood.	Attack: 5 Attack Cooldown: 1.5s Durability: 60	All Sword Enchantments may affect this item.	Crafted from 6 Wood Planks and 1 Stick
 Stone Hammer	A heavy hammer made from stone.	Attack: 6 Attack Cooldown: 1.5s Durability: 132	All Sword Enchantments may affect this item.	Crafted from 6 Cobblestone and 1 Stick

 Copper Hammer	A heavy hammer made from copper.	Attack: 6 Attack Cooldown: 1.5s Durability: 190	All Sword Enchantments may affect this item.	Crafted from 6 Copper Ingots and 1 Stick
 Iron Hammer	A heavy hammer made from iron.	Attack: 7 Attack Cooldown: 1.5s Durability: 251	All Sword Enchantments may affect this item.	Crafted from 6 Iron Ingots and 1 Stick
 Iridium Hammer	A heavy hammer made from iridium.	Attack: 7 Attack Cooldown: 1.5s Durability: 981	All Sword Enchantments may affect this item.	Crafted from 6 Iridium Ingots and 1 Stick
 Golden Hammer	A heavy hammer made from gold.	Attack: 6 Attack Cooldown: 1.5s Durability: 33	All Sword Enchantments may affect this item.	Crafted from 6 Gold Ingots and 1 Stick
 Diamond Hammer	A heavy hammer made from diamond.	Attack: 8 Attack Cooldown: 1.5s Durability: 1561	All Sword Enchantments may affect this item.	Crafted from 6 Diamonds and 1 Stick
 Crystal Sulphur Hammer	A heavy hammer made from sulphur.	Attack: 8 Attack Cooldown: 1.5s Durability: 1201 Special: Deals an additional 10 Override damage on hit to Inorganic enemies	All Sword Enchantments may affect this item.	Crafted from 6 Allotrophy Stingers and 1 Stick
 Netherite Hammer	An upgraded hammer made from Netherite. Cannot be burned by fire or lava.	Attack: 9 Attack Cooldown: 1.5s Durability: 2032	All Sword Enchantments may affect this item.	Upgrade a Diamond Hammer with a Netherite Ingot in a Smithing Table

 Malumite Hammer	A heavy hammer made from the mysterious Malumite.	Attack: 11 Attack Cooldown: 1.5s Durability: 3278	All Sword Enchantments may affect this item.	Crafted from 6 Malumite Ingots and 1 Stick
 Cobalt Hammer	A heavy hammer made from cobalt. The regal metal gives the hammer special properties.	Attack: 13 Attack Cooldown: 1.5s Durability: 6556 Special: Briefly stuns grounded enemies hit.	All Sword Enchantments may affect this item.	Crafted from 6 Cobalt Ingots and 1 Stick
 Cataclysm Hammer	A terrifying hammer made from apocalyptic magic. Enemies hit are inflicted with Wither that gets stronger with every consecutive hit, eventually creating a deadly burst of wither power.	Attack: 12 Attack Cooldown: 1.5s Durability: Infinite Special: Inflicts Wither for 10 seconds. If the hit entity already has Wither, the amplifier is increased by 1, and the duration is increased by 5 seconds. If the target has Wither 4 or higher, the amplifier is reset to 1, and the target takes damage equal to twice the remaining effect duration. Note that the duration does not reset, only the amplifier.	All Sword Enchantments may affect this item.	Crafted from 4 Vastitas Scales, 2 Apocalypse Fragments, and 1 Sulphur Hammer

Magical Tomes

Magical Tomes have a variety and attacks and abilities, typically dealing magic damage or providing some other mystic benefit

Name	Description	Stats	Compatible Enchantments	Recipe/Obtainment Method
 Arcane Tome	A magical book that fires small arcane bullets	Attack: 5, Magic Durability: 500	Power: Increases Magic damage by 0.5 per level. Infinity: Causes Durability to recover instead of depleting Unbreaking Mending	Crafted from 5 Pure Magic, 3 Lapis Lazuli, and 1 Book
 Arcane Tome DX	An upgraded Arcane Tome with more damage and firing speed. Deals Override damage instead of Magic.	Attack: 10, Override Durability: 2500	Power: Increases Override damage by 0.5 per level. Infinity: Causes Durability to recover instead of depleting Unbreaking Mending	Crafted at the Mystic Workbench 5 Pure Magic, 2 Diamond Blocks, 1 Emerald Block, and 1 Arcane Tome
 Extinction Tome	A tome capable of firing explosive Wither Skulls.	Attack: 6, Inflicts Wither for 10 seconds Explosion Damage: 2 Durability: 500	Power: Increases the blast size by 0.2 per level Infinity: Causes Durability to recover instead of depleting Unbreaking Mending	Crafted from 5 Pure Magic, 2 Black Bones, 1 Wither Skull, and 1 Book
 Extinction Tome	An upgraded Extinction	Attack: 9, Inflicts Wither 2	Power: Increases the blast	Crafted at the Mystic

DX	Tome that deals more damage, has bigger explosions, and inflicts Wither for longer.	for 40 seconds Explosion Damage: 6 Durability: 2500	size by 0.2 per level Infinity: Causes Durability to recover instead of depleting Unbreaking Mending	Workbench from 5 Pure Magic, 2 Wither Skulls, 1 Nether Star, and 1 Extinction Tome
 Flight Tome	Launches the user up about 20 blocks.	Durability: 250 Cooldown: 7 Seconds	Power: Increases the jump height Flame: Causes a fiery burst around the user on activation Infinity: Causes Durability to recover instead of depleting Unbreaking Mending	Crafted from 5 Pure Magic, 2 Phantom Membranes, 1 Feather, and 1 Book
 Bomber Tome	Summons a powerful bomb that blows up blocks and mobs alike.	Special: Bomb Fuse only begins when the Bomb hits a block. Fuse Length: 1.5s Durability: 250 Cooldown: 2s	Unbreaking Mending	Crafted from 5 Pure Magic, 2 Blocks of Sulphur, 1 TNT, and 1 Book
 Lifeweaver Tome	A book infused with the powers of a Golden Apple, granting the user their effects.	Effect: Grants Absorption 1, and Regeneration 2 for 5s Durability: 250 Cooldown: 40s	Power: Increases Regeneration duration by 0.5 second per level Punch: Increases Absorption Amplifier by 1	Crafted from 5 Pure Magic, 2 Apples, 1 Golden Apple, and 1 Book

