

# WILSON



Wilson's **Perks** will make him a solo character focused on late game. His ability to gain permanent stats by eating precious items and hoarding gems for his own benefits won't make him a great team player.

## EXPERTISE

These Perks bring character specific Abilities to the table. These skills make the character much more powerful, building on their strengths and lessening some of their drawbacks.

### COMBAT



### TEAM PLAY



### DIFFICULTY



### SURVIVABILITY



### SOLO PLAY



### POWER CURVE



### LATE GAME

## MOONLENS EATER

25 ★

Can eat Moonlens to gain permanent stats.



Moonlens (blue):  
+1,5 max hunger.



Moonlens (red):  
+1,5 max health.



Moonlens (purple):  
+2 max sanity.



Moonlens (yellow):  
+1 max health, hunger and sanity.



Moonlens (green):  
+0,3% damage multiplier.



Moonlens (orange):  
+0,3% movement speed multiplier.

 These permanent stat boosts persist even after Wilson dies or reconnects to the game, making him an ideal late-game character with unlimited scaling potential once you have abundant gems. However, the boosts will not carry over if the player switches to a different character.

## INFINITY STONES

35 ★

Having gems in inventory gives passive benefits.



Red gem:  
+5 Summer insulation.  
(max 500 insulation)



Purple gem:  
-0.04 sanity per second.  
(max -20 sanity per second)



Yellow gem:  
+0.01 sanity per seconds.  
(max +15 sanity per second)



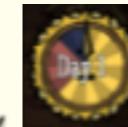
Iridescent gem:  
Gets the passive from all other gems combined (except purple) for each "Iridescent gems".

 Once you've farmed and collected enough gems, Wilson becomes the easiest character to play in the late game. He can maintain full stats without the need for insulations, sanity-boosting items, foods or healing.

## TIPS :



Both of Wilson's Perks don't provide any specific boosts to his abilities or utility, only minor raw stat increases. Additionally, his need to hoard gems for himself makes him a poor team player.



Wilson needs a ton of gems to make his Perks impactful, which makes him a weak character in the early game.



Farm "Dragonfly" as often as possible. Get them gems!



The Level Attributes can also boost raw stats, speed, and damage, which makes Wilson's Perk feel a bit boring and underwhelming. But if you're up for a challenge and prefer a simple, non-complicated character, Wilson's your guy.

# WES



Wes is a high-risk, high-reward character. His stats may be low, but the extra XP he gains makes him worthwhile.

## COMBAT



## TEAM PLAY



## DIFFICULTY



## SURVIVABILITY



## SOLO PLAY



## POWER CURVE

## EARLY GAME

## JOKES CHARACTER

20

Gain 100% XP multiplier.

## STILL A JOKE

25

Able to craft new balloons



### Beefalo Balloon

When popped spawns a baby beefalo (1% chance of a surprise).



### Bunnyman Balloon

When popped spawns a friendly bunnyman near a random player.



### Butterfly Balloon

When popped spawns some butterflies and flowers.



### Hound Balloon

When popped spawns an angry varg near a random player.



### Tentacle Balloon

Weapon like tentacle spike but with infinite durability.



### Merm Balloon

Drains sanity while equipped. Increases sanity if held by a merm.



### Pig Balloon

Can be traded with pig king for a gold nugget.



### Spider Balloon

While equipped, players won't trigger spider webs.

## TIPS :



Wes has an extra 25% XP multiplier naturally. Still, the **Jokes Character Perk** remains mandatory, since it increases his total XP multiplier to 100%.



Despite the name, **Still A Joke** is not a joke **Perk**. By spending some sanity Wes can provide:

- Infinite gold nuggets (Pig Balloon)
- Infinite early game weapon (Tentacle Balloon)
- Infinite Varg farm (Hound Balloon)
- Flower and butter farm (Butterfly Balloon)
- And even respawn beefalo herds, in case all beefalo on the server were accidentally wiped out (Beefalo Balloon)



Wes doesn't have any special equipment or gimmick. His main advantage is gaining XP much faster than other characters, meaning if you're the type who likes grinding, it'll pay off more when using Wes.

## WOODIE



Woodie's **Perk** will make him a more independent character. He can fight, run, and work by himself. He doesn't need armor from Wigfrid, food from Warly, or buffs from Wickerbottom. He can do anything by himself.

### COMBAT



### TEAM PLAY



### DIFFICULTY



### SURVIVABILITY



### SOLO PLAY



### POWER CURVE

EARLY - MID GAME

## TAMED BEAST

65 ★

Gain 3 new Active Skills to control Woodie's transformation (Active Skills is a button below the Main HUD. More info on the Basic Guide section).



**Active Skill :** When clicked, Transform into Werebeaver. If already in Werebeaver form, detransform back to Human form.  
**Cooldown :** 2 Days (Does not go to cooldown on detransform)



**Active Skill :** When clicked, Transform into Weregoose. If already in Weregoose form, detransform back to Human form.  
**Cooldown :** 2 Days (Does not go to cooldown on detransform)



**Active Skill :** When clicked, Transform into Weremoose. If already in Weremoose form, detransform back to Human form.  
**Cooldown :** 7 Days (Does not go to cooldown on detransform)

During cooldown, Woodie cannot transform again but can revert to his human form

**Tamed Beast Perk** is like a cheat code or panic button, allowing you to instantly transform into a Beaver to manage freezing or overheating, or into a Goose to escape danger. Also, don't forget that all Wereforms grant night vision, which is helpful during sudden nights when you forget to bring light.

## HUMAN BEAVER

40 ★

Woodie can eat woods.



**Log:**  
+ 5 Hunger (+25 if starving)



**Board:**  
+5 health, +5 sanity, + 10 hunger.



**Driftwood piece:**  
+5 sanity (+25 if insane).



**Living log:**  
+50 health, - 100 sanity.

**Human Beaver** is an overpowered Perk. With logs being abundant and renewable, Woodie can survive anywhere by only eating "Boards".

Combined with **Tamed Beast Perk**, Woodie can turn into beaver anytime the log stock runs out

## WERE-FORM ON STEROIDS

40 ★

Each wereform gets buffed and gains different passive effects. Additionally, they won't drain sanity.



**Werebeaver :**  
Instakills tree monsters on hit.  
+2 additional summer and winter insulation, multiplied by your **Level**.



**Weregoose:**  
Gain 90% evasion from physical attacks.  
+1% movement speed, multiplied by your **Level** (max 200%).



**Weremoose:**  
+0,1% damage multiplier, multiplied by your **Level**.  
+0,1% defense, multiplied by your **Level** (max 20%).



While **Were-form on Steroids Perk** scales with **Levels** and is quite effective in the late game, Woodie still doesn't scale as well as other late-game characters.

## TIPS :



Woodie gets a 100% **XP** multiplier from work actions like chopping trees and mining boulders. His fast wood-chopping makes him a great early-game character. Once you have a stockpile of logs, the **Woodcutter Achievement** and enough **XP**, switch to a late-game character.



**Were-form on Steroids** gives the Werebeaver the ability to instantly kill Treeguard. Combined with the "Treeguard Idol", which spawns multiple Treeguards equals free XP!



Woodie's for you if you're struggling to survive the constant. Easily restore stats by eating wood and transform anytime to fight or run from the enemies. However, surviving isn't always enough. Woodie handles tough situations well but lacks a standout strength for progressing to the late game.

# WEBBER



Webber's **Perks** enhance his power as a spider whisperer. Although he lacks flashy utilities and is less helpful to other survivors, he excels when paired with fellow spider whisperers.

**COMBAT** ★★★★☆

**SURVIVABILITY** ★★

**TEAM PLAY** ★

**SOLO PLAY** ★★★★☆

**DIFFICULTY** ★★☆

**POWER CURVE** MID - LATE GAME

## CRAWLERS CALLER

15 ★

While equipped with a "Spiderhat," spawns a random spider every 10 seconds. It can only spawn spider types that you have previously befriended.

## FLUFFY WHISPERER

15 ★

Can craft Fluffy's house and befriend Fluffy.



850 50 3.5

- Fluffy can be summoned from his house.
- If Fluffy dies, he will respawn in his house the next day.
- Additionally, if Fluffy doesn't have a leader he will die (but instantly respawn).
- Cannot be frozen because he is so fluffy.



Fluffy is inside!  
Interact to call him  
and he will follow you



Fluffy is outside.



Fluffy is dead   
wait until he respawns

## ARACHNE BLESSING

30 

- Can craft special spider mask.
- Right-click the mask when equipped to open a selection wheel for transforming into 8 different masks.
- Transformation is only possible if you have befriended the respective spider species for the mask.
- Spider masks are considered goggles, as they cover the eyes and provide protection from sandstorms and moonstorms.



### Spider:

- The basic one. Can be crafted and transformed into other spider masks.
- Durability: 100 days.



### Spider Warrior:

- Gives a attack boost that scales with your Level (+0.3% per Level).
- Durability: 1 day.



