

REIGN OF GIANTS

A full guide for new mobs and their dropped loot, along with a detailed list of all new craftable items using the new dropped loot



REIGN OF GIANTS PERK

- When Reign of Giants Perk is taken, "Suspicious Boss Piles" will occasionally appear.



- These behave like "Suspicious Dirt Piles" but spawn a boss instead, most of which are exclusive new mobs.
- Some bosses only spawn in specific seasons, with similar odds of appearing.
- If none of the players have learned the blueprint for "Tinker Workshop," the pile will always spawn "Spiderilla".
- When investigating a "Suspicious Boss Pile" in certain weather, a small creature may ambush you.

AMBUSH CREATURE

When investigating a "Suspicious Boss Pile", there is a small chance that a creature will ambush you. The chance increases during harsher weather conditions.



Zapperpillar
- Spawns during spring rain.
- Loot :



Electrict Blob
(80%)



Sand Gronehog

- Spawns during sandstorms.
- Cannot attack.
- Loot :



Naked Nostrils
(85%)



Yellow Gem
(50%)



Orange Gem
(40%)



Snow Gronehog

- Spawns during snowfall
- Cannot attack.
- Loot :



Naked Nostrils
(85%)



Blue Gem (50%)



Green Gem (40%)

SPIDER MONKEY



- A hybrid of a monkey and a spider.
- Can spawn in any season.
- Attacks has knock back effect.
- Ability : Screams and spreads webbings under all nearby structures.
- Loot :



1x Cocoon Tree
Seed



Green Jellybean
(10%)



Red Jellybean
(20%)



Silk (75%)



3x Monster Meat



1-3 Beard Hair



1-2 Spider Gland



"Spider Monkey's" webbings on structures are permanent, so you must destroy the structure to remove them. This makes fighting a Spider Monkey near your base a bad idea.

WARGFANT



3200 70 5-7

- A hybrid of Varg and Koalefant.
- Can spawn in any season.
- **Ability** : Summon hounds.
- **Ability** : Creates a dark fire arena around itself, trapping anyone inside. Touching the fire damages players, slows them, and reduces their max health.
- **Loot** :



3-4 Huge
Hound's Tooth



3-4 Wargfant Fur



Yellow Jellybean
(10%)



3-4 Monster Meat



Koalefant Trunk
(50%)



Winter Koalefant
Trunk (50%)

PANGOLDEN



2600 40 3-7

- Can spawn in any season.
- Occasionally drops "Gold Nugget" as poop.
- Disarm target on attack.
- Non-hostile, avoids players.
- **Ability** : Rolls into a ball, regenerating 10 health per second. While in ball mode, takes 99% less damage.
- **Loot** :



2-7 Golden Scale



Yellow Jellybean (5%)



2-7 Gold Nugget



1-2 Meat

Since "Pangolden" passively drops "Gold Nuggets" and not hostile, it makes a great pet. Keeping one caged near your house for easy "Gold Nugget" farm

Don't brute-force attack "Pangolden" when it rolls into a ball. It will only waste your weapon's durability. Instead, put it to sleep or freeze it to force it out. Doing so will prevent it from rolling into a ball for a while.

GIANT GRUB



4000 33 4

- Can spawn in any season.
- Cannot be burned.
- Ability : Summon "Weevoles".
- Ability : Dives into the ground performs a ground pound, damaging and destroying anything in a small area. Invulnerable while underground.
- Loot :



1-2 Grub Jaw



1x Grub Skull



Yellow Jellybean 2-4 Monster Meat
(10%)

WEEVOLE



45 6 5-6

- Spawns by "Giant Grub".
- Has a leaping attack.
- Cannot be put to sleep.
- When burned, digs underground to extinguish the flames.
- Loot :



Mosquito Sack
(1%)

 Don't leave "Giant Grub" unattended for too long, it will continuously spawn "Weevoles," making the fight progressively harder.