			per level Flame: Grants 10 seconds of Fire Resistance on activation Infinity: Causes Durability to recover instead of depleting Unbreaking Mending	
 Lifeweaver Tome DX	A more powerful Lifeweaver Tome that grants enhanced effects.	Effect: Grants Absorption 1, and Regeneration 3 for 7s Durability: 500 Cooldown: 40s	Power: Increases Regeneration duration by 0.5 second per level Punch: Increases Absorption Amplifier by 1 per level Flame: Grants 10 seconds of Fire Resistance on activation Infinity: Causes Durability to recover instead of depleting Unbreaking Mending	Crafted at the Mystic Workbench from 5 Pure Magic, 2 Golden Apples, 1 Enchanted Golden Apple, and 1 Lifeweaver Tome
 Lightning Tome	Unleashes a slow moving lightning orb that zaps nearby enemies.	Damage: 2, Override Durability: 50 Cooldown: 18s	Power: Increases damage by 0.25 per level Punch: Increases the Orb's range by 1 per level Infinity: Causes Durability	Crafted from 5 Pure Magic, 2 Gold Ingots, 1 Lightning Rod, and 1 Book

			to recover instead of depleting Unbreaking Mending	
 Necromantic Tome	Summons four undead Skeleton minions to fight for you.	Skeleton Health: 15 Skeleton Attack: 4 Skeleton Lifespan: 45s Durability: 50 Cooldown: 20s	Power: Grants Sharpness to the Skeleton's swords Punch: Grants the Resistance effect to the Skeletons Flame: Grants Fire Aspect to the Skeleton's Swords Infinity: Causes Durability to recover instead of depleting Unbreaking Mending	Crafted from 5 Pure Magic, 2 Bones, 1 Black Bone, and 1 Book
 Necromantic Tome DX	An upgraded Necromantic Tome that summons stronger Wither Skeletons.	Skeleton Health: 25, Fire Immune Skeleton Attack: 8, inflicts Wither for 10 seconds Skeleton Lifespan: 45s Durability: 150 Cooldown: 20 Seconds	Power: Grants Sharpness to the Skeleton's swords Punch: Grants the Resistance effect to the Skeletons Flame: Grants Fire Aspect to the Skeleton's Swords Infinity: Causes Durability to recover instead of depleting Unbreaking Mending	Crafted at the Mystic Workbench from 5 Pure Magic, 2 Black Bones, 1 Wither Skull, and 1 Necromantic Tome

 Reagent Tome	A strange book with the power to amplify status effects.	Creates a magical status burst at the targeted block or entity. Any mob caught in the burst will have all non-Health Boost effects' amplifiers increased by 1, and durations extended by 10 seconds.	Unbreaking Mending	Crafted from 5 Pure Magic, 1 Book, 1 Redstone Dust, 1 Glowstone Dust, and 1 Fermented Spider Eye
 Teleportation Tome	A powerful item capable of instantly teleporting the user across short distances.	Teleports the user to the block they are looking at. The teleport will fail if the block is greater than 50 blocks away, or if the target block has a non-air block above it. Durability: 50 Cooldown: 30s	Unbreaking Mending	Crafted from 5 Pure Magic, 2 Chorus Fruit, 1 Ender Pearl, and 1 Book
 Toxic Dartstorm Tome	Fires a spread of poison-tipped darts.	Attack: 3, Override, inflicts Fatal Poison for 5 seconds Dart Count: 7 Durability: 1000 Cooldown: 0.65 Seconds	Power: Grants an extra dart per level Punch: Increases the amplifier of Fatal Poison by 1 per level Flame: Doubles the Fatal Poison duration Infinity: Causes Durability to recover instead of depleting Unbreaking	Crafted at the Mystic Workbench from 5 Pure Magic, 1 Book, 2 Keithiis Petals, and 1 Arrow

			Mending	
 Magic Missile Tome	An upgraded and modified Arcane Tome that fires huge and fast moving magic bolts.	Charge Duration: 0.75s Attack: 18, Magic Durability: 1000	Power: Increases Magic damage by 1 per level. Infinity: Causes Durability to recover instead of depleting Unbreaking Mending	Crafted at the Mystic Workbench from 5 Pure Magic, 1 Arcane Tome, 2 Emeralds, and 1 Crossbow
 Magic Boomerang Tome	A strange tome that fires a piercing projectile that reverses flight direction briefly after being shot.	Charge Duration: 0.6s Attack: 7, Magic Durability: 1000	Power: Increases Magic damage by 1 per level. Infinity: Causes Durability to recover instead of depleting Unbreaking Mending	Crafted at the Mystic Workbench from 5 Pure Magic, 1 Book, 2 Amethyst Shards, and 1 Shulker Shell
 Stellar Tempest Tome	A tome that calls down a torrent of stars over the targeted mob or block.	Attack: 15, inflicts Weakness for 10 seconds Durability: 2500	Unbreaking Mending	Crafted at the Mystic Workbench from 5 Pure Magic, 2 Prismarine Crystals, 1 Cosmic Star, and 1 Book
 Tome of Tempted Fate	An extremely dangerous spell that converts the user's life into a powerful blast, leaving them on the brink of death.	When used, the user has all their non-Health Boost effects removed, and their health set to 1. A magical burst is created, scaling in size and damage based on how much health was sacrificed. Also grants	Cannot Be Enchanted	Crafted from 5 Pure Magic, 3 Cursed Soulbones, and 1 Book.

		Strength 5 and Resistance 200 for 10 seconds. Durability: Infinite Cooldown: 120 Seconds		
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Elemental Maces

Elemental Maces all have special abilities unique to themselves

Name	Description	Stats	Compatible Enchantments	Recipe/Obtainment Method
 Blazing Mace	A Blaze Rod topped with a Heavy Core. Cannot be burned in fire or lava.	Attack: 7 Durability: 500 Special: Use to shoot a volley of three fireballs that deal 5 fire damage each. Enchantments do not affect fireballs Cooldown: 6s	All Sword Enchantments may affect this item.	Crafted from 1 Heavy Core and 1 Blaze Rod
 Blemished Mace	A Blemish Rod topped with a Heavy Core	Attack: 8 Durability: 500 Special: Use to create a powerful earthquake on the targeted entity or block, dealing three instances of 8 damage Cooldown: 20s	All Sword Enchantments may affect this item.	Crafted from 1 Heavy Core and 1 Blemish Rod

 Brine Mace	A Brine Rod topped with a Heavy Core	Attack: 5 Durability: 500 Special: Restores 1 health when dealing damage	All Sword Enchantments may affect this item.	Crafted from 1 Heavy Core and 1 Brine Rod
 Astral Mace	An Astral Rod topped with a Heavy Core	Attack: 10 Durability: 5000 Special: Each attack causes stars to rain down over the hit entity. Stars deal 15 damage, inflict Weakness for 10 seconds, and will violently explode if they touch liquids	All Sword Enchantments may affect this item.	Crafted at the Mystic Workbench from 1 Heavy Core and 1 Astral Rod

Staves

Staves are magical weapons with special abilities. Staves do not have durability and cannot be enchanted.

Name	Description	Stats	Recipe/Obtainment Method
 Fire Staff	A staff made from a Fire Gem. Shoots powerful explosive fireballs. Cannot be burned in fire or lava.	Attack: 12 Explosion Damage: 6 Burn Duration: 7s Cooldown: 1s	Crafted at the Mystic Workbench from 6 Pure Magic, 2 Blaze Rods, and 1 Fire Gem
 Earth Staff	A staff made from an Earth Gem. Uses seismic powers to decimate almost any block, but it works a little too well...	Instantly destroys the block it was used on. Blocks destroyed by the Earth Staff will <i>never drop loot</i> . Cannot destroy Bedrock, End Portal	Crafted at the Mystic Workbench from 6 Pure Magic, 2 Blemish Rods, and 1 Earth Gem

		Frames, Boss Altars, and Creative mode exclusive blocks(i.e. Barriers, border blocks, command blocks, etc.)	
 Water Staff	A staff made from a Water Gem. Creates a restorative ring of water around the user, healing allies and extinguishing fires.	Heal Amount: 6 Cooldown: 8.5s	Crafted at the Mystic Workbench from 6 Pure Magic, 2 Brine Rods, and 1 Water Gem
 Air Staff	A staff made from an Air Gem. Fires high damage wind charges.	Attack: 6 Cooldown: 0.5s	Crafted at the Mystic Workbench from 6 Pure Magic, 2 Breeze Rods, and 1 Air Gem
 Astral Staff	A staff made from an Astral Gem. Creates a friendly Astral Coral that heals all nearby players for 2 health every 8 seconds. The Coral will disappear after 120 seconds.	Astral Coral Health: 20 Cooldown: 20s	Crafted at the Mystic Workbench from 6 Pure Magic, 2 Breeze Rods, and 1 Air Gem
 Apocalypse Staff	A terrifying staff made from apocalyptic magic. Can either shoot dangerous explosive bolts that get more powerful as they travel, or shoot seeking	Cooldown: 1.25s Special: Projectile fired depends on if the holder is crouching Normal Attack: Deals 10 magic damage over a 1.5	Crafted from 6 Vastitas Scales and 1 Heart of the Apocalypse

	magical projectiles that home in on nearby targets	block area. Blast size and damage increase over time, maxing out at 33 damage and 6.5 block radius Crouching Attack: Create a projectile above your head that seeks out the nearest enemy, even through walls. Deals 10 magic damage	
 Frostwinds Staff	An icy staff made using Caldpteron parts. Fires out piercing icewinds that explode in a wind burst when hitting a block.	Attack: 19, Inflicts Slowness 2 for 20s Cooldown: 1s Special: If the wielder is wearing the Rimehood, the Cooldown time is halved, and the projectile speed is doubled.	Crafted from 6 Caldpteron Scales, 2 Ice, and 1 Wind charge
 Sceptre of the Watcher	A staff capable of creating and destroying Ominous Sentries. Cannot be burned in fire or lava.	When used, summon an Ominous Sentry above the target block. Can deal damage to and defeat Ominous Sentries. Melee attacks inflict Trial Omen for 15 seconds. Cooldown: 20 Seconds	Crafted from 2 Spectral Matter, 2 Cursed Soulbones, and 1 Eye of Ender
 Blazing Meteor	A staff capable of firing	Charge Duration: 2.25	Crafted from 7 Cursed

Staff	supremely powerful explosive fireballs. Cannot be burned in fire or lava.	Attack: 80, Fire	Soulbones, 1 Fire Staff, and 1 Fire Gem
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Miscellaneous Weapons

These are unique weapons that don't fit into any other category

Name	Description	Stats	Compatible Enchantments	Recipe/Obtainment Method
 Voltaic Redstone Shocker	A powerful weapon powered by redstone. Uses Power Cells as ammunition	Charge Duration: 3 Attack: 40, override Durability: 300 Ammo Type: Power Cells	Quick Charge: Reduces charge time by 0.25s per level Multi-Shot: Fires two more projectiles per shot Unbreaking Mending	Crafted from 3 Power Cells, 3 Copper Ingots, 2 Redstone Blocks, and 1 Redstone Torch
 Sulphur Bow	A ranged weapon wielded by the skeletons in the Wasteland. Fires out powerful sulphur crystals.	Attack Minimum: 10, Attack Maximum: 24 Effect: Inflicts Wither 3 for 4 seconds Durability: 450 Ammo Type: Sulphur Crystal Special: Deals an additional 10 Override damage on hit to Inorganic enemies	All Bow Enchantments affect this item.	Dropped by Sulphur Bow wielding Sulphur Bones in the Wasteland
 Shadow Chime	A mysterious weapon that uses music to deal damage	Attack: 11, inflicts Weakness for 6 seconds. Players near	Unbreaking Mending	Must have obtained the Shadow Chime Recipe Scroll

	and apply effects.	the projectile gain Strength for 6 seconds. Special: If used while crouching, a musical wave is created around the user, dealing 7 damage to enemies, giving nearby player Swifttness, and curing them of Slowness and Weakness. Cooldown(Projectile): 0.5 Cooldown(Wave): 2 Durability: 500		from the Dark Castle Vault
 Stormsower Trident	A Trident enhanced with Astral magic, capable of releasing large amounts of electricity.	Melee Attack: 10 Ranged Attack: 13, Magic Special: Ranged attacks shock enemies near the impact point, dealing 2 Override damage Special II: Every 12 shots, the Stormsower Trident will release 8 Thunder Orbs in the direction the holder is facing	Impaling: Increases ranged magic damage by 1 per level Riptide: Increases the amount of Thunder Orbs by 2 per level Loyalty: Thunder Orbs move faster through the air, but gradually slow as they travel. Effect is increased at higher amplifiers. Also increases accuracy of the Thunder Orbs Channeling: Increases the damage of ranged shock arc by 4	Crafted at the Mystic Workbench from 5 Pure Magic, 1 Trident, 2 Lightning Tomes, and 1 Astral Gem

 Demon Core	A subcritical mass that emits lethal radiation.	Inflicts all enemies within 8 blocks of the user with Fatal Poison 2 for 20 seconds Cooldown: 25s	Cannot be Enchanted	Crafted from 8 Iridium Ingots, and 1 Astral Gem
 Stygian Scope	A spyglass infused with dark magical energies, capable of dealing immediate damage over great distances.	Instantly deals 15 Override damage to the enemy the holder is looking at Cooldown: 1.5s	Cannot be Enchanted	Found within the Bug Tower
 Hellfire Axe	A blazing axe of immense strength used by Phantore in his final phase. Capable of devastating nearly anything.	Can be used as an Axe to break wood blocks and strip logs Attack: 18 Special: Attacks cause a fiery burst on the hit mob, igniting it and dealing 15 damage to any other mob caught in the blast	All Axe Enchantments affect this item	Obtained by defeating Phantore while he is using the Hellfire Axe

Accessories & Misc. Armours

Accessories are items placed in the Offhand slot to gain various benefits. This section also contains other armour pieces without a material set.