### Cave Spider:

- Right-click the mask while equipped to hide.
- While hiding, the player cannot take any damage.
- If attacked, the player will stop hiding.
- Being attacked while hiding will reduce the mask's durability by 6,25%.
- Durability: 1 day.



### Spitter:

- Headslot ranged weapon with 10 damage and 15 range.
- Durability : 0.5 day.



### Dangling Depth Dweller:

- Gives spider-eye vision (can see in the dark, but is sensitive to light).
- Durability: 5 days.



### Shattered Spider:

- Headslot ranged AoE weapon with 4 range.
  - The more enemy within the area, the greater damage dealt.
- Durability: 1 day.

### Nurse Spider:

- Heals nearby spiders for 15 health every 5 seconds.
- Durability: 3 days.



### Sea Strider:

- Allows the user to walk on water.
- Durability: 3 days.



### Venomous Spider:

- Gain immunity to poison (doesn't heal poison).
- Durability : 3 days.

## TIPS :



Webber is mostly hard to play as a team player. His team is his own spiders. This means taking the **Spider Infestation Global Perk** is a must when playing as Webber. But be warned, this will make it much harder for non-Webber players to deal with the spiders.



With his playstyle of hoarding a spider army to assist in combat, Webber is not recommended for those with a potato PC.



If you're having a hard time fighting a boss, try using Webber. He's one of the easiest combat characters. With a bit of strategy, there's always a way to cheese boss fights. The **Arachne's Blessing** masks provide versatile options for any cheese strategy: **Spitter Mask** for kiting with long-range attacks, **Shattered Spider Mask** for handling mob hordes, **Sea Strider Mask** for water battles without a boat, **Cave Spider Mask** for full defense and **Dangling Depth Dweller Mask** for night fights! All while your spider army takes care of the combat. Even better, all these cheating tools occupy just a single inventory slot. Webber is really strong in combat without even having to attack at all.

# WX-78



WX-78's **Perk** will make him a more versatile character. The ability to change circuit based on his or his friends needs with faster charge regeneration allows him to switch build at any time.

COMBAT

TEAM PLAY

DIFFICULTY

SURVIVABILITY

SOLO PLAY

POWER CURVE

## WX-24 120

Increase max modules slot to 24.

## WX-99 55

Circuit's have additional effects. Circuit's durability won't be reduced when popped out



### Chorusbox Circuit

Each attack has a 20% chance to stun the enemy and restore sanity to all nearby players.  
Sanity restoration =  $0.01 \times \text{your Level} \times \text{number of chips}$ .



### Acceleration Circuit & Super-Acceleration Circuit

Each chips increases Charge regeneration speed by 8%.



### Thermal Circuit

Gain a damage multiplier equal to  $0.001\% \times \text{your level} \times \text{number of chips}$ .  
Instantly thaws nearby players if they are frozen.



Won't thaw players who were already frozen while out of range

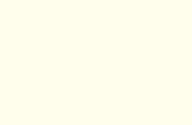


### Refrigerant Circuit

Gain inventory spoilage reduction equal to  $0.001\% \times \text{your level} \times \text{number of chips}$ .  
Instantly extinguishes nearby players if they catch fire.



The inventory spoilage reduction is added on top of the default 25%. If spoilage reduction exceeds 100%, items inside gradually restores its freshness.



Won't extinguish players who were already burning while out of range.



#### Electrification Circuit

When attacked, has a 20% to restore 1 Charge.



#### Optoelectronic Circuit

Gains 40% damage reduction at night or while in caves.



#### Optoelectronic Circuit

Blinds nearby non-friendly mobs, causing them to miss 30% of their attacks.



#### Beanbooster Circuit

Each time it heals you, it also heals all nearby players.  
Healing amount =  $0.01 \times \text{your Level} \times \text{number of chips}$ .

J4-M5

45

Can craft the Bio Scanalyzer Pro (J4-M5) which can scan new creatures for new circuit recipes.

**Bio Scanalyzer Pro** is upgraded version of the "Bio Scanalyzer" with bigger scan radius, and faster scan time.



#### Safe-guard circuits

Creature to scan: **Abigail**

When WX would die from an attack, pop this module out and heal back to 50% of his max health.



Having at least 1 Safe-guard circuits at any time will save your life!



#### Experience circuits

Creature to scan: **Rockjaw**

Boosts XP gained: 1 chip = 25%, 2 chips = 50%, 3 chips = 100%, 4 or more chips = 200%.



#### Achieivist circuits

Creature to scan: **Ancient Sentrypede**

Provides an **Achievement** counter multiplier. Each chip adds a 1x multiplier. For example, 1 chip equals a 1x multiplier (no change), 2 chips equals a 2x multiplier, and so on.



#### Gestalt circuits

Creature to scan: **Moon Moth**

Nearby corpses will get mutated by "Brightshade Gestalt".



#### Lunar Spear circuits

Creature to scan: **Deadly Brightshade**

Gain bonus planar damage but drains sanity with each attack.

Planar damage =  $3x^2 - 5x + 17$

Sanity drain =  $0.1x^2$  ( $x$  = number of chips).



#### Gestalt circuits

Creature to scan: **Reanimated Skeleton (forest)**

WX won't agro shadow creature.



#### Dark Shield circuits

Creature to scan: **Rasp**

Gain damage block when attacked, then recover sanity every time an attack is blocked.

Damage blocked =  $x^2 + 3x - 2$

Sanity gained each block =  $5x^2$  ( $x$  = number of chips).

## TIPS :



WX-78 gets a significant power spike with the **WX-24 Perk**, boosting his strength by four times. However, since it costs a lot of stars, it's advisable to grind with other characters first if you plan to main WX-78.



WX-78 perks make him incredibly versatile, allowing him to select the circuits he needs for any situation and adapt accordingly.



This mod visually changes WX-78's Circuit Charge Meter to look like he has 24 slots up front. However, without claiming the Perk, you can only fill and use up to 6 slots.

## WENDY



Wendy's perks make her beginner-friendly by addressing common challenges like darkness, hound waves, and seasonal changes. She can also support team fights by staying safe in the back while focusing on buffing Abigail.

### COMBAT



### TEAM PLAY



### DIFFICULTY



### SURVIVABILITY



### SOLO PLAY



### POWER CURVE

MID - LATE GAME

## (UN)STABLE CONCOCTION

65 

All Ghostly Elixir buffs no longer expire and remain active until Abigail dies or another elixir is applied. Elixirs also gain bonus effects.



### Spectral Cure-All

Abigail gains additional health regeneration that scales with Wendy's Health Attribute

Bonus health regen is 1 health for every 20 Health Attribute Level point.

 Since both Abigail's and Wendy's health point attribute might be worth it



### Distilled Vengeance

Increases Abigail's max health by double the normal amount.



### Nightshade Nostrum

Gives Abigail 30% Armor Corruption (her attacks now reduce the target's defense, causing them to take 30% more damage for a few seconds).



### Vigor Mortis

Makes Abigail glow radius 4x more than usual.



(Un)Stable Concoction Perk also applies if the elixirs are consumed by a player with "Wraith's Wreath".

## JOSÉ VALIM

50 

Can craft new Ghostly Elixirs



### Moonlight Salve

- Abigail gains a sanity aura.
- Abigail now deals 15 planar damage per attack.
- Every time she attacks there's a 20% chance to summon a Gestalt that attacks the target (100% chance when attacking bosses).
- Abigail's attack range is reduced by 1.
- When consumed by a player with "Wraith's Wreath", the player gain the same sanity aura and Gestalt attack effect.
- If Abigail or Wendy have this buff, Wendy is immune to all Gestalts, whereas Abigail is only immune to those summoned by her or Wendy's attacks.

 Abigail typically deals 10 - 40 damage (peaking at night), using this Elixir might reduce her overall damage to non-boss mobs, as the percentage boost to her gestalt attack is minimal against non-boss enemies. especially bad to hordes, since her range is smaller now.

 The gestalt wont affect mobs with gestalt immunity, and will affect other player, so be careful



### Umbral Tonic

- Abigail gains an insanity aura.
- Spawns a trail of cave foliage under Abigail.
- Each time Abigail attacks, heals all nearby players.
- Every 20 seconds, Abigail summons a black wave that instantly kills all Shadow creatures.
- When consumed by a player with "Wraith's Wreath", every time the player attacks, heals their abigail.

 Low health and Shadow Creatures are major threats for beginners. Umbral Tonic helps handle both.

 The insanity aura and the ability to instantly kill Shadow creatures make this a great tool for farming Nightmare Fuel.



### Thermoregulator Serum

- Abigail gains an aura that stabilizes the temperature and moisture of nearby players every 20 seconds.
- When consumed by a player with "Wraith's Wreath", the player gain bonus elemental damage. dealing +10 electric damage on attack during spring, igniting the target on attack during summer, and applying 1 point of coldness to the target on attack during winter.

 Thermoregulator Serum is a beginner-friendly Elixir that helps new players easily survive the scorching summer, freezing winter, and rainy spring.