CROCODOGS



- Can spawn in any season.
- Able to swim.
- Cannot be burned.
- Blue variant: Wets the target on attack.
- Yellow variant: Poisons the target on attack.
- Loot :



Poison is a debuff that deals damage over time, starting at 2 damage every 10 seconds. Each time poison is reapplied, its effect worsens, increasing the damage frequency up to 2 damage per second.

WX-78 Cannot be poisoned.

Since poison only affects players, fighting venomous creatures with allied units like "Merms" or "Pig Men" is an effective strategy.

FLOATY BOATY BISHOP



- Can spawn in any season but only on water.
- Deal electric damage.
- Has a quick attack speed but needs to recharge periodically.
- Loot :



The quick attack rate and electric damage can easily stunlock you. If you're not confident in dodging its projectiles, wearing electric insulation like a "Rain Coat" or "Eyebrella" will prevent the stun effect.

PALM TREEGUARD



1800



55



2-3

- A variant of "Treeguards".
- Spawns during summer.
- Non-hostile.
- When attacked, drop a coconut bomb that explodes, dealing 110 AoE damage.
- **Ability** : Throws a cluster of coconut bombs, each exploding for 110 AoE damage.
- **Loot** :



3-6 Palm Log

Green Jellybean
(10%)

2 Living Log

SUMMER BRRRD



1000



120



3-8

- Spawns during summer.
- Easily loses aggro due to low intelligence.
- Cannot be burned or frozen.
- Lays an egg when given the "Ro Bin Gizzard Stone".
- Non-hostile.
- **Ability** : Summon a heat wave, damaging and igniting everything in a large area.
- **Ability** : When at low health, flies away. After escaping, it poops all over the world, spreading "Poo-lution"
- **Loot** :

2-3 Exort Feather
Red Jellybean
(20%)

1-2 Egg

1-2 Saffron
Feather

2 Drumstick

2 Crimson
Feather

WINTER BRRRD



2000



60



3-8

- Spawns during winter.
- Easily loses aggro due to low intelligence.
- Cannot be burned or frozen.
- Lays an egg when given the "Ro Bin Gizzard Stone".
- Non-hostile.
- **Ability** : Summon a cold wave, freezing everything in a large area for an extended duration.
- **Ability** : When at low health, flies away. After escaping, it poops all over the world, spreading "Poo-lution"
- **Loot** :



2-3 Exort Feather
Green Jellybean
(10%)



Green Jellybean
(10%)



1-2 Egg



2 Drumstick



2 Jet Feather



1-2 Azure Feather

VENOMOUS CREATURES

- When "Brrrd" flies away, it will poop all over the world, spreading "Poo-lution".
- Several "Dungpiles" will appear across the world, and every single one must be cleaned to end the "Poo-lution".
- Spiders from "Spider Dens", as well as "Mosquitos" and "Frogs" from ponds, will transform into their venomous variants during "Poo-lution".

Dungpile



- Can be dug up using a shovel or bare hands to obtain random loot.
- Digging with bare hands reduces sanity by 50, except for Wormwood, who gains 50 sanity instead.
- Cleaning up a dungpile triggers an announcement showing how many remain in the world.

Big Black Fly



- Spawns from "Dungpile".
- Has a quick kiting attack pattern.
- **Loot**:



Mosquito Sack (15%)



Venomouse creature (Mosquito, Frogs, Spider)

- Spawn, replacing their normal variants during "Poo-lution".
- Have the same stats and abilities as their normal counterparts, except the **Venomous Spider**, which has the stats and abilities of a "Spider Warrior".
- **Poisons** the target on attack.
- **Loot** : Same as normal variant, plus **Poison Gland** (20%)



Fighting a horde of **Venomous Creatures** is dangerous, as **Poison** worsens with each reapplication and can quickly overwhelm you.



WX-78 Cannot be poisoned.

SLIPSTOR



777



77



2-4

- Spawns during winter.
- When attacked, "Slipstor" sheds a limb, which turns into a "Slip" that becomes its follower.
- Upon death, if any "Slip" followers are still alive, one will transform into a new Slipstor.
- When put to sleep, it instantly wakes up, becomes energized, and fully regenerates its health.

