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MythicalTowers' progression introduces many new items for each stage from green to black.

## **Armor**

- 1. Helmet
- 2. Chestplate
- 3. Leggings
- 4. Boots

Armor pieces give you special effects when taken on.

# **Tools & Weapons**

- 1. Swords
- 2. Pickaxes
- 3. Axes
- 4. Shovels
- 5. Hoes
- 6. Double-swords
- 7. Double-axes

Tools and weapons give you special effects after you mine a block or hit someone or something.

### Shields

- 1. Regular shields
- 2. Heavyweight shields
- 3. Tank shields

#### Food

- 1. Super-apples
- 2. Super-carrots
- 3. Super-steaks

## **Individual items**

- 1. Orbs give you special effects when right-clicked
- 2. Amulets give you passive effects when in inventory