### Kinetic Brew

- Abigail gains kinetic aura that slows nearby mobs by 50%.
- When consumed by a player with "Wraith's Wreath", the player gain 30% evasion.

 Another beginner-friendly Elixir, Kinetic Brew is great for when Wendy is being chased by hostile mobs like spiders or during a hound attack.

## GHOSTLY BOND

30 

When there is an active Sisturn in the world, Wendy gains two new abilities:

- Wendy's health won't drop below 1 when taking damage from bosses.
- Wendy can haunt active Sisturns to respawn.

Additionally, Wendy gains two new **Active Skills**. (Active Skills is a button below the Main HUD. More info on the Basic Guide section).



**Active Skill :** When clicked, Teleport to the farthest Active Sisturn.



**Active Skill :** When clicked, Teleport to the farthest Active Sisturn.

 There is no indicator for an active Sisturn in the world, so you'll need to check your Sisturn daily and refill it with fresh petals. Additionally, there's a mod in the workshop that prevents petals in the Sisturn from withering, which could potentially make this perk overpowered.

## TIPS :



Sure, Wendy is a beginner-friendly character, but she brings a lot to the team. Her "Nightshade Nostrum" reduces enemy defense, "Thermoregulator Serum" regulates temperature and moisture, "Moonlight Salve" provides a sanity aura, and "Umbral Tonic" heals all nearby players!



Farming spiders daily is an easy way for Wendy to grind XP in the early game. Plant a "Spider Egg" near your base and destroy it before it reaches the second stage—Spider Warriors can be dangerous!



Similar to Woodie, Willow is a good character for beginners. While she's not as easy to survive with since she can't restore stats using wood, she excels strategically by offering more utility. Recommended for new players who team up with more experienced ones.

# WIGFRID



Wigfrid's perks make her a top-tier combatant, excelling in boss battles and providing valuable buffs for her team. While she shines in boss fights, she may struggle with small mob hordes.

## COMBAT



## SURVIVABILITY



## TEAM PLAY



## SOLO PLAY



## DIFFICULTY



## POWER CURVE

## MID - LATE GAME

## ZEUS BLESSING

65 ★

Can craft new lightning-powered equipment, blessed by Zeus (Only players blessed by Zeus can use them).

### Astrape Tiara



- When equipped, it slowly restores durability based on Wigfrid's inspiration.
- When equipped, provides a 25% movement speed boost.
- If the player has "Thor's Cape" equipped, the inspiration meter will not drain over time.
- If the player has "Thor's Cape" equipped, increased battleborn by 400%.

### Thor's Cape



- Only blocks damage from bosses
- When equipped, it slowly restores durability based on Wigfrid's inspiration.
- While equipped, attacking triggers an electric spark that damages the target, dealing 1% of its current health. The damage scales based on "Thor's Cape" current durability.

"Thor's Cape's" electric spark is especially effective against high-health targets, as it deals damage based on a percentage of the target's health

### Thunderswolt



Hand Slot



10+



Infinite



RMB Spell



Have Charges

- Thunderswolt's damage scales with its **Charges**, calculated as  $10 + (50 \times \text{Charges percentage})$ .
- Deals electric damage.
- Upon equipping, deal 34 electric self-damage as a test of worthiness.
- When equipped, attacks create a small electric spark that increases Thunderswolt's **Charges** by 1%.
- If the player has both "Astrape Tiara" and "Thor's Cape" equipped, every 10th attack summons a lightning strike, dealing electric damage to target equal to Wigfrid's Inspiration and increases **Charges** by 5%.
- Unequipping resets the **Charges** to 0%.
- Spell (Right click on area) :
  - Creates a lightning storm at the target area, spawning up to 10 lightning strikes, each dealing 150% of Wigfrid's attack damage to a random target within the area of effect.
  - Can only be cast at 100% **Charges**. (Does not consume **Charges**).
  - Cooldown : 300 seconds.

Electric stimuli deal increased damage to wet targets, making "Thunderswolt" synergize well with Wurt's "Neptune Trident", which applies wetness to enemies

### OPERA DIVA

60

Can craft new battlesongs. This perk also introduces the new "Channeling" song type, which functions like an instant song but the singer will keep singing until interrupted or move.



#### Stanza Bonanza

- Instant Song
  - Recharges 30% of nearby players' equipment that have **Charges**.
- Equipment that have **Charges** : "Gladiator Galea", "Frying Pan", "Thunderswolt", "Meteor Staff", "Photosynthestaff", "Mystic Water", "Shock Dart", "Sparktacles 200"



#### Interrupted Leitmotif

- Instant Song
  - Immobilizes all nearby mobs for 12 seconds or until attacked. While immobilized they take 50% extra damage.
- The extra damage applies only once, as the effect ends when the enemies are attacked. However, it can be exploited using indirect damage sources like poison or damage auras.



#### Requiem of Sonnets

- Channeling Song
  - While singing, every 2 seconds, Wigfrid absorbs a dark energy.
  - When channeling ends, release a dark energy blast that deals 15 planar damage per energy collected (up to 200 damage).
- Use "Interrupted Leitmotif" before channeling "Requiem of Sonnets" to immobilize enemies, ensuring uninterrupted channeling for maximum damage output.



#### Selemene Serenades

- Channel Song
- While singing, every 1.5 seconds, spawns a beam of light that targets nearby mobs and deals AoE 25 planar damage.

### Energized Overture

- Buff Song
- Gives a 160% damage multiplier.
- Gives a glow effect.
- Increase hunger drain by 100%

### Hymns of the Pirates

- Buff Song
- Increases rowing strength.
- Increases anchor and sail raising speed.
- Gives immunity to wetness.

 "Hymns of the Pirates's" wetness immunity is really handy during raining seasons.

### Music Sheet's Binder



- Can only store Wigfrid's battlesongs.
- While in inventory, increases Wigfrid's damage by 3% per song stored inside.
- When filled with different battlesongs, Wigfrid enters a berserk state and boost her attack speed animation. Spamming the **attack button** will make her attack rapidly. However Holding the **attack button** will slow it down.

## TIPS :



Wigfrid gets a 100% **XP** multiplier from killing mobs. Try kill as often boss as possible to grind her **XP** faster



Wigfrid and Wurt are a great combo. They work well together with their electric and wetness effects, and their diets match perfectly—Wigfrid eats only meat, while Wurt sticks to vegetables



Wigfrid's full potential lies in big combat and boss battle. If you enjoy violence, dominating the battlefield, and getting your hands dirty, she's perfect for you.

# WILLOW



Willow's **Perks** unleash her full potential as a fighter. She can be very strong but has weaknesses that require support from her friends. But be careful, since helping her might burn you!

### COMBAT



### SURVIVABILITY



### TEAM PLAY



### SOLO PLAY



### DIFFICULTY



### POWER CURVE

MID GAME

## HEPHAESTUS BLESSING

65 

Can craft new fiery metals blessed by Hephaestus, that can be used to craft equipment hotter than ~~your mom~~ the sun. (Only players blessed by Hephaestus can use them).

### Metal of Hephaestus



- Used as a material for creating the powerful Hephaestus' equipments.
- Radiates heat, warming up the surrounding environment by +5 temperature per stack.

### Dragon Head Hat



 Head Slot  70%  Infinite

- When equipped, occasionally spits fire, burning and setting nearby things on fire.
- When equipped, if attacked, spits smaller radius fire.

 "Dragon Head Hat" is the main combo starter. It burns everything nearby, so you deal extra damage with "Sword of Hephaestus" and can also recharge "Meteor Staff".

### Dragon-eye Belt



 Body Slot  240  Infinite

- When equipped, gain a movement speed modifier based on the user's temperature (+220% at max temperature, and -80% at the lowest).
- When equipped, gain a damage multiplier based on the user's temperature (+250% at max temperature, and -50% at the lowest).
- If the player has "Dragon Head Hat" equipped, gain immunity to overheat.

### Sword of Hephaestus



 Hand Slot  34+  300  RMB Spell

- When equipped, emits light.
- When equipped, raises the user's temperature.
- Attacking burning enemies triggers a fiery explosion, dealing 85 fire damage and restoring 1% durability.
- Spell (Right click on area) :



- Dashes in the target direction, igniting the ground and attacking all mobs in the path.
- Reduces durability by 1 for each target hit.
- Cooldown : 8 seconds.



Durability won't be reduced if you don't hit a target, so you can use it to jump across creeks or rivers for free.

### Meteor Staff



Hand Slot



Inventory Spell

17



Infinite



RMB Spell



Inventory Spell



Have Charges

- When equipped, emits light.
- When equipped, raises the user's temperature.
- Spell (Right click on inventory icon while equipped):
  - Extinguishes all nearby fire, then increases "Meteor Staff" Charges by 1% for each extinguished fire.
- Spell (Right click on area):
  - Launch a fire meteor at the targeted area, dealing damage to anything it hits. The meteor deals 11 damage for each Charges of the "Meteor Staff" currently has.
  - Can only be cast if the staff has Charges. Consumes all Charges on cast.