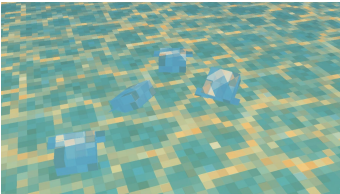
Name	Description	Effect	Recipe/Obtainment Method
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 Red Pinecone	A peculiar pinecone that has been infected by the Keithiis parasite. Emits a resilient sap when exposed to fire.	When the holder is harmed by any kind of fire damage, they gain Resistance for 10 seconds	Crafted from 6 Keithiis Petals, 2 Spruce Saplings, and 1 Flint and Steel
 Honeycomb Ring	A magical ring that uses the purity of honey to dispel negative effects.	Makes the wearer immune to Slowness, Weakness, Hunger, Poison, and Fatal Poison	Crafted from 5 Diamonds, 2 Honeycomb, 1 Honey Bottle, and 1 Pure Magic
 Withercomb Ring DX	An upgraded Honeycomb Ring that can prevent more effects.	Makes the wearer immune to Slowness, Weakness, Hunger, Poison, Fatal Poison, Infested, and Wither	Crafted at the Mystic Workbench from 4 Black Bones, 3 Sulphur Crystal Clusters, 1 Wither Skeleton Skull, and 1 Honeycomb Ring
 Runner's Baton	A magical Baton that enhances the athleticism of its holder.	Gives the wearer Speed 2 and Jump Boost 1	Crafted from 6 Blocks of Lapis Lazuli, 2 Diamonds, and 1 Sugar
 Sprinter's Baton DX	An upgraded Runner's Baton that gives you the speed of a powerful predator.	Gives the wearer Speed 3 and Jump Boost 2	Crafted from 4 Vastitas Scales, 2 Apocalypse Fragments, and 1 Sprinter's Baton
 Spirit of the Turtle	A ghostly turtle spirit that grants you increased defence at the cost of movement speed.	Gives the user Resistance, at the cost of also giving them Slowness 2	Crafted from 4 Pure Magic, 2 Spectral Matter, 2 Feathers, and 1 Turtle Shell

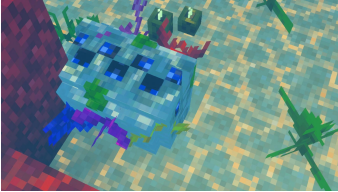
 Voidskipper Heart	The still-beating heart of the terrifying Voidskipper. It seems to fool them into thinking you are another of their kind.	Makes the wearer unable to be targeted by Voidskippers	Dropped by Voidskippers
 Ionizing Converter	A small shield that turns harsh radiation into a healing energy.	Converts Poisons the wearer receives into Regeneration of equal strength and duration	Found in the Bug Tower
 Faux Moth Wings	A small, fake pair of wings attempting to replicate the mighty wings of the Caldpteron. Grants multiple midair jumps and increased fall resistance.	Gives the wearer three midair jumps, and increases fall height by 6 blocks. If worn in tandem with the Rimehood, become immune to fall damage(Note: This will not protect the wearer from Dripstone spikes)	Crafted from 4 Phantom Membranes and 5 Caldpteron Scales
 Ominous Talisman	A small necklace that protects the user from Ominous Sentries, and seems to coalesce ominous powers into their attacks. Cannot be burned in fire or lava.	Makes the wearer unable to be targeted by Ominous Sentries, and causes all attacks to inflict Trial Omen for 45 seconds	Crafted from 7 Cursed Soulbones and 1 Ominous Trial Key
 Rimehood	A warm hood made from the scales and horns of a Caldpteron. It seems to	Defence: 3 Special: Other Caldpteron items become enhanced if	Crafted from 7 Caldpteron Scales and 1 Diamond Helmet.

	resonate with and enhance other gear made from Caldpteron parts.	used while wearing this item	
 Phantore Bonemail	A chestplate made from Phantore's remains. It seems to divert fire and lava away from its wearer. Cannot be burned in fire or lava.	Defence: 9 Special: Grants Fire Resistance while worn	Crafted from 8 Cursed Soulbones.

Passive Mobs

Name	Description	Properties	Spawn Location
Butterfly 	Small flying mobs that spawn in many Overworld biomes. They come in 7 variants depending on the biome they spawn in. See if you can find them all!	Health: 1 XP Drop: 0 Low chance to drop Butter	Spawns in Forests, Plains, Deserts, Savannas, Mesas, Cherry Groves, Pale Gardens, Jungles, and Flower Forests
Clam 	Freshwater bivalves that live in rivers, lakes, and swamps.	Health: 3 XP Drop: 1 5% chance to drop a Pearl	Spawns in Rivers, Swamps, and Mangrove Swamps

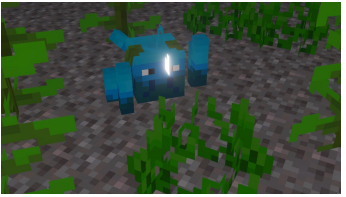
Titan Beetle 	Giant beetles that live in Mega Taiga forests. Though they may look scary, they only eat leaf litter and mushrooms. While grubbing around looking for food, they may occasionally find some very valuable treasure	Health: 8 XP Drop: 3(Kill), 7(Breed) Can be lured and bred with Brown or Red Mushrooms. Will only lay their eggs on Podzol or Spruce Log blocks. After eating enough Mushrooms and Leaf Litter, or after being fed enough Mushrooms, Leaf Litter, and Leaf Blocks, the Titan Beetle will find treasure. They will attempt to follow nearby Players to give them the treasure, or, if hatched by a Player, will also try to deposit what they found at Mud Blocks.	Spawns in Mega Taiga Forests
Baby Giant Clam 	Baby version of the huge Giant Clams. As they age, they'll eventually find a spot to root into the ground and grow into an adult	Health: 15 Growth Phase 1: Swims around randomly, but also tries to move away from other Giant Clams. Will eventually look for a spot to root. Growth Phase 2: Attaches to the ground, and begins growing into an adult	Hatches from Giant Clam Spawn

		Special: Both Growth phases can be paused by Golden Dandelions	
Giant Clam 	Titanic clams that live in coral reefs. They use superb filters to find nutrients in whatever substrate may enter their bodies. Their shells are immensely strong, protecting them from nearly all attacks when they withdraw inside it.	Health: 150 XP Drop: 5 Takes 90% reduced damage from non Magic and Fire sources while hiding 50% to drop a Pearl Special: Use sand or Gravel blocks on the Giant Clam to potentially obtain loot. They have better odds at finding items than a Sieve, and have a small chance to produce a Pearl Special II: During Full Moons, Giant Clams occasionally produce Giant Clam Spawn. Alternatively, you can feed them Sugar for a chance to receive Giant Clam Spawn	Spawns in Warm Oceans
Shooting Star	A very rare event that occurs at night, or anytime in the End. When the star hits the ground, it leaves some loot behind.	May drop Ender Pearls, Amethyst Shards, Pure Magic, Glowstone Dust, or a Cosmic Star	Spawns almost anywhere in the Overworld or End

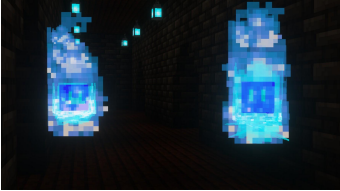


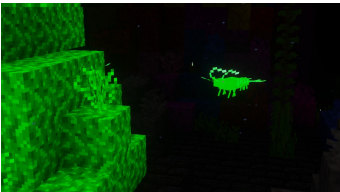
Hostile Monsters

Name	Description	Properties	Spawn Location
Spiderling 	Tiny Spiders that spawn from Giant Spider Eggs strewn across the Overworld. They are very aggressive despite their small size, and attack players regardless of light level.	Health: 10 Arthropod Attack: 3 Xp Drop: 5 Loot: 0-2 String; 0-1 Spider Eye	Spawns from Spider Egg Clusters
Jungle Spider 	Rare, aggressive spiders found within Overgrown Temples. They are attracted to the scent of the Rafflesias.	Health: 16 Arthropod Attack: 3, inflicts Poison for 8 Seconds Xp Drop: 5 Loot: 0-2 String; 0-1 Spider Eye	Spawns from a Spawner inside Overgrown Temples
Keithiis Root	A strange flowering root of	Health: 75	Spawns attached to a

	the Keithiis that hangs below it. It fires toxic orbs at players, so try to stay out of its sight. It will regrow shortly after being killed, so the only way to get rid of it is to kill the Keithiis it's attached to.	Attack: 7, creates a poisonous cloud that inflicts Poison for 8 seconds	Keithiis
Blemish 	Earth Elementals that spawn in Deepslate caves underground. They attack from range by creating spikes underneath their target, or use melee attacks at close range.	Health: 30 Inorganic Attack(Melee): 4, inflicts Mining Fatigue for 10 seconds Attack(Spike): 5 Xp Drop: 10 Loot: 50% chance to drop a Blemish Rod, and may also drop some Raw Iron, Raw Gold, Redstone Dust, and Diamonds	Spawns on Deepslate underground at light level 0
Brine 	Water Elementals that only spawn in Deep Ocean variants. They attack by unleashing destructible homing bubbles at their targets, and shooting spreads of bubbles up close	Health: 30 Inorganic Attack(Homing): 10 Attack(Spread): 7 Xp Drop: 18 Loot: 50% chance to drop a Brine Rod	Spawns in Deep Oceans

Guardian Allotrophy 	A Guardian relative that dominates the skies instead of the sea. Their powerful stingers and hit-and-run behavior make them formidable threats.	Health: 35 Attack: 10; inflicts Wither for 30 seconds Xp Drop: 20 Loot: Drops Sulphur Crystals, and has a 50% chance to drop an Allotrophy Stinger	Spawns on the surface in Wastelands at all light levels
Sulphur Bones 	A skeleton covered in sulphur, enhancing their abilities.	Health: 35 Spawns in a ranged or melee variant Ranged: Attack: 9; inflicts Wither 3 for 4 seconds Melee: Attack: 13; inflicts Wither for 30 seconds Xp Drop: 18 Loot: Drops Bones and Sulphur Crystals. Very low chance to drop a Sulphur Bow if wielding one.	Spawns underground in Wastelands, or on the surface of Wastelands at night
Voidskipper 	A hauntingly beautiful yet extraordinarily deadly flying monster that occasionally spawns in the End. Attacks from long range by releasing a huge	Health: 30 Attack(Impact): 7, inflicts Slowness 5 for 2 seconds Attack(Explosion): 5 Override, inflicts Slowness 5 for 2 seconds	Spawns in The End

	spray of deadly explosive needles. The explosions deal Override damage, causing extreme damage to anyone caught in a swarm.	Xp Drop: 25 Loot: 0-3 Gunpowder, 50% chance to drop a Voidskipper Heart	
Wisp 	Spectral entities that guard the Dark Castle from intruders. May spawn in a ranged variant(left) that shoots fireballs, or a melee variant(right).	Health: 35; fire immune Inorganic Attack(Melee): 11 Attack(Ranged): 11, burns hit targets for 8 seconds Xp Drop: 14 Loot: 50% to drop Spectral Matter	Spawns from Trial Spawners within the Dark Castle
Polterabra 	Haunted Candles that guard the Dark Castle from intruders. Shoots destructible homing fireballs at their targets	Health: 35 Inorganic Attack: 12, burns for 10 seconds Xp Drop: 15 Loot: Drops Candles and Gold Ingots	Spawns with the generation of the Dark Castle
Mimic 	Monsters that disguise themselves as Chests. If you try to open a Mimic, it will roar, doing big damage to anyone near it.	Health: 35 Inorganic Armour: 15 Attack(Roar): 15 Attack(Melee): 12 Xp Drop: 35 Loot: Drops 1-3 Enchanted	Spawns with the generation of the Dark Castle

		Books, and 1 Chest	
Glowworm 	Bugs that inhabit the Bug Tower. They create strands of glowing vines from the ceiling to lure prey to be eaten. Their eggs are sometimes hidden in these vines as well.	Health: 20 Arthropod Attack: 7, inflicts Infested for 20 seconds Xp Drop: 10	Spawns from hidden egg blocks
Giant Fly 	Gross bugs found in the Bug Tower, feeding off rotten plants. Their eggs are hidden in bushes.	Health: 25 Arthropod Attack: 9, inflicts Weakness for 45 seconds Xp Drop: 14	Spawns from hidden egg blocks
Radioactive Shrimp 	Toxic pests of unknown origin found in the Bug Tower. Their eggs are warmed by the Radioactive Coral.	Health: 30, immune to Poison and Fatal Poison Arthropod Attack: 9, inflicts Fatal Poison for 7 seconds Xp Drop: 16	Spawns from hidden egg blocks
Somberfish 	Dark Silverfish relative found inside the Bug Tower. Their eggs are disguised as ore.	Health: 30 Arthropod Attack: 11, inflicts Darkness for 60 seconds Xp Drop: 18	Spawns from hidden egg blocks

Caldpteron Caterpillar 	The larval form of the mighty Caldpteron. They protect themselves with an aura of frost, damaging anyone who comes near. They still have a powerful bite, so beware.	Health: 40 Arthropod Attack(Frostveil): 3 Attack(Melee): 16, inflicts Slowness for 60 seconds Xp Drop: 20	Spawns from hidden egg blocks
Ominous Sentry 	Indestructible blocks that guard the Graveyard. They will shoot fireballs at anything in their sights inflicted with Trial Omen	Health: N/A Attack: 15, burns for 8 seconds	Spawns with the generation of Gods' Graveyard
Shadow Phantom 	Denizens of the Graveyard, specially made by Phantore to patrol the cramped underground chambers. They use their well-developed legs to launch themselves into the air	Health: 40 Undead Attack: 14 Special: Jumps towards distant players Xp Drop: 20	Spawns from Trail Spawners within Gods' Graveyard
Mystic Zombie 	Undead guards of the Graveyard and servants to Phantore. Unlike Phantore's other underlings, these Zombies coalesce Ominous powers. After some time,	Health: 45 Undead Armour: 15 Attack: 14 Attack(Powered): 16, inflicts Trial Omen for 20 seconds	Spawns from Trail Spawners within Gods' Graveyard

