Mod Content Ideas- Sprited things are underlined

Completed things are blue

Weapons

Melee

* **Trapping Edge**. Looks/functions like a copper shortsword (except is auto-use), but hit enemies are unable to move as long as they are continuously stabbed. (Basically applies a stunning debuff that doesn’t last very long). Made with a copper shortsword, 1 stinger, 1 wood, and 3 platinum.

Ranged

* Flametosser. Weakly spews flames to burn enemies. Flames travel only about 10 blocks or so. Has all the properties of a regular flamethrower really. Made with a torch, 5 glass, 5 iron bars, 20 wood, and a ruby.

Magic

* **Meek Oak**. Creates an acorn wherever the mouse is that falls and hits an enemy. Made with an emerald, 10 acorns, 15 wood, and a living wood wand. [This will have a variety of upgrades throughout the game]

Summon

* Legion Staff. Summons medieval archers that fire arrows at nearby targets. Made with 3 wooden bows, 10 iron bars, 5 wood.

Items

* Converter. Can be found in underground houses, placeable. Lets you make gold into platinum, iron into lead, etc.
* Growable corn

Creatures

Enemies

* Bejeweled Zombie. A slightly tougher zombie with a hat colored like one of the gemstones. Drops one of that gemstone on a kill along with regular zombie drops.

Minibosses/Bosses

* An angler fish boss that fires arcing mud bombs and launches missile like fish onto the shore. Killing it unlocks Atlantis
* A pirate skeleton boss who isn’t too much larger than the player. Runs at them slashing with its cutlass and throws bombs and grapples around and such. Fought in prehardmode on a rope bridge connecting 2 cliffs on the pirate island
* Maybe a kraken to be fought on the shores of the pirate island in hardmode?

Equipables

Armor

* Arsonist Set. Set bonus- flamethrowers use half as much gel, player takes reduced lava damage (like 50 or 75%)
* Arsonist Mask- 4% more flamethrower damage, 3 defense
* Arsonist Suit- 5% more flamethrower damage, 4 defense
* Arsonist Pants- 3% more flamethrower damage, 5% decreased movement speed, 3 defense

Accessories

* Knight’s Badge. Gives +3 defense, +5% melee speed/damage. Crafted with 5 tungsten bars, 5 gold bars, 8 wood.
* Sharpshooter’s Badge. Gives +5% ranged damage/attack speed, +10% chance not to consume ammo. Crafted with 5 tungsten bars, 8 wood, 25 musket balls and 25 wooden arrows.
* Wizard’s Badge. Gives 20 mana, +5% magic damage/reduced mana usage. Crafted with 5 tungsten bars, 8 wood, 5 fallen stars.
* Rallier’s Badge. Gives +1 summon, +10% summon damage. Crafted with 5 tungsten bars, 8 wood, 5 rotten chunks and 2 lenses.

Vanities/Pets/Light Pets

* Shiny Stone. Light pet with same amount of light as Crimson Heart. Hovers close to the player and provides rainbow light. Has a 33% chance of dropping from Bejeweled Behemoth.

Mounts, hooks, etc.

* Kapee. Mount that surrounds player in an electric ball. The ball can quickly move across blocks, allowing the player to ride along walls and platforms and such. Drops from \_\_\_\_ (Some new dungeon enemy, idk what)

World Additions

Structures

* Goblin hideout. A small hut filled with dart traps and spiky ball traps. Inside is a chest containing spiky balls, potions (the same that can be found in an underground house) and tattered cloth.

Biomes

* Atlantis. A sealed underwater biome inhabited by friendly fish creatures. After killing the angler fish boss they open the gates. It’s underneath the open and theres a whole bunch of NPCS, some serving purposes and others providing dialogue alone
* The Rapture. A biome in the sky of islands connected by rainbows. Everything is dull and there’s no life until the WoF is killed, when you get the text “magic has returned to the sky!” and the biome is filled with color and life
* Widen the right ocean by a ton and put a huge island in the middle. It’s mountainous and basically just a cool pirate biome. The water around it is inhabited by pirates on boats and such.

NPCs

Miscellaneous

Thematic Suggestions (When there’s at least a few categories all tied together at a certain point of progression)

Beginning of the Game: Prism/rainbow theme

* Prismatic Chunk. Crafted with 5 of every gemstone and 20 stone at a furnace. Consumable, summons Bejeweled Behemoth. Only works in cavern layer.
* Bejeweled Behemoth. The first boss in the game. Throws sparkly rocks that are affected by gravity, walks slowly towards the player, and stomps the ground, sending a small tremor along the ground that can be jumped over. Can jump up to the player if it cant reach them. Drops 15 of every gemstone as well as its bag/its weapons.
* Vibrant Shard. A high piercing boomerang which has a chance of causing bleeding.
* Rain Bow. Quickly fires arrows. Turns wooden arrows into aqua arrows, which drop rain drops below them as they go. Overall has not a lot of range.
* Sparkling Confusion. Magic weapon that has low damage but can inflict any debuff in the entire game entirely at random.
* Golem Staff. Sentry summon that summons a floating rock with a cannon sticking out of its mouth. It launches rainbow grenades that explode.
* Shimmering Pathfinder. Expert mode drop from Bejeweled Behemoth. Fires a rainbow in an arc (like the rainbow gun’s but not as large) that can be walked on. Non consumable.