### EMBER SPIRIT

50

Gain 4 new spells to choose from when using "Ethereal Embers".



#### Flame Guard (2 Embers)

Grants a shield that blocks 100% of damage from a single attack. The shield is consumed upon taking damage.



#### Fire Remnant (3 Embers)

Spawns a "Fire Remnant" at the targeted location. The remnant produces heat and deals 1 aura damage per second to nearby mobs. The remnant lasts for 120 seconds.



#### Activate Near Remnant (0 Ember)

Teleport to the nearest Fire Remnant and deal 25 AoE damage to nearby mobs.



#### Activate Far Remnant (0 Ember)

Teleport to the farthest Fire Remnant and recover 25 health.



After taking the Perk, sometimes you need to gather new "Ethereal Embers" for it to register the new spells

### TIPS :



Willow's main gimmick revolves around heat and fire. She becomes stronger with fire and high temperatures, so avoid the Heat Resist Perk, as it lowers her maximum temperature



Willow loves burning things. The more objects on fire, the stronger she becomes. Take the Controlled Burning skill tree to prevent burning things you don't want to.



Similar to Wigfrid, Willow is great for a combat-oriented playstyle. However, she's more advanced and requires strategy. Unlike Wigfrid, she lacks built-in Battleborn or strong armor, so she can't simply brute-force her way through combat. Instead, she relies on her abilities and spells to dash, teleport, and heal, making her a harder character to master.

# WALTER



Walter's perks highlight his adventurous spirit while also boosting his ranged combat skills. However, as a ranged fighter, he needs his teammates to cover him during battles.

## COMBAT



## SURVIVABILITY



## TEAM PLAY



## SOLO PLAY



## DIFFICULTY



## POWER CURVE

## LATE GAME

## WOBY ON STEROIDS



Woby's hunger no longer drains over time.

## HERMES BLESSING



Can craft special tools

### Pith Helmet



Head Slot



3 Days

- When equipped, provides a 35% movement speed boost.
- When equipped, Gives 50% evasion while riding.
- When equipped, as long as the user not standing still, Grants 100% wetness protection and reduces hunger drain by 70%.
- Durability only drains when the user standing still.

The evasion can be a lifesaver since Walter doesn't have many defensive options during combat.

### Rucksack



14 Slot

### Magnifying Glass



Hand Slot



1



- When equipped, can target naturally spawned items to do Research, Items researched with the "Magnifying Glass" cannot be re-researched for the next 4 days
- Spell (Right click on area) :



- Spawns the last researched item at the targeted area.
- Can only be cast if something has already been researched.
- Remove the "Magnifying Glass" upon use.
- Items summoned this way cannot be targeted for Research.

### Wet Paper



- Used for removing any object spawned using "Magnifying Glass". (Hover "Wet Paper" into the object to use it).
- Consumed on use.



### Item that can be Researched by "Magnifying Glass" :

- Ancient Mural
- Boulder
- Mini Glacier
- Moon Glass
- Broken Clockworks
- Bones
- Light Flower
- Mysterious Plant
- Headstone
- Obelisk
- Beehive
- Killer Bee Hive
- Rabbit Hole
- Mossy Vine
- Small Vitreous
- Sea Strider Nest
- Sea Bones
- Skeleton
- Red Mushroom
- Blue Mushroom
- Green Mushroom
- Blue Mushtree
- Red Mushtree
- Green Mushtree
- Lunar Mushtree
- Webbed Blue Mushtree
- Walrus Camp
- Pond
- Magma Pond
- Succulent
- Hot Spring
- Tidy Hidey-Hole
- Cactus
- Planted Carrot
- Cave Lichen
- Reeds
- Driftwood Tree
- Spiky Tree
- Cave Banana Tree
- Flower
- Evil Flower
- Fern
- Naked Mole Bat Burrow
- Slurtle Mound
- Salt Formation
- Sea Stack
- Wobster Mound
- Moon Glass Mound

## PROJECTILE PRODIGY

65 ★

Can craft new slingshots and ammo



### Split Slingshot

- Functions like a regular slingshot but with added effects.
- When shooting while riding, fires at multiple nearby targets without consuming extra ammo.
- When equipped, reduces attack damage by 40%.



### Multi Slingshot

- Functions like a regular slingshot but with added effects.
- When shooting while riding, fires multiple projectiles at the target without consuming extra ammo.
- The number of projectiles increases with distance from the target.
- When equipped, the user takes 40% more damage from attacks.



### Explosive Rounds

- Damage 34.
- Explodes on impact, dealing additional 34 AoE damage.



### Hatching Rounds

- Damage: 10
- Spawns a tallbird that attacks the target hit.



### Pills

- Heals the target for 5% of their max health instead of damaging them.
- If the target is a player, heals them for 17% instead.
- If PVP is turned off in the settings, you cannot target other players with attacks, so healing them with this is impossible.



### Lunar Pellets

- If the target is at full health, deals damage equal to 17% of the target's max health. Otherwise, deals 0 damage.
- Applies a debuff that makes the target glow and take 200% more planar damage.



### Shadow Pellets

- If the target has less than 17% health, instantly kills the target.
- Otherwise deals 51 damage.
- Gains 33 health, sanity, and hunger if this pellets kill the target.

## TIPS :



As long as he's riding Woby, Walter can easily handle slow enemies. However, against faster mobs or a hordes, he relies on teammates to create distractions for him to attack safely from a distance.



The "Magnifying Glass" can be used to duplicate Graves, allowing Walter to farm trinkets repeatedly since the spawned Graves will be undug. This is especially useful for gathering multiple trinkets for the **Enchantamento Perk**.



Both "Shadow Pellets" and "Lunar Pellets" are highly effective against bosses with high health, as they deal damage based on a percentage of the boss's max HP. Additionally, they synergize well with the **Harder Perk**, which increases boss max health.



Walter is another great choice if you want a strategic combat character. But without defensive or escape options, he can be overwhelmed in battle and relies on his teammates. If you're playing with others who can provide distractions, his damage and battle utility make him one of the best.

# WARLY



Warly's **perks** broaden his role, giving him newfound combat capabilities while further enhancing his unique chef-related utilities.

## COMBAT



## SURVIVABILITY



## TEAM PLAY



## SOLO PLAY



## DIFFICULTY



## POWER CURVE

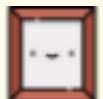
## LATE GAME

### PREPARED CHEF

65

Can craft chef's special equipments.

#### Toque Blanche



Head Slot



100%

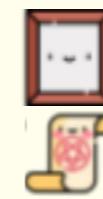


Infinite

- When equipped, Increases max Hunger by 80%.
- Provides 100% armor, but 50% of the damage taken by "Toque Blanche" is redirected to the user's hunger. If the hunger falls below 0, damage is reduced to health as normal.

You should always unequip "Toque Blanche" before eating, as it increases the user's max Hunger, requiring more food to fill up completely.

#### Frying Pan



Hand Slot



17+



Infinite



Inventory Spell



Have Charges

- Starts with 100% **Charges**, removed at 0 **Charges**.
- If the player has the "Toque Blanche" equipped, this weapon's damage increases by 0.05 for each point of the user's current Hunger.
- Killing a boss using "Frying Pan" will increase the **Charges** by 40%.
- Spell (Right click on inventory icon while equipped) :
  - Spawns a random Crockpot dish.
  - Reduces **Charges** by 20% per use.

### Red Chef Pouch



- Can only store Crockpot dishes.
- Items inside do not spoil.

### Bento Box



- Can store a fresh dish by dragging the Bento Box onto it. The stored dish won't spoil, can be eaten at any time, and by anyone (it's considered a Goodie).
- Reduce Durability by 5% after each uses.

Bento is considered a Goodie, so Wurt can use it to eat meat, and Wigfrid can use it to eat veggies—allowing them to complete certain achievements or gain food buffs they normally can't.

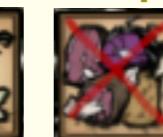
### CULTURED CHEF

50

Can craft a portable griller that can cook new dishes.



### Garret Popcorn x 10



Or

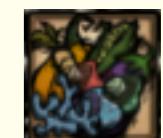
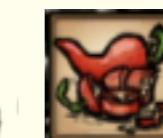


1x Sweets

3x Corn No Meat 1x Butter

- Give : 3 hunger, 3 health, 5 sanity
- Can be equipped in the hand slot as a ranged weapon, thrown as a barrage of small exploding popcorn clusters that deal 12.5 Planar damage
- Can be planted as a corn seed.

### Tumpeng

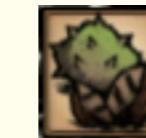
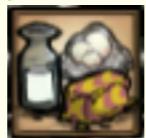


1x Pepper 1x Eggs 1.5x Meats 1.5x Veggies

- Meats and Vegetables value must be equal.
- Give : 300\* hunger, 10 health, 3 sanity.
- \*hunger value is shared among nearby players.
- If a nearby player has achieve an Achievement worth 10+ Stars in the last 60 seconds, they gain 5 Stars.