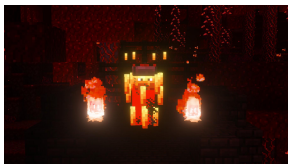
	they'll power up, dealing more damage, inflicting Trial Omen, and taking reduced magic damage.	Special: While powered up, takes 30% of damage from Magic and Override sources Xp Drop: 20 May drop Malice	
Dark Skeleton 	Skeleton sorcerers that serve Phantore. They use shadowfire magic to deny areas, and create powerful Curse Bombs. When a Curse Bomb explodes, any player caught in its blast will be permanently afflicted with the corresponding status	Health: 20 Undead Attack(Shadowfire): 6 Magic, burns for 7 seconds Xp Drop: 20 May drop Malice	Spawns from Trail Spawners within Gods' Graveyard
Metalsnare Pigman 	Zombified Piglins that serve Phantore using their unique metal-based magic. They're surrounded by four floating metal chips that can absorb a single physical hit. Every time the piglin lands a melee attack, it gains a chip back. It cannot have more than four. It attacks slower than other mobs, but has much longer melee reach than usual	Health: 65, fire immune Undead Armour: 30 Attack: 17 Xp Drop: 40 May drop Malice	Spawns from Trail Spawners within Gods' Graveyard

Sinister Witch 	Witches that serve Phantore by their own volition. Just like a normal Witch, they'll drink potions to heal and protect themselves. They attack using special Shadowfangs powered by dark magic. They can also summon Curse Bombs, and fire Sinister Blasts while in between casting attacks.	Health: 50 Attack(Sinister Blast): 10, Magic Attack(Shadowfang): 13, Magic Xp Drop: 30 May drop Malice	Spawns from Trail Spawners within Gods' Graveyard
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Mini-Bosses

Keithiis	Description	Recommended Gear/Strategy	Details	Stats
	A gigantic parasitic plant that has overtaken an old, moss-covered Jungle Temple. The foul smell from itself and its other flowering Rafflesia attract predators to spread their spores. While they're normally passive, they will defend themselves	At least Copper armour or better is recommended before challenging a Keithiis. The poison clouds left behind by the Toxic Orbs can cut off large amounts of space. Try to get the Keithiis to shoot the orbs in a spot where there	Behaviour: Toxic Orb: The Keithiis will lob three toxic orbs towards the nearest target, which leave behind lingering poisonous clouds. Spider Summon: The Keithiis will release a particularly foul odor,	Health: 200 Attack(Toxic Orb): 7, creates a poisonous cloud that inflicts Poison for 8 seconds Xp Drop: 150 Loot: 3-16 Asparagus Seeds 2-8 Keithiis Petals

	when attacked.	are already clouds, or slowly move around it in a circle. A piercing weapon like a Hammer or Spear can help to deal with the multiple spiders it summons. Setting the Keithiis on fire is very effective, as it will stop attacking, and burn away the barrier if it is present.	summoning 4 Jungle Spiders Barrier: The Keithiis will raise a protective bramble barrier, protecting it from All damage and reflecting projectiles. Using Shears, Revertilizer, or setting the Keithiis on fire will destroy the barrier	6-64 Moss Blocks 3-32 Bramble Blocks 1-4 Rafflesia 0-1 Banana Trees
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Fire Minister	Description	Recommended Gear/Strategy	Details	Stats
	A behemoth of a Blaze with supreme control over fire. Shoots destructive explosive fireballs, and creates fiery bursts when using melee attacks.	At least Iridium armour or better is recommended before challenging the Fire Minister. Obviously, Fire Resistance is a must for this fight, as it greatly reduces the efficacy of the Minister's attacks and nullifies the second phase fire aura. It is recommended to fight the Fire Minister in an open and flat biome, away from things you don't want destroyed or burned; Deserts especially are	Phase 1 Behaviour: Fights like a normal Blaze, albeit with far stronger attacks. Shoots volleys of deadly explosive fireballs at range. Melee attacks cause a fiery burst around the Minister, igniting anyone nearby. Phase 2 Behaviour: Once the Fire Minister reaches 150 health, it explodes in a fiery rage, burning the nearby ground	Health: 300, fire immune Inorganic Armour: 15 Attack(Melee): 7, causes a 5 block fire burst around the Minister that deals 7 damage and ignites for 10 seconds Attack(Ranged): 18 damage maximum, destroys blocks Special: While in phase 2, it will set all nearby players on fire, spread fires on blocks around itself, and prevent nearby fires from

		excellent for this fight.	and boiling away nearby water and rain. It burns so hot, simply being near it will set players on fire. It will summon small Fire Sprites to attack nearby players, and continues to shoot fireballs.	extinguishing naturally Fire Sprite Stats: Health: 10, fire immune Attack: 4 Special: Trails fire as it walks Xp Drop: 130 Loot: 1 Fire Gem, 10-20 Blaze Rods, 5% chance for a Heavy Core
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Water Minister	Description	Recommended Gear/Strategy	Details	Stats
	A huge and belligerent Brine with superior elemental powers. Will despawn if it ever leaves the water, and causes nearby air to become harmful to breathe, forcing it to be fought while underwater*.	At least Iridium armour or better is recommended before challenging the Water Minister. Since the Water Minister will damage you if you are in air, finding a way to breathe underwater is a must. Water Breathing potions, Conduits, and Nautilus can all provide a way to counteract this effect. The Water Minister	Phase 1 Behaviour: Fights just like a Brine, but with larger sprays of bubbles, and their Homing Bubbles take two hits to destroy instead of one. Phase 2 Behaviour: Once it reaches 150 health, the Water Minister begins to erratically swim around at alarming speeds. It leaves	Health: 300 Inorganic Armour: 15 Attack(Spread): 7 Attack(Homing): 12, takes two hits to destroy instead of one Special: Periodically applies knockback and deals 3 damage to nearby players that aren't submerged in water

		moves around erratically in its second phase, and summons many Brine and Homing Bubbles. Fighting in a medium-enclosed space—like a lake or trench—is ideal, as it prevents the Minister from running away too much while giving you enough room to dodge attacks.	Homing Bubbles in its wake, and occasionally stops to summon a Brine.	Special II: While in phase 2, all nearby Brine gain Regeneration Xp Drop: 130 Loot: 1 Water Gem, 10-20 Brine Rods, 5% chance for a Heavy Core
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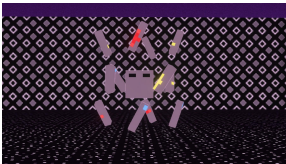
*Due to this ability having the potential to softlock the player, the Water Minister will despawn if the world is unloaded