- **Loot :**



Slipstor Fur (3%)

1x Red Jellybean
(Dropped by the
last Slipstor
killed)Monster Meat
(5%)

SLIP



160



16



6-8

- Spawned by "Slipstor".

- Has a leaping attack.

- Cannot be put to sleep.

- When burned, digs underground to extinguish the flames.

- **Loot :**



Slipstor Fur (1%)

Monster Meat
(1%)

"Slipstor" and "Slip" cycle infinitely, making them a reliable source for farming XP and loot.

SNAPTOOTH FLYTRAP



800 30

- Spawns during spring.
- Wont attack wormwood.
- **Ability :** Spawns "Hanging Vines" nearby.
- **Loot :**



1x Pakkun Trap



Red Jellybean
(15%)



1-2 Leafy Meat

HANGING VINE

300 20

- Spawned by "Snaptooth Flytrap".
- Wont attack wormwood.



SNAP DRAGON



1800
45
4-7

- Spawns during spring.
- Periodically grows a flower beneath itself.
- Non-hostile, avoids players.
- **Ability** : Traps nearby players with binding roots.
- **Loot** :



0-2 Snap Dragon
Seed



0-2 Pink Petal



Green Jellybean
(10%)



1-2 Leafy Meat



Dragon Fruit
Seed (50%)



1x Flower

HIPPOPOTAMOOSE



1800
55
6-8
6-8

- Spawns during autumn.
- Able to swim.
- Destroys anything it passes through.
- Non-hostile, avoids players, and sleeps if no players are nearby.
- **Ability** : Jumps and performs a ground pound, damaging and destroying anything in a small area.
- **Loot** :



1-2
Hippopotamoose
Antler



1-2
Hippopotamoose
Skin



Red Jellybean
(10%)



4-6 Meat

GRINCH



27440 / 13720



102.8



2.75

- Spawns after a player puts a "Deer Antler" in a "Grinch Loot Stash".
- Appears alongside four new "Gem Deer" variants, each capable of casting unique spells. If any are killed, "Grinch" will eventually respawn them.
- Has identical stats and combat mechanics to Enraged Klaus.
- **Loot :**



Golden Stag Antler



1x Jellybean (Random)



1x Charcoal



1x Monster Meat

GEM DEER

Purple Gem Deer



Yellow Gem Deer



Orange Gem Deer



Green Gem Deer



1500



50



2.5-8

- Behaves like normal "Gem Deers", but with different spell.
- Purple : Spawns small black holes that trap and pull everything toward the center.
- Yellow : Creates an explosion that deals 69 AoE damage.
- Orange : Creates a "Sinkhole" similar to "Antlion Sinkhole," but deals 2× the damage and repairs itself faster.
- Green : Spawns a "Spore Cloud" similar to "Toadstool's Spore Cloud," but deals 2× the damage and periodically applies poison to any player standing still inside.

- Loot :



1x Meat



1x Gem based on their respective color



The Gem Deer will respawn infinitely, allowing you to farm gems by simply killing the deer without defeating the "Grinch." You can freeze, put him to sleep to prevent him from attacking you.

ELDER MANDRAKE



550



34



3-5

- Spawns during autumn.
- Panics when at low health.
- When attacked, causes sleepiness and grogginess to the attacker.
- Upon death, puts everything nearby to sleep for an extended duration.
- Regenerates 42.5 health per second.

- Loot :



Green Jellybean
(10%)



1x Planted
Mandrake



0-2 Leafy Meat

Eat a "Mushy Cake" before fighting the "Elder Mandrake" to gain sleep resistance.

ANCIENT INK BLIGHT



21000



AoE 5 + 80 (Planar)



4-6

- Can only be spawned by playing the "Nightmarish Antler Whistle".
- Has "Planar Entity Protection".
- **Ability** : Calls 3-5 fire meteors from the sky, dealing 350 damage on impact and having a 30% chance to create a "Lava Pool" where they land.
- **Ability** : Spawns 2 random "Shadow Thralls" near every player, regardless of their location. These Shadow Thralls have 50% less health and do not drop loot.