### Kievsky



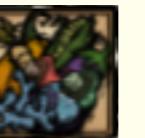
**1× Sweets 1× Dairy 1× Eggs 1× Birchnuts**

- Give : 62.5 hunger, -5 health, 33 sanity
- When eaten, grants a buff that makes your armor last 70% longer (armor takes 70% less damage). Buff lasts for 1 day.

Great combo with "Toque Blanche" because reducing damage taken by the armor meaning reducing hunger damage taken.



### Empanadas



**1× Meats 1× Eggs 1× Veggies**

- Give : 40 hunger, 3 health, 10 sanity
- When eaten, grants a buff that increases work efficiency, making tools and items consume 50% less durability. Buff lasts for 1 day.

Affected item actions: Mining, Chopping, Hammering, Digging, Tilling, Rowing, Brushing, Shaddle, Scythe, Bug Netting, Fish Netting, Blowing Fans, and Playing instrument.



### Brigadeiro

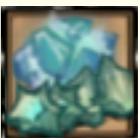
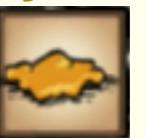


**3× Sweets 1× Butter**

- Give : 3 hunger, -8 health, 62.5 sanity
- When eaten, grants a buff that periodically spawns a butterfly near you, with a 5× higher chance to drop Butter. Buff lasts for 1 day.



### Bīng Pí Yuè Bǐng



**1× Dairy 1× Eggs 1× Honey 1× Lunar**

- Give : 10 hunger, 3 health, 999 sanity
- When eaten, grants a buff that blocks 100% of damage taken, but 30% of the blocked damage is drained from your sanity. Buff lasts for 1 day or until you go insane.

Lunar ingredients : "Pure Brilliance", "Moon Shard", "Infused Moon Shard"



### Balut



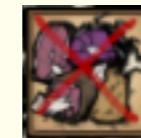
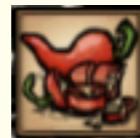
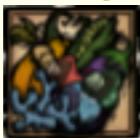
**1× Shadow 1× Tallbird Egg**

- Give : 2 hunger, 30 health, -999 sanity
- When eaten, grants a buff that increases your Planar damage by 100%. Buff lasts for 1 day or until you no longer insane.

Shadow ingredients : "Nightmare Fuel", "Pure Horror"



### Ogórki kiszzone



**3× Vegs 1× Pepper No Meat**

- Give : 3 hunger, 8 health, 1 sanity
- When eaten, if spoiled, grants a buff that provides 70% evasion. Buff lasts for 1 day.



### Anzac Biscuits



**1× Pumpkin Cookies 1× Electric Milk**

- Give : 10 hunger, 10 health, 10 sanity
- When eaten, grants a buff that makes you untargetable by attacks. Buff lasts for 1 day or until you attack.



### Mopane stew



**1× Pepper 1× Onion 1× Chilled Lavae**

- Give : 1 hunger, 15 health, -10 sanity
- When eaten, grants a buff that give you all Gods' Blessings, allowing you to use god-blessed items at full power without claiming the Perks (does not allow crafting the items itself). Buff lasts for 10 days.

### White Jellybean

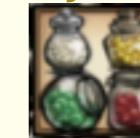


**8× Royal Jelly**

- When eaten, resets Perks and Attributes, without penalty.
- Counts as 0.5 Colored Jellybeans in cooking recipes



### Red Jellybean



**3× Colored Jellybeans 2× Red Gem**

- When eaten, has a 50% chance to double your current Stars or lose them all.
- Counts as 2 Colored Jellybeans in cooking recipes

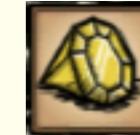
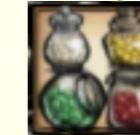
### Green Jellybean



**5× Colored Jellybeans 3× Green Gem**

- When eaten, Level up.
- Counts as 3 Colored Jellybeans in cooking recipes

### Yellow Jellybean



**7× Colored Jellybeans 4× Yellow Gem**

- When eaten, Gain 1 Stars.
- Counts as 5 Colored Jellybeans in cooking recipes

## TIPS :



Warly gets a 400% XP multiplier from eating and cooking dishes. Which is the biggest specific character XP boost. When combined with the Cook Master Perk, He can level up incredibly fast!



Warly is the only character with both an impactful combat Perk (Prepared Chef) and a strong utility Perk (Cultured Chef), making him a well-balanced pick. However, both Perks shine the most in the late game.



Investing in the Hunger Level Attribute can be useful for Warly, letting him go longer without eating. With "Toque Blanche," hunger also means health, so with how easy food becomes in the late game, Warly can be a solid late-game character.



Warly is an advanced and complicated character, not recommended for beginners. His new equipment and food perks help with combat and team utility, but the food memory system can be hard to manage. However, even if you're not maining him, you can still benefit from the Cultured Chef Perk, as the "Portable Griller" can be used by anyone, though they can't rebuild it once it's dismantled.

## WICKERBOTTOM



Wickerbottom's perks make her a full time utility character, with books suited for any condition and situation, ensuring the team always has what they need.

COMBAT



SURVIVABILITY



TEAM PLAY



SOLO PLAY



DIFFICULTY



POWER CURVE

MID - LATE GAME

## MAGIC BOOK VOL. I

45 

All magic books you read, gain additional effect.



### Lux Aeterna

Revive 1 nearby player.



### Lux Aeterna Redux

Revive all dead players.



### Sleepytime Stories

Spawns followers sleepover bunnymans.



### Overcoming Arachnophobia

Spawned webs also damage enemies by 1% of their current health (max 50) and heal players for 10% of their missing health.



### Birds of the World

Makes all nearby birds fall asleep.



### Practical Rain Rituals

Makes all nearby players deal electric damage. Buff lasts for 5 minutes.



### Tempering Temperatures

Maintains the temperature and moisture levels of nearby players for the next 60 seconds.



### The Everything Encyclopedia

Grants a 10% XP multiplier buff to all nearby players for 1 day.



### Applied Silviculture

Also grow nearby "Marble Shrub".



### The Angler's Survival Guide

Spawns a Wobster Mound or Moon Glass Mound depending on where the book is read



### On Tentacles

All nearby players won't trigger Tentacles for the next 60 seconds.



### Apicultural Notes

Instantly fills all nearby Bee Boxes to full.



### Pyrokinetics Explained

Before the actual effect, burns all nearby burnable objects.



### Lunar Grimoire

Mutates all nearby objects into their lunar form.



### The End is Nigh!

Generates twice as many lightning strikes.



### Horticulture, Abridged and Horticulture, Expanded

Affects twice as many targets.

## MAGIC BOOK VOL. II

65 

Can craft new books.



### Automation 101

Chops all nearby chop-able objects, mines all nearby mine-able objects, digs up nearby stumps, then gathers all nearby items.

### The Vanishing Girl



Teleports all nearby players to the nearest active Telelocator Focus

### Competitive Programming 3



Grants all nearby players a shield that blocks 100% of damage from attacks for 7 seconds or until the damage threshold is reached.

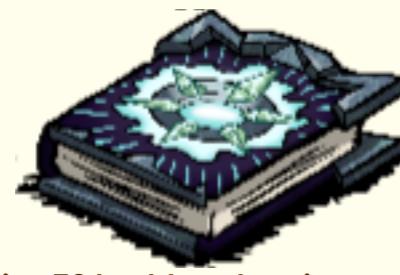
### The Darkhold



- Curses the reader, permanently setting their sanity to 0.
- The curse Grants a 100% damage multiplier and 10% lifesteal on attack.
- The curse can only be removed by reading the "Book of the Vishanti" or by dying.

 "The Darkhold's" curse keeps sanity at 0, combos well with "Balut". Granting a 100% damage multiplier for both normal and Planar damage.

### Book of the Vishanti



- Blesses the reader, restoring 30 health and sanity to all nearby players each time they read a book.
- The blessing Reduces damage multiplier by 80% (Planar damage is unaffected).
- The blessing can only be removed by reading "The Darkhold" or by dying.

### Book-pack



- Can only store books.
- Books inside slowly regenerates its durability.
- When equipped, slowly restore sanity

## TIPS :



Wickerbottom is the ultimate utility character—having at least one on a server is a huge advantage. However, without her books, she isn't very impactful in the early game.



Wickerbottom is one of the best support utility characters. If your friends are playing combat-focused roles, you can pick her to cover them with a wide range of useful abilities.

# MAXWELL



Maxwell's perks make him a fast-paced character, granting early advantages with some drawbacks—perfect for supporting teammates in the early game or solo carry sustain since beginning.

## COMBAT



## TEAM PLAY



## DIFFICULTY



## SURVIVABILITY



## SOLO PLAY



## POWER CURVE



## GOTH 5★

Stronger against shadow creatures, but weaker against lunar creatures.

- Deals 75% extra damage to Shadow Creatures.
- Deals 25% less damage to Lunar Creatures.
- Takes 75% less damage from Shadow Creatures.
- Takes 25% more damage from Lunar Creatures.

## EREBUS' BLESSING 5★

Can craft new tools blessed by Erebus.



- When equipped, emits an insanity aura.
- When dropped, destroys it and grants all nearby players a burst of sanity based on how many times it has been used.

## CURSED KNOWLEDGE 20★

Gain 4 new spells to choose from when using "Codex Umbra".



### Shadow Injection (5% Durability)

Fully restores health but reduces sanity by the same amount healed



### Shadow Wisp (10% Durability)

Summons a glowing Dark Wisp with a small insanity aura that follows Maxwell



### Shadow Realm (20% Durability)

Summons a dark ward at the targeted location. Anything inside the area cannot take any damage, and cannot deal any damage



### Shadow Ambition (40% Durability)

Summons a dark ward at the targeted location. Players inside the area who are insane will gain Achievement milestones 3x as fast and gain 100% more XP

 After taking the Perk, sometimes you need to craft new "Codex Umbra" for it to register the new spells

## TIPS :



Maxwell gets a 100% XP multiplier from work actions like chopping trees and mining boulders.



Maxwell gains small XP when his Shadow Puppets are working and full XP when they kill mobs. This allows for easy AFK leveling by setting up an enclosed spider farm.



When a Shadow Worker finishes chopping or mining, it counts toward the Miner and Woodcutter Achievements. This is the only way to progress achievements without doing the work yourself.



Maxwell is one of the best early-game characters. His free tools and useful utility from cheap Perks speed up early progression. He falls off later, but he's great if you want to skip the early grind and rush the ruins.

## WOLFGANG



Wolfgang's perks make him a strong tank, able to absorb significant damage. His combat specialty excels in handling hordes and crowd control.

### COMBAT



### SURVIVABILITY



### TEAM PLAY



### SOLO PLAY



### DIFFICULTY



### POWER CURVE

EARLY - LATE GAME

## GIGA CHAD 5★

Gain Mightiness twice as fast.

## ARES BLESSING 65★

Can craft new mighty equipment, blessed by Ares (Only players blessed by Ares can use them).

Gladiator Galea



Head Slot 25%, 45%, 75%

Infinite Have Charges

- When equipped, if attacked, gain **Charges**.
- After not taking damage for a while, **Charges** gradually decrease over time.
- Evolves to the next level after accumulating enough **Charges** and devolves if **Charges** drop too low.
- When equipped, reflects a percentage of the damage back to the attacker (100% at level 1, 150% at level 2, and 250% at level 3).
- When equipped, mightiness meter will not drain over time.
- When equipped, reduces movement speed by 25%.

"Gladiator Galea" levels up faster with multiple small hits, making a bee or spider farm near your base a great way to evolve it efficiently. Ensure it's at level 3 before fighting bosses for maximum effectiveness.

Cuirass of Ares



Body Slot 25%

Infinite

- When equipped, increases the user's max Health by 150%.
- When equipped, reduces movement speed by 25%.

Marbled Ham Bat



Hand Slot AoE 34+ 400

Inventory Spell

- Damage scales based on the user's mightiness.
- When equipped, reduces movement speed by 25%.
- Spell (Right click on inventory icon while equipped) :
  - Take a bite of the marble ham, restoring 25 Health, Hunger, and Mightiness
  - Reduces durability by 5.
  - Cooldown : 45 seconds.

## TIPS :



Wolfgang really good at handling hordes of mobs like spiders or hounds. "Gladiator Galea" levels up quickly, and "Cuirass of Ares" reflects all incoming damage. However, against bosses, these effects are less impactful since bosses don't attack rapidly enough to level up "Gladiator Galea" efficiently, and "Cuirass of Ares" doesn't reflect enough damage to make a difference due to their high HP.



Unlike other characters who prefer taking Damage, Speed, or Defense Attributes, Wolfgang is better off investing in Health. This increases his max health from "Cuirass of Ares" and increase damage reflected by "Gladiator Galea".



After taking Enchantamento Perk, "Cubic Zirkonia Ball" is very useful because it giving extra damage reflect to wolfgang.



Pick Wolfgang if you like to be the tank, soaking damage and protecting your team. While he can take a lot of damage, he also deals decent damage. He's exceptionally good at handling crowds but not as strong in boss fights.

## WINONA



Winona's Perks make her a top-tier builder, making it essential to switch to her for setting up your base. Once the base is built, consider switching to a character that better suits your playstyle

### COMBAT



### TEAM PLAY



### DIFFICULTY



### SURVIVABILITY



### SOLO PLAY



### POWER CURVE

MID GAME

## BOB THE BUILDER

125 

Can craft new advanced structures.



### Thumper

- Can be turned on to slam the ground, destroying nearby workable objects and damaging nearby mobs.
- Any destroyed objects or killed mobs grant normal working/killing XP to the player who activated "Thumper".
- If the activating player has the "Bob The Builder" Perk, they gain twice as much working XP.

 Plant trees nearby and wait for them to mature, then use Thumper to destroy them all at once for easy resource farming.



### Lamp Post

- Automatically turns on when it gets dark, with a maximum light radius of 13.
- Can only be refueled with an "Electric Battery".
- A fully fueled "Lamp Post" lasts for 5 days before running out.

### Sprinkler



- Can be turned on to splash water over the nearby area.

 Other than automatically waters crops, can also be used by Wurt to keep herself wet, since she is stronger when wet.

### Oscillating Fan



- Can be turned on to rapidly dry nearby players, reducing their moisture.

 Turning on the "Oscillating Fan" during rain will remove the need for any rain-protective gear.

### Salt Scentomatic



- Can be turned on to function as an infinite durability "Salt Lick".
- Automatically turns off after a while.

Board Maker



Cut Stone Maker



Rope Maker



Gem Maker



Material maker 3000

- Passively produces materials when powered.
- In order to work, it has to be in range of a powered "Winona's Generator" or a "Winona's G.E.M.erator".

Teleporter

Telipad



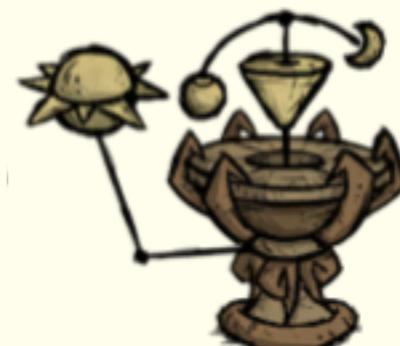
Telebrella



Hand slot RMB Spell 90%

- Lite version of "Teletransport Station" - "Portasol".
- "Telebrella" allows teleportation to the nearest "Telipad", just like "Portasol" teleports to "Teletransport Station".
- Main difference from other versions is that "Telebrella" and "Telipad" can be used by any character.
- "Telebrella" cannot be recharged using a generator, cannot be used while riding, cannot teleport nearby items, and has a minimum and maximum teleport range (Min 100, Max 10,000).
- "Telipad" does not need to be powered by a generator

Cosmiguration Artifact



- When given a Moonlens, the artifact stop spinning and alter the cosmic, changing phase and season, based on the moonlens gem color.



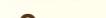
**Moonlens (red):**  
Change the season to start of summer.



**Moonlens (blue):**  
Change the season to start of winter.



**Moonlens (green):**  
Change the season to start of spring.



**Moonlens (yellow):**  
Change the time to start of day.



**Moonlens (orange):**  
Change the season to start of autumn.



**Moonlens (purple):**  
Change the time to start of night.

- Goes on a 3-day cooldown when changing time and a 30-day cooldown when changing seasons.

Accomplishrine



- Can be turned on to grant the activating player a 1-day buff that doubles Achievement milestone progress.
- After activation, it goes on a 10-day cooldown.
- Does not drop any loot when destroyed.

Pugalisk hole



Structure



25 Slot

- When closed, teleports any item inside to a nearby chest, fridge, or saltbox that already contains the same item (prioritizing the closest container). If no matching item is found in nearby containers, the item will be spit out.

Crafting Chest



Structure



25 Slot

- Only one can exist in a shard. If another is built, it will be destroyed immediately.
- Items inside can be used as crafting materials, as long as you're in the same shard, no matter where you are.

Wireless Battery



- Acts as a portable generator, providing power to nearby items that require one. Fuel is consumed at 1% per second for each powered item.
- Will also wirelessly refuel a "Lamp Post" if its fuel is below half but reduces "Wireless Battery" fuel by 30%.
- Automatically refuels by 1% every 10 seconds. If held by a player with the Bob The Builder Perk, refuels by 8% instead.
- If fuel reaches 0%, it stops functioning and will no longer auto-refuel on its own. However, if carried by a player with Bob The Builder Perk, it will still regain fuel.

FLAG BEARER 50

Can craft a deployable banner kit that can be placed anywhere by anyone. Deployed banners provide a buff aura.



Community Spirit Banner

- When deployed, it gives a buff to nearby players. When a player with this buff gains XP, all other players with the buff gain 20% of that XP. Winona with the Flag Bearer Perk, gains 100% instead. This does not share XP gained bonus effects like "Green Jellybeans", "Healing Ward", or Experienced Adventurer Perk.

It shares XP with any player who has the buff, even if they're not nearby or on the same banner.

XP shared is a fixed value and is not affected by character-specific multipliers, items, or perks like "Mini Arcade", "Experience circuits" or Jokes Character Perk.



#### Dance Invitation Banner

- When deployed, it gives a buff to nearby players. Players with this buff will evade one attack every 2 minutes. Winona with **Flag Bearer Perk** can evade one attack every 24 seconds.

- 💡 The evasion timer starts when you enter the banner's area. You need to stay inside for a while before gaining the evade bonus. Leaving the area will reset the timer
- 💡 A visual effect of music notes will appear above your head when you're able to evade the next attack.



#### Winona's Scrappy Banner

- When deployed, it gives a buff to nearby players. Players with this buff restore 1% durability of items in their inventory every 1 minute. Winona with **Flag Bearer Perk** restores 5% instead.

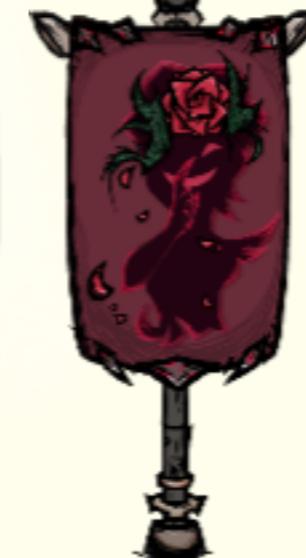
- 💡 Place it near your base for passive durability restoration.
- 💡 Banners gives buff, so having multiple "Scrappy Banner" won't restore the item faster because multiple buffs with the same name don't apply twice.



#### Wagstaff's Mentorship Banner

- When deployed, it gives a buff to nearby players. Any time a player with this buff restores Health, Hunger, or Sanity, they restore 20% more. Winona with **Flag Bearer Perk** restores 100% more.

- 💡 Stat restoration from any source counts, including small passive regenerations, **Lifesteals**, and **Battleborn**.
- 💡 Besides placing it during battles to boost healing item effectiveness, you should also place it at your base and stand near it whenever you eat.



#### Charlie's Sisterhood Banner

- When deployed, it gives a debuff to nearby non-friendly mobs. Every second, mobs with this buff will have their defense reduced by 0.2%. If Winona with the **Flag Bearer Perk** is nearby, the reduction is 1% instead. Defense reduction resets when the mobs no longer have the banner's debuff.

- 💡 The longer the enemy stays in the area, the more damage they will take. The best way is to freeze them or put them to sleep for as long as possible.

## TIPS :



Warly gets a 150% XP multiplier from crafting item and 50% from crafting structure. Considering crafting small item like "Rope", Cut Stone, or walls can happen multiple times, she can gain Level so fast without having to move.



It is recommended to swap into her at least once and craft all her new items. All of her new items from both perks still work even if you swap characters, even though they won't be as effective as when you're still playing as Winona.



Maining Winona can be tricky, as she lacks exceptional combat or survival skills. While her Flag Bearer Perk provides some supportive utility, it's still not as versatile as Wanda's watches.

## WORMWOOD



Wormwood's Perks make him a dedicated support character, focused on protecting and maintaining the base. While tending to crops and maintaining the base, he can still assist teammates from afar thanks to his abilities' global reach.

### COMBAT



### SURVIVABILITY



### TEAM PLAY



### SOLO PLAY



### DIFFICULTY



### POWER CURVE

EARLY - LATE GAME

## PERSEPHONE BLESSING

40 

- Can craft new supporting item and structure. (Only players blessed by Persephone can use them).
- Can also craft specific crop seeds using generic seeds as ingredients

### Bramble Chest



- When opened, closed, or hit, it spawns brambles that deal 51 AoE damage to anything nearby and knock them back, (players with the **Persephone's Blessing Perk** are unaffected).
- When a player with **Persephone Blessing Perk** is nearby, food inside gradually restores its freshness, and items inside regenerate their durability.
- When haunted by a player with **Persephone Blessing Perk**, it instantly resurrects them.

### Bramble Tower



- Regenerates 5 Health per second.
- Every 5 seconds, taunts nearby mobs, forcing them to attack it.
- When attacked, spawns brambles that deal 51 AoE damage to anything nearby.

## Wormwood Goop



- Healing item: restores 30 health.
- When used by Wigfrid, fully restores her inspiration.
- When used by Wolfgang, fully restores his mightiness.
- When used by Wx78, fully recharges his circuit charges.
- When used by Warly, removes his food memory.
- When used by Wendy, evolves Abigail to her highest level.
- When used by Wortox, transforms his equipped hell items into nature mode for 420 seconds.

### Forest Crown



- When equipped, reduces hunger drain rate by 80%.
- When equipped by Wormwood, keeps him at a current blooming level.
- When equipped, prevents Bearger, Deerclops, and hounds from spawning to target the user.

- When equipped, reduces movement speed by 10%.
- When equipped, automatically tends to nearby crops.

-  "Forest Crown" is especially useful in the early game when food is scarce and the player is not yet prepared for Bearger and Deerclops attacks on their base.
-  Preventing hound attacks or boss raids can be a lifesaver for low-level or support players who aren't ready to fight.
-  If all players wear a "Forest Crown" when a hound wave, Bearger, or Deerclops is about to spawn, they won't appear and will be delayed until the next wave.

## Photosynthestaff



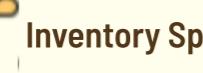
Hand Slot



10



Infinite



Inventory Spell



Have Charges

- When equipped, gains **Charges** each second while standing near plants. Each plants nearby increase the restoration rate by 0.2%, up to maximum 2% **Charges** per seconds. When on Lunar area gains **Charges** twice as much.

- Spell (Right click on inventory icon while equipped) :



- Spawns a healing area under every player, regardless of location. Any player standing in the area is recovers 5 health and 5 sanity per second. The healing area's duration depends on the amount of **Charges** consumed (minimum 5 seconds, maximum 40 seconds). Additionally, this healing area transforms Wortox's equipment from **Hades Form** into **Persephone Form**.

- Consumes all **Charges**.

- Cooldown : 80 seconds.

Even with 0 Charges, "Forest Staff" spell can still be cast, but its duration will be only 5 seconds

## HAND OF POOP

40

- Can fertilize barren plants with bare hands by right-clicking on them.  
- Gains additional effects when using any type of fertilizer for self-fertilization.  
- Has a chance to obtain 1 Seed when self-fertilizing; higher-quality fertilizers provide a better chance.



Compost

Gain 2.5 hunger.



Compost Wrap

Gain 1 hunger regeneration for 30 seconds.



Manure

Gain 5 sanity.



Bucket-o-poop

Gain 1 sanity regeneration for 30 seconds.



Spoiled Fish Morsel

Dry yourself.



Spoiled Fish

Dry yourself, keep dry for the next 120 seconds.



Guano

Give 200% speed buff for 3 second.



Rot

Gain 200% damage multiplier for 3 second.



Rotten Egg

Gain shield that blocks 100% of damage from attacks for 3 seconds.



Glommer's Goop

Glow for 120 seconds.



Tree Jam

Gain 30 sanity, 25 hunger, and 20 health.



Growth Formulas

Next farm plant seed planted will grow rapidly.

## TIPS :



Wormwood gets a 400% XP multiplier from planting seeds, whether on a farm plot or directly in the ground. This is one of the fastest ways to level up, it arguably worth swapping to Wormwood once you have a stack of seeds.



Seeds are important resources for Wormwood to grind XP, as he's not as strong in combat, and his preferred way of grinding is planting seeds. Taking the Hand of Poop, the Over-fertilize Perk, and wearing a "Feather Hat" to attract birds can help you farm seeds efficiently.



Check on friends who haven't finished the Deforestation Achievement, especially those who don't own Wormwood—sacrifice your sanity, and help them get it done.



If you don't like to fight and prefer a pacifist character who can still be really useful to your team, Wormwood is a great choice. He can gain XP and support his friends from a distance with "Photosynthestaff". With the "Forest Crown" and "Bramble Tower", he's also excellent at defending the base. Basically, a stay-at-home dad.

## WORTOX



Wortox's Perks improve his mobility. With easier soul management and cheaper travel, he can be wherever he wants.

COMBAT



SURVIVABILITY



TEAM PLAY



SOLO PLAY



DIFFICULTY



POWER CURVE

MID GAME

## SWIFT BLINK 5\*

When soul hopping through the map, Wortox will consume max 5 souls, no matter how far the distance.

## HADES BLESSING 55\*

Can craft new equipment blessed by Hades (Only players blessed by Hades can use them). This equipment can achieve even more power when also blessed by Persephone (More details in the Wormwood Expertise Perk section).

Helm of The Underworld



- When equipped, gains 10% Evasion, increased to 40% when in Persephone form.
- When equipped, gains 20% Critical Hit Damage, increased to 80% when in Persephone form.
- If the player has "Diabolical Robe" equipped, Soul Echo will happen an additional time.
- If the player has "Diabolical Robe" equipped, each time Soul Hopping, restores both "Helm of The Underworld" and "Diabolical Robe" durability by a random amount (5-25).

Bonus Critical Hit damage is stacks additively with any other sources, such as the Critical Damage+ Perk.

Bonus Evasion is stacks diminishingly with any other evasion sources.

## Diabolical Robe



- When equipped, gains 10% Evasion, increased to 40% when in Persephone form.
- When equipped, gains 10% Critical Hit Chance, increased to 40% when in Persephone form.
- If the player has "Helm of The Underworld" equipped, Soul Echo duration is increased by 100%.
- If the player has "Helm of The Underworld" equipped, while a Soul Echo is active, gain a random damage multiplier (5% - 25%).

Bonus Critical Hit chance is stacks diminishingly with any other sources, such as the Critical Chance+ Perk.

Scepter of the Eye of Sauron



- If the player has both "Helm of The Underworld" and "Diabolical Robe" equipped, damage becomes 51.
- When equipped, every time the user dodges an attack or lands a Critical Hit, restores "Scepter of the Eye of Sauron" durability by a random amount (1-5).

## TIPS :



Wortox's **Hades Blessing** equipment is still good in its base form, but it's not as powerful as the other **Blessing Perk** equipment.



Eating "**Mopane Stew**" allows you to use the Photosynthestaff to evolve your own equipment.



Once you have the necessary Abilities Perk, it's beneficial to invest stars into the **Critical Damage +** and **Critical Chance + Perks** due to Wortox **Hades Equipment's Critical Hit** mechanic.



The **Heal from the Hell Achievement** doesn't require a specific character. If another player doesn't own Wortox, you can help them complete it by dropping a soul near them.



Picking Wortox when you already have a teammate is a no-brainer. Not only does he get a major buff in his evolved armor form, but his combat style is also unique. Wortox's kiting and Soul Hopping mechanics make solo battles much easier. This creates a perfect duo, with Wormwood supporting from afar while Wortox handles enemies solo.

## WURT



Wurt's **Perks** highlight her identity as a merm and her connection to water and wetness. She also gains a significant combat boost, making her a formidable fighter on her own and even stronger with the support of her merm allies.

### COMBAT



### SURVIVABILITY



### TEAM PLAY



### SOLO PLAY



### DIFFICULTY



### POWER CURVE

MID GAME

## POSEIDON BLESSING

55 ★

Can craft special equipments that becomes stronger in wet environments, blessed by Poseidon (Only players blessed by Poseidon can use them).

### Sea Crown



Head Slot



?%



Infinite

- Its armor value is equal to the user's current moisture percentage, up to a maximum of 80%.

### Neptune Trident



Hand Slot



42.5



3000



RMB Spell

- When equipped, attacks create a small water explosion that wets everything nearby.

- Spell (Right-click on area).

- Creates a series of water explosions traveling from the player toward the target area, each dealing 80 damage to mobs caught in the explosion and wetting them. NPC Merms caught in the explosions will be healed by 80 instead of taking the damage.

- Reduces durability by 30.

- Cooldown : 300 seconds.

## MERM QUEEN

25 ★

- While the Merm King is in the world, gain 50% damage multiplier.  
- Have a body guard that will follow and protect her.



### Merm Warden



300/1500



30/100



4-8

- Will follow Queen Wurt forever and respawn 1 day after dying.  
- If the Merm King exists in the world, its max HP becomes 1500 and its damage becomes 100.  
- Regenerates 5 health per second.

## TIPS :



Wurt gets a 100% XP multiplier from fishing, and catching ocean fish provides the highest XP from a single activity, allowing you to level up quickly if you know what you're doing.



Wigfrid and Wurt are a great combo. They work well together with their electric and wetness effects, and their diets match perfectly—Wigfrid eats only meat, while Wurt sticks to vegetables



**Merm Rising Global Perk** is a must when playing as Wurt, but make sure to give your non-Wurt friends a "Clever Disguise" so the buffed merms don't wreck them.



You can give a "Clever Disguise" to another player who doesn't own Wurt. This lets them complete the **Merm Leader Achievement**.



If you like a cult leader character like Webber but also want a strong character on her own, Wurt is your girl! Merm followers are harder to get than spider hordes, but she can buff and support them to make them stronger.

# WANDA



Wanda's **Perks** give her new utility skills. Since she's already a strong combatant, she now gain utility pocket-watches too.

## COMBAT



## SURVIVABILITY



## TEAM PLAY



## SOLO PLAY



## DIFFICULTY



## POWER CURVE

## LATE GAME

## TIME TO RELAX

100

Can craft new pocket watches and a new container for the watches.



### Blooming Watch

- Rewinds time, restoring withered or barren plants to their fresh state.
- Drag it onto the target to activate.
- Cooldown: 30 seconds.



### Ember Watch

- Rewinds time, restoring a burned structure and rebuilding it.
- Drag it onto the target to activate.
- Cooldown: 10 minutes.



### Anti-Leak Watch

- Rewinds time, repairing all nearby leaks on a boat.
- Does not restore lost boat health
- Right-click in inventory to activate.
- Cooldown: 2 minutes.

Super usefull for fighting "Malbatross"



#### Disassembler Watch

- Rewinds time, deconstructing an item or structure and returning its ingredients.
- Does not return gem ingredients.
- If the target item or structure was crafted using the **Cut Corners Perk**, only half of the ingredients are returned.
- Drag it onto the target to activate.
- Cooldown: 3 minutes.



#### Refresher Watch

- Accelerates time, resetting the cooldown of all items in nearby players' inventories.
- Does not reset Pocket Watch cooldowns
- Right-click in inventory to activate.
- Cooldown: 5 minutes.



#### Corrupted Watch

- Summons a dark chronosphere that stops time inside for 12 seconds. Only Wanda is unaffected.
- Anything affected by the chronosphere takes 50% less damage.
- Right-click in inventory to activate.
- Deals 40 self-damage when activated.
- Cooldown: 15 minutes.



#### Multiverse Watch

- Summons a clone from another timeline to follow and assist.
- The variant spawned depends on the current equipment when casting the "Multiverse Watch".
- Excessive use may destabilize the timeline, summoning an undesired variant.
- Right-click in inventory to activate.
- Cooldown: 5 seconds.

Equipment	Clone
Mining tools	Helps with mining
Chopping tools	Helps with chopping
Chop/Mine Multi tools	Help mining and chopping
Alarming Clock	Attacks enemies using the "Alarming Clock"
Watering Can	<del>Cast special watch that regrows harvested plants</del>
Snowball	<del>Cast a special watch that freezes an enemy</del>
Dart	<del>Cast special watch that reshoot player's projectile attack</del>
Shield of Terror	<del>Cast special watch that rewind damage taken by players</del>
Hammer	<del>Cast special watch that rebuild broken structures</del>
Clean Sweeper	<del>Cast special watch that returned broken equipments</del>



#### Watch Case



- Can only stores wanda Pocket Watches.

## MORE TIME TO RELAX

20 

- Wanda's watches are now more durable, not breaking so easily
- "Second Chance Watches" won't break after being haunted
- "Rift Watches" won't lose its purple gem after usage.

## TIPS :



Wanda is the only character with a negative XP multiplier. She gets -50% XP when old, 0% at middle age, and +25% when young.



Since Wanda doesn't have Health, she can't claim the **Health Attribute** or Health-related Perks like **Health +**, **Health Regen +**, or **Lifesteal +**.



Wanda can't complete any achievement that requires dying to something, such as **Beautiful Goodbye**, **Deteriorated**, **Newbie**, or **Meteor Doom**, because she only dies from old age.



Remember, the **Second Chance Achievement** can be completed by another player who doesn't own Wanda. You only need the watches and one Wanda to activate it.



Wanda is a versatile character, excellent in combat with great utility and abilities to support the team. If you want a character that can do it all, choose Wanda.

## WONKEY



Wonkey the monkey is now a viable character. With his **Perks**, Wonkey can be strong monkee and not just a cursed character.

COMBAT



SURVIVABILITY



TEAM PLAY



SOLO PLAY



DIFFICULTY



POWER CURVE

??? - ??? GAME

## MONKEY PAW

30 

- Gain ability to dig into the ground to sneak undetected, becoming invulnerable and invisible while underground. Useful for escaping battles or avoiding danger.
- Right-click on your character to burrow, and left-click on yourself while burrowed to jump out.

## CURSES AS BLESSINGS

30 

Embraces the curse, granting a 5% damage multiplier for each "Accursed Trinket" in the inventory.

 The **Curses as Blessing Perk** has no maximum limit. Since "Accursed Trinkets" can stack up to 10, Wonkey can easily gain a 50% damage multiplier per inventory slot he's willing to sacrifice.