Air Minister	Description	Recommended Gear/Strategy	Details	Stats
	A giant Breeze that has extended it's control over air to control the weather itself. Causes Lightning to strike all nearby players at regular intervals while alive.	At least Iridium armour or better is recommended before challenging the Air Minister. Just like regular Breeze, the Air Minister tries to move and jump around a lot, making smaller enclosed spaces ideal for the fight. During the second phase, the small homing tornadoes can deal large amounts of damage, but can struggle to seek out players in small spaces.	Phase 1 Behaviour: Summons three Breezes, then fights alongside them by firing wind charges. Will continue to summon Breezes during this phase Phase 2 Behaviour: The Air Minister summons a thunderstorm, and the passive lightning strikes get more frequent. Jumps around players far more, and shoots homing	Health: 300 Inorganic Armour: 15 Attack(Wind Charge): 1 Attack(Tornado): 14 Lightning(Phase 1): 8, Summons lightning every 10 seconds Lightning(Phase 2): 8, Summons Lightning every 7 seconds Xp Drop: 130 Loot: 1 Water Gem, 10-20

			tornados at them, create large damaging wind bursts on contact	Breeze Rods, 5% chance for a Heavy Core
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Earth Minister	Description	Recommended Gear/Strategy	Details	Stats
	A larger and darker Blemish with far greater control over the earth. When it hits players with melee attacks, it has a chance to spawn Blemish	At least Iridium armour or better is recommended before challenging the Earth Minister. Staying far enough away from the Earth Minister to avoid its melee attacks—but not too far away to trigger its ranged attacks—is the best way to survive this fight. Once it burrows at the start of phase two, stay very far from it, and close back in once it resurfaces. Much like the Fire Minister, large, open, and flat areas are ideal for the fight.	Phase 1 Behaviour: Uses melee attacks and spikes on players close to it, otherwise it will shoot out block projectiles that will place themselves when they hit the ground Phase 2 Behaviour: When it reaches 150 health, it will burrow into the ground, and release a high damage quake. It will do this three more times before resurfacing. Its melee attacks now deal more damage, it can summon more spikes, and it will fire more blocks when shooting. It will burrow again if enough time passes	Health: 300 Inorganic Armour: 15 Attack(Phase 1 Melee): 12 Attack(Phase 2 Melee): 14 Attack(Block Shot): 6-14, the damage dealt depends on the block type Attack(Spike): 10 Attack(Quake): 18 Special: Melee and Quake attacks have a chance to spawn a Belmish Xp Drop: 130 Loot: 1 Water Gem, 10-20 Breeze Rods, 5% chance for a Heavy Core. Also drops various minerals

Major Bosses

Astral Minister	Description	Details	Stats
	A powerful guardian of the stars, summoned by constructing a Stellar Reactor in the End. Upon activating the reactor, all nearby blocks will be removed to make way for the arena. Activate with caution.	The Astral Minister will randomly select one of the following attacks to use on players: - Radioactive Star Shot: The Astral Minister will fire a three-shot burst of Radioactive Stars. They don't deal high damage, but they inflict Poison, and release a burst of smaller Radioactive Stars on impact. - Starstorm: The Astral Minister will open a tear in space, and rain down a huge amount of Stars and Radioactive Stars over the arena. - Black Hole: The Astral Minister will conjure a Black Hole in a random spot in the arena. It pulls all players towards it, and deals immense damage if touched. - Astral Coral: Spawns 8 Astral Coral at random spots inside the arena. They can use melee attacks, and heal the Astral Minister	Health: 800 Inorganic Armour: 15 Special: The Astral Minister knocks back melee attackers Attack(Radioactive Star Shot & Mini Radioactive Star): 5, inflicts Poison for 30 seconds Attack(Starstorm Star): 25, inflicts Weakness for 20 seconds Attack(Black Hole): 2 Override for every tick in contact Astral Coral Stats: Health: 20 Attack: 9, inflicts Slowness for 10 seconds Every 8 seconds, the Astral Coral will heal the Astral Minister for 8 health

			Xp Drop: 800 Loot: 1 Stellar Reactor Core, 1 Astral Gem, 10-20 Astral Rods, 0-10 Cosmic Stars, 5% chance for a Heavy Core.
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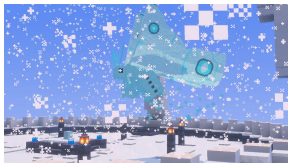
Recommended Gear/Strategy

At least Diamond armour is recommended before challenging the Astral Minister. Lots of damage in this fight comes from the Poison effect, so any way to prevent/clear it will help immensely. The Black Hole attack is likely to kill even the most heavily armoured player in seconds. Be aware of its position and constantly move away from it. The Astral Coral's ability to heal the Minister makes them an incredibly dangerous threat, and ignoring them can quickly erase massive amounts of damage. Deal with them as soon as they spawn.

Prae-Vastitas	Description	Details	Stats
	An apocalyptic dragon that was sealed away aeons ago after nearly ending the world.	Prae-Vastitas switches between flying and grounded stances. -Heavy Bite: Prae-Vastitas will slowly wind up, and unleash a devastating bite. This attack is used on targets who get too close. -Acid Wave: Prae-Vastitas will breath huge amounts of acid at the ground around itself, dealing immense damage to anyone too close. This attack is used on targets who get too close. -Acid Blast: Prae-Vastitas will quickly charge and shoot a high power piercing projectile at its target. -Acid Spray: While flying, Prae-Vastitas will release a spread of piercing projectiles at its target. -Sulphur Rain: Prae-Vastitas will breath a massive amount	Health: 3,000 Armour: 30 Attack(Heavy Bite): 50 Attack(Acid Wave): 8 Magic, and inflicting Wither 3 for 10 seconds Attack(Acid Blast): 20; inflicts Wither 3 for 5 seconds Attack(Acid Spray): 14; inflicts Wither 3 for 5 seconds Attack(Sulphur Eruption): 14 Magic; inflicts Wither 3

		of sulphuric gas into the air, causing Sulphur Towers to spawn all over the arena. Can perform this attack while grounded or flying -Sulphur Eruption: While flying or grounded, Prae-Vastitas will create Sulphuric Eruptions on the ground that explode after a few seconds. As more are created, they will travel towards the nearest player.	for 5 seconds Sulphur Tower Stats: Health: 75 Eruption Resonance: Occasionally releases sulphuric bursts, dealing 14 Magic damage and inflicting Wither 3 for 5 seconds Acid Spray/Blast Resonance: Releases 7 projectiles in random directions; they deal 14 damage and inflict Wither 3 for 5 seconds Acid Wave Resonance: Creates an aura that periodically does damage and knockback Xp Drop: 10,000 Loot: 16-64 Bones, 16-64 Sulphur Crystals, 8-32 Black Bones, 8-16 Vastitas Scales, 3-6 Apocalypse Fragments, 5% chance for a Heavy Core
Recommended Gear/Strategy			

High level Enchanted armour such as Netherite, Malumite, or Cobalt are recommended before challenging Prae-Vastitas. The Wither effect plays a large role in this fight, being inflicted by nearly all attacks, and inflicted passively by being near Prae-Vastitas. Ways to remove more potent Wither applications, or preventing the effect entirely are great ways to reduce Prae-Vastitas' lethality. As the fight progresses, Prae-Vastitas will create more and more Sulphur Towers, which resonate with its attacks, expanding their reach. These Sulphur Towers are extremely hardy and spawn in large clusters. Using piercing attacks that allow you to hit both Sulphur Towers and Prae-Vastitas are most effective. In addition to its two extremely lethal close range attacks, Prae-Vastitas has very high defence. Ranged Magic attacks do well to ignore both of these attributes.

Caldptheron	Description	Details	Stats
	A gargantuan moth that lives atop the Bug Tower. A normally peaceful creature that becomes enraged if the Royal Egg is disturbed, and will use its mighty ice powers to defend it.	The Caldpteron switches between flying and grounded stances. -Icicle Shot: While flying, the Caldpteron may launch a barrage of icicles at players -Ice Spike(Flying): While flying, the Caldpteron may summon a few Icecubes around a target, then send a line of recursive Ice Spikes at them. -Ice Trap: While flying or grounded, the Caldpteron may summon a ring of Icecubes around its target, then fill the inside with Ice Spikes -Ice Veil: While on the ground, the Caldpteron may create an aura of frost around itself, dealing damage to players and healing Icecubes inside -Ice Spike(Ground): While on the ground, the Caldpteron may summon two rings of Ice Spikes. One is centered on itself, and the other is centered on its target -Roar: While on the ground, the Caldpteron may unleash a roar, turning all living Icecubes red. Red Icecubes will explode, dealing damage to any player too close -Melee: Between Ice attacks while grounded, the	Health: 3,000 Arthropod Armour: 15 Attack(Icicle Shot): 14, inflicts Slowness 3 for 10 seconds Attack(Ice Spike): 13 Freezing Attack(Ice Veil): 9 Freezing damage every 1.5 seconds Attack(Roar): 15 Attack(Melee): 16, inflicts Slowness for 10 seconds Icecube Stats: Health: 35, takes 4x damage from fire and explosions Attack(Explode): 12, Freezing Icecubes inflict knockback

		Caldpteron will use melee attacks	to players that touch them Xp Drop: 12,000 Loot: 0-4 Diamonds, 0-24 Caldpteron Scales, 5% chance for a Heavy Core
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Recommended Gear/Strategy

High level Enchanted armour such as Netherite, Malumite, or Cobalt are recommended before challenging the Caldpteron. As Caldpteron fights, it will litter the battlefield with many Ice Cubes. While not very dangerous on their own, they can block off areas, make dodging harder, and can be detonated by Caldpteron, causing massive damage. The Ice Cubes are rather sturdy, but take massively increased damage from fire.

Phantore	Description	Details	Stats
(Phase 1) 	Phantore, Lord and Master of the Undead, uses his unmatched powers to reign dominion over the realm of the dead. Phantore is extremely violent and will stop at nothing to defeat those who challenge him. When summoned, he will set the world to night, and it will stay that way until he is defeated.	Phantore will use a variety of summoning attacks, then use one of his two super attacks Super Attacks: -Xp Blast: Phantore absorbs Xp Orbs to prepare an attack, taking in all left on the ground, and extracting them from players. The more Xp Orbs he absorbs, the stronger this attack will be -Elite Skeleton Brigade: Phantore summons four Elite Skeletons minions with supremely powerful weapons and armour.	Health: 1,500 (Per Phase) Undead Armour: 10 Attack(Evil Skull): 25, burns for 10 seconds Attack(Underworld Hands): 11 Magic Attack(Shadowfire): 6 Magic, burns for 7 seconds Attack(Sinister Blast): 10
(Phase 2) 		Phase 1: -Evil Skull Shot: Phantore will shoot Evil Skulls in 8	Elite Skeleton Stats: Health: 25, fire immune Attack(Melee): 10, burns for

(Phase 3) 		directions around himself -Underworld Hands: Phantore will summon grasping hands from the underworld. They slowly move towards nearby players, dealing massive magic damage if touched -Minion Summon: Phantore will call forth some of his minions. In this phase, he can summon Mystic Zombies and Sinister Witches -Shadowfire Ring: Phantore will create a huge ring of Shadowfire around himself. Phase 2 -Evil Skull Shot: Phantore will shoot Evil Skulls in 8 directions around himself -Sinister Surge: Phantore will send out a large wave of Sinister Blasts -Dead Rising: Phantore summons a huge horde of zombies around itself. Among these zombies is a Phantore Spirit, a ghastly copy of Phantore that attacks independently. It can create small amounts of Shadowfires, shoot Evil Skulls, and use Sinister Surge. While any Phantore Spirit is alive, the real Phantore takes reduced damage from all attacks. Phase 3 -Super Evil Skull Shot: Phantore will shoot Evil Skulls in 8 directions around himself, then does it again in the other directions -Super Underworld Hands: Phantore will summon grasping hands from the underworld. He summons fewer than in Phase 1, but they last much longer, and the	7 seconds Attack(Ranged): Fires Instant Harming II Arrows from a Power V Bow. Xp Drop: 80 Loot: 0-2 Bones, 0-2 Arrows Phantore Spirit Stats: Health: 200 Undead Armour: 10 Attack(Melee): 15, inflicts Trial Omen permanently Attack(Roar): 15 Xp Drop: 100 Xp Reward: 20000 Loot: 0-4 Netherite Scrap, 0-5 of any elemental gem, 0-20 Pure Magic, 20-45 Cursed Soulbones, 5% chance for a Heavy Core
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		summon process is shorter -Minion Summon: Phantore will call forth some of his minions. In this phase, he can summon Mystic Zombies and Metalsnare Pigmen -Dead Rising: Phantore summons a huge horde of undead. In this phase, he summons Mystic Zombies and Dark Skeletons -Shadowfire Line: Phantore will create a huge line of Shadowfires towards his target -Super Sinister Surge: Phantore will send out a large wave of Sinister Blasts, shooting out more, and shooting them farther than phase 2	
Recommended Gear/Strategy High level Enchanted armour such as Netherite, Malumite, or Cobalt are required before challenging Phantore. All of Phantore's attacks deal heavy damage, so any form of damage reduction and/or health recovery is a must. In all of Phantore's phases, the ability to clear Trial Omen is invaluable. Bringing the Cure-All Tome is sure to make the fight much easier. Phantore's Xp Blast attack is supremely deadly if he manages to charge it, but using the Mystic Extractor will remove all your levels, preventing Phantore from siphoning xp orbs from you. Phantore summons many minions in his first phase. Piercing and explosive attacks that can damage both the minions and Phantore will help relieve pressure while still progressing the fight. The Ghost Clones summoned in later phases aren't hard to defeat, but are still capable of dealing extreme amounts of damage, and are very deadly if they manage to accumulate. Phantore's third phase is capable of cutting off huge sections of the arena with Shadowfire, and overall deals even more damage. Aggression and offense are the best counter for this phase, as caution will cause Shadowfire and Metalsnare Pigmen to build up in large quantities.			