- Loot :



2-3 Ancient
Tatters



1x Jellybean (Random)



1-2 Nightmare
Fuel



4-5
Dark Tatters



3-4
Pure Horror



Lava Pool

- Created by "Ancient Ink Blight" fire meteors.
- Behaves exactly like "Magma".
- Can be extinguished.

HULK PARTS

- Can spawn in any season while hunting, but only if "Frazzled Wires" are equipped in your Trinket Slot (Requires **Enchantmemento Perk**). More details in the **Perk Ability** section.

Innactive Leg



Active Leg



Innactive Arm



Active Arm



Equip 1-9 "Frazzled Wires"

Innactive Ribs



Active Ribs



Innactive Head



Active Head



Equip 20-29 "Frazzled Wires"

Equip 30-40 "Frazzled Wires"

- Hitting inactive parts with a strong mining tool has a 60% chance to activate them. Activated parts will chase and attack you until you get too far.
- Will also activate if struck by lightning.
- Active parts will fuse when they meet compatible parts.
- Hitting an unfinished fused form with a strong mining tool will cause it to break apart into separate parts again.
- Once all required parts are fused (2 Arms, 2 Legs, 1 Ribs, 1 Head), they will form the "Ancient Hulk".

ANCIENT HULK



50000



AoE 200



3-6

- Can only be spawned by assembling the required "Hulk Part".

- **Ability** : Deploys 4 mines that detonate when stepped on, triggering an explosion that deals 100 AoE damage and sets everything in the blast radius on fire.

- **Ability** : Creates a laser portal underneath itself, teleporting to a nearby location before slamming down and performs a ground pound, damaging and destroying anything in a small area.

- **Ability** : Performs a spin while firing lasers, damaging and igniting everything in a full 360° arc.

- **Ability** : Slams the ground, damaging and destroying anything in a small area, then summons a ring of rock formations around itself.

- **Loot** :



1-7 Hulk Chunk



1 x Jellybean (Random)



2-4 Gears



2-5 Frazzled Wires



1-3 Lying Robot

Wires

SEALNADO



17775



AoE 51+



5-13

- Can only be spawned by playing the "Wind Conch".
- On attack, sucks items from targets' inventories, causing them to drop on the ground.
- When defeated, transforms into an innocent "Seal" and drops all absorbed items.
- **Ability :** After charging for a while, enhances its tornado power, pulling in nearby items and mobs. Mobs caught take damage over time, while sucked-in items merge into the tornado, increasing "Sealnado's" damage.
- **Loot :**



1x Weather Pain

SEAL



5

- Transformed from "Sealnado"
- Killing it will spawn a horde of Krampus.
- **Loot :**



1-2 Wex Wool



1 x Jellybean (Random)



1x Morsel

CRAB QUEEN



- Can only be spawned when a player plays "Wind Conch" near "Crab King", transforming him into "Crab Queen".
- Once transformed, socketing gems into her will start the battle, similar to "Crab King".
- Unlike Crab King, socketed gems do not boost her stats.
- Cannot be burned.
- **Ability** : Summon up to 6 "Elemental Crab Claws". While any are alive, she takes a maximum of 1 damage per hit.
- **Ability** : Cast one of "Elemental Crab Claw's" Spell.
- **Loot** :



1-2 Jellybean (Each)



1-3 Elemental Organ (Each)

ELEMENTAL CRAB CLAW

Electric Claw Water Claw Ice Claw Fire Claw Shadow Claw Lunar Claw



- Spawns by "Crab Queen". The type of Elemental Claw that spawns depends on the gems socketed into her. Each gem increases the spawn rate of its corresponding claw type: Yellow (Electric), Orange (Water), Blue (Ice), Green (Lunar), Purple (Shadow), and Red (Fire). Even if a gem isn't socketed, its corresponding Claw can still spawn, but at a much lower chance.
- Has long-range projectile attacks but a slow attack speed.
- **Loot** :



Electric Organ



Water Organ



Ice Organ



Fire Organ



Shadow Organ



Lunar Organ

Elemental Organ based on their respective element (10%)



Electric Claw

200 Ranged 17

- Attack projectile attacks bounce to other nearby targets.
- Cannot be burned.
- Immune to planar damage.
- Deals electric damage.
- Can only be attacked while wet or if the attacker is wet.
- **Spell** : Marks a nearby player with an electric mark. After a short delay, lightning strikes all players far from the marked target and any nearby "Water Claw".

Since only being wet is required to attack "Electric Claw", it is the easiest to deal with, especially in solo play as its spell won't harm you.



Water Claw

200 Ranged 85

- On attack, wets the target.
- Cannot be burned.
- Immune to planar damage.
- Can only be attacked with an electric attack.
- **Spell** : Marks a nearby player with a water mark. After a short delay, Creates water splashes at the target's location, All players hit will have their equipment knocked into the air. The splash also instantly kills "Electric Claw".

The splash from "Water Claw's" spell only knocks off equipped items, so unequipping everything beforehand will completely negate its effect.

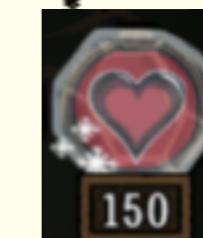


Ice Claw

200 Ranged 34

- On attack, applies coldness to the target.
- Immune to planar damage.
- Can only be attacked while burning or if the attacker is burning.
- **Spell** : Marks a nearby player with an ice mark. After a short delay, they becomes Frostbitten for 60 seconds, preventing all healing. Frostbite can spread to nearby players who are not already afflicted.

A Frostbite indicator appears as a frozen UI health bar.



Fire Claw

200 Ranged 51

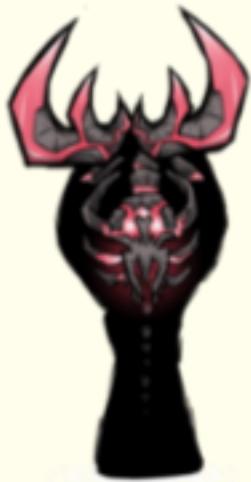
- On attack, ignites the target.
- Cannot be burned.
- Immune to planar damage.
- Can only be attacked while frozen or if the attacker is Frostbitten.
- **Spell** : Marks a nearby player with a fire mark. After a short delay, they erupt a lava splash, dealing 100 damage to all nearby "Ice Claw" and players, except themselves.



Lunar Claw

200 Ranged 68*

- Only attacks "Crab Queen", healing her instead of dealing damage.
- Cannot be burned.
- Can only take Planar damage.
- Can only be attacked if the attacker has more than 70% sanity.
- **Spell** : Summons multiple "Greater Gestalts" to attack all nearby players.



Shadow Claw

200 Ranged 68

- On attack, cover the target player with black ink that obstructs their vision.
- Cannot be burned.
- Can only take Planar damage.
- Can only be attacked if the attacker has less than 30% sanity.
- **Spell** : Mind controls all nearby players for 4 seconds.

NEW LOOT



FUNCTIONAL LOOT :



Poison Gland

- Can be cooked over fire to make an "Poison Antidote".



LPG

- Can be used as fuel for fire. Fires fueled by this will not burn out naturally but can still be extinguished.



Pakkun Trap

- Can be planted as a trap. When a mob steps on it, the trap triggers, dealing 80 damage and instantly killing small creatures.
- "Pakkun" automatically resets after 10 seconds



Pakkun



Snap Dragon Seed

- Can be planted to grow a "Snap Dragon Flower". Bees that pollinate it will produce honey 6x faster than with normal flowers.

Snap Dragon Flower



Cocoon Tree Seed

- Can be planted to grow a "Cocoon Tree". The tree will grow cocoons, which can be shaved with a "Razor" when fully grown to obtain "Silk".
- Can be gifted to the "Queen of Moon Quay" to receive a special rare blueprint.

Cocoon Tree



Unshaven Cocoon Tree



Golden Stag Antler

- Can be used to open the "Grinch Loot Stash", which drops 4 Gifts. Each Gift contains 2 loot items from Reign of Giants bosses, 1 loot item from Vanilla Game bosses, and either 1 "Gold Nugget" or "Charcoal".

Grinch Loot Stash



(Created by "Nightmarish Antler Whistle")



Colored Jellybeans

- Edible dish. More details in the Warly Expertise Perk section

NEW CRAFTABLE ITEM

Tinker Workshop



- Structure.

- Functions as a Prototyper. When standing close to it, players can craft and prototype its recipes.
- All **Reign of Giants Perk** new craftable items must be prototyped using the "Tinker Workshop" first.
- The Blueprint for the "Tinker Workshop" can be obtained by giving a "Cocoon Tree Seed" to the "Queen of Moon Quay".



Wooden Pig Statue



- Can be gifted to the "Pig King" to receive 1-2 random loot items from **Reign of Giants Perk** bosses and 2 "Gold Nuggets".



Poison Antidote

- A healing item that restores 5 Health and cures **Poison** when used.
- Each craft gives 3 stacks.
- Can also be obtainable by cooking "Poison Gland" over fire, but this method only gives 1.



Med-Kit

- A healing item that restores 20 Health when used.
- Instead of being consumed, it goes on a 1-day cooldown.



Tool Box

- A repair tool similar to the "Sewing Kit" that fully restores item durability.
- Instead of being consumed, it goes on a 3-day cooldown.



Mini Arcade

- A "Trinket".
- Can be traded with the "Pig King" for 25 Gold Nuggets.



Antler Whistle

- An instrument that, when played, spawns a random **Reign of Giants Perk** boss nearby, which will aggro onto the player.
- Reduces durability by 25% on use.



Nightmarish Antler Whistle

- An instrument that, when played, transforms a nearby "Loot Stash" into a "Grinch Loot Stash". If no "Loot Stash" is nearby, it instead summons "Ancient Ink Blight", which will aggro onto the player.
- Reduces durability by 50% on use.



Wind Conch

- An instrument that, when played, transforms a nearby inert "Crab King" into a "Crab Queen". If no inert "Crab King" is nearby, it instead summons "Sealnado", which will aggro onto the player.
- Reduces durability by 50% on use.



Soothe Bell

- An instrument that, when played, changes the Moon Cycle to the full moon phase. If played in the caves, changes the Nightmare Cycle to the calm phase.
- Reduces durability by 1% on use.



Provoke Bell

- An instrument that, when played, changes the Moon Cycle to a new moon. If used in the caves, it shifts the Nightmare Cycle to the nightmare phase.
- Reduces durability by 1% on use.



Foo~

- A fan that, when used, launches a whirlwind that slowly moves toward the nearest "Dungpile" anywhere on the shard (if any). The whirlwind destroys anything in its path and lasts for 45 seconds.
- Reduces durability by 10% on use.

Be careful. The summoned whirlwind can destroy your own structures, and if it hits a mob, the mob will aggro onto you.



Crock Kit

- Upgraded version of "Dock Kit" with the same functionality but can be placed on any body of water, not just "Coastal Ocean".



Reinforced Boat Kit

- Upgraded version of "Boat Kit". Creates a boat with 2000 Health when placed on the Ocean.



Pondstuction Plan

- Upgrades "Pond" into "Magical Pond".
- You need to finish the construction before the "Magical Pond" is built.
- "Magical Pond" contains more fish types, including ocean fish, with fish appearance chances based on the season.
- Occasionally, a flower blooms nearby that boosts the chance of catching rare fish.

Works on any type of "Pond". Drag it to a "Pond" to apply.

"Magical Pond" won't spawn any creatures, making it a good idea to upgrade ponds near your base to prevent annoying critters like mosquitoes and frogs

Hammering down the "Pondstuction" restores the original pond

Digging up the "Magical Pond" restores the original pond

Pondstuction



(Created by "Pondstuction Plan")

Magical Pond (Winter)



Magical Pond (Spring)



Magical Pond (Autumn)



Magical Pond (Summer)



(Created by finishing "Pondstuction")



(Occasionally blooms near "Magical Pond")



("Magical Pond" with flowers)

Enchanted Farm



Structure

- A magical farm that automatically grows crops.
- Produces random crops, which regrow automatically after each harvest.
- You can speed up its growth by applying fertilizer

 To remove it, you must first dig up the crop, then hammer the structure.

Spacious Chest



Structure



25 Slot

- Can use any Chest skins that you own.
- Items inside can stack infinitely.

Spacious Ice Box



Structure



25 Slot

- Can use any Ice Box skins that you own.
- Items inside can stack infinitely.

Expensive leather bag



Body Slot



12 Slot



60%



Infinite

- Provides armor that only blocks damage from behind.

Rottenpack



Body Slot



4 Slot



4

- Items inside spoil 10 times faster
- When equipped, magic items inside slowly regain durability (0.1% per second)

Golden Scalemail



Body Slot



100%



Infinite

- Has a built-in 1-slot container that only stores gold. each time it blocks damage, consumes 1 gold from this container. If there is no gold inside, it won't block any damage.

Majer Hat



Head Slot



30%



Infinite



Cave Fuel

- When equipped, emits light.
- When equipped, consumes fuel. Won't be destroyed when out of fuel but will stop emitting light. Lasts 1 day on full fuel.

"Upgraded Miner Hat" is a direct upgrade to "Miner Hat," featuring a larger light radius, better wet resistance, increased fuel capacity, and built-in armor.

Volcano Hat



Head Slot



Infinite

- When equipped, emit heat

Volcano Hat



Head Slot



Infinite

- When equipped, emit cold

"Arctic Hat" and "Volcano Hat" are useful for maintaining temperature in winter and summer, so you don't need a Thermal Stone anymore.

Deluxe Feather Hat



Head Slot



20%



10 Days

- Attracts birds like the "Feather Hat".
 - When equipped, birds won't fly away when you get near.
- "Deluxe Feather Hat" allows you to place a "Bird Trap" near a bird for easy capture

MystiCat Cap



Head Slot



240



Infinite

- When equipped, summons a healer kitcoon that heals nearby players and their followers for 10 health every 10 seconds when they're in the middle of a combat.

Slipscraft



Head Slot



120



Infinite

- When equipped, you and all your followers gain 10% evasion for each follower you have (Max 80%).
- When equipped, deals 15% less damage.

80% evasion for Webber or Wurt with a full army that also has 80% evasion makes this really strong for boss battles.

Beastmaster's Whip



Hand Slot 51 1000

- When equipped, attacks have a 50% chance to trigger a whipping effect that mini-stuns nearby mobs. If a tameable mob is stunned by this effect, it will automatically become a follower if you have less than 10 followers.
- When equipped, all followers gain a 100% damage multiplier.

The whip has extra range, making it a great weapon for farming Tentacles.

The whipping effect can tame any tameable mob, including Merms. This might be the only way to complete Merm Leader achievements without Wurt's help.

Cursed Bat Bat



Hand Slot 68 Infinite Nightmare Fuel 4

- When equipped, attacking off cooldown will always result in a Critical Hit. When this happens, consuming 2.5% Fuel and puts it on a 30-second cooldown.
- When equipped, attacking restores 1.5 Health.
- Won't be destroyed when out of fuel but will only deal 1 damage and won't restore health.

Your default Critical Hit Damage is 0, so you still need to increase this value to make it useful. But, if you already have high Critical Hit Damage, the guaranteed Critical Hit becomes very powerful.

Golden Fencing Sword



Hand Slot 85 Infinite

- Can be used to rotate Fences
- Has a slower attack speed than normal melee weapons.
- When equipped, attacks have a 50% chance to rotate the target, disorienting them

Shock Dart



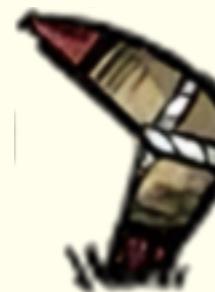
Hand Slot 51 Infinite
RMB Spell Have Charges

- Attacking consumes 1% Charges. At 0 Charges, "Shock Dart" only deal 5 damage.
- Getting struck by lightning restores Charges back to 100%.
- Spell (Right-click on area):
 - Shoots multiple projectiles at the target location.
 - Reduces Charges by 1% for each projectile that hits a target.
 - Cooldown : 15 seconds.

The easiest way to get struck by lightning is to read "The End is Nigh!". Ask your Wickerbottom to read it once the charges are gone.

There is a known issue with aoetargeting.reticule and Wortox's Soul. When Wortox has a Soul in his inventory, he won't be able to Soul Hop or cast aoetargeting.reticule spells. To cast an aoetargeting.reticule spell while affected by this issue, you need to target an entity or the ocean. Examples of aoetargeting.reticule spells: Trusty Slingshot, Elding Spear, Battle Rönd, Codex Umbra, Ethereal Ember, Handy Remote.

Doomerang



Hand Slot 1+ Infinite

- Is a Boomerang. When caught, it doubles its damage (up to 9 times, max 1024 damage). Missing a catch resets its damage to 1.

Each successful catch doubles the doomerang's damage. However, if you miss, you'll take its damage, making it a high-risk, high-reward weapon

Light Blob

Hand Slot 17 Infinite

- Upgraded version of "Lantern" with infinite fuel, but smaller light radius
- When equipped, reduces movement speed by 50%.



Grovel



Hand Slot 10 DIG Inventory Spell

- When equipped, using it to dig won't reduce durability and will dig up all other nearby identical diggable objects.

- Spell (Right click on inventory icon while equipped) :
- Spawns a "Temporary Sinkhole" that can be used to fast travel to a nearby cave entrance.
- Reduces durability by 10%.

The whip has extra range, making it a great weapon for farming Tentacles.

Anch-Oar



Hand Slot 10 ROW

- When equipped, using it to row won't reduce durability and will not move the boat, instead it will instantly stop the boat, shut down all masts, and drop all anchors.

Exort Amulet



Body Slot



3 Days

- When equipped, overheating heals instead of dealing damage.

Quas Amulet



Body Slot



3 Days

- When equipped, freezing heals instead of dealing damage.

Quas Amulet



Body Slot



Have Charges

- When equipped, heals 1 Health per second and consumes 1% Charges.
- Destroyed when Charges reach 0.
- When equipped, restores 1% Charges and reduces Wetness by 1 every second.

Charged Staff



Hand Slot



10



RMB Spell

- Deals electric damage.

Spell (Right-click on area) :

- Summons a friendly "Electric Energy" turret at the targeted area that shoots anything you attack, dealing 10 base electric damage. This damage increases by 0.1 per Damage Attribute Level point. The turret lasts 100 seconds.

- Reduces sanity by 10.

- Reduces durability by 20%.

Splash Staff



Hand Slot



10



RMB Spell

- When equipped, allows the user to walk on water.

Spell (Right-click on area) :

- Blinks to the targeted location. Before and after blinking, water splashes, increasing the moisture of anything nearby by 1.

- Reduces sanity by 1.

- Reduces durability by 10%.

- Cooldown: 40 seconds (can still be cast during cooldown). When cooldown ends, durability is fully restored.

Winter's Staff



Hand Slot 10 RMB Spell

- Spell (Right-click on area) :

- Creates a Winter's Embrace at the targeted location, freezing all players hit for 3 seconds. Players frozen by this effect won't take physical damage and heal 3% of their max health every 0.3 seconds. After thawing, an ice splinter spawns, damaging nearby mobs based on the total healing done.
- Reduces sanity by 15.
- Reduces durability by 15%.

Molten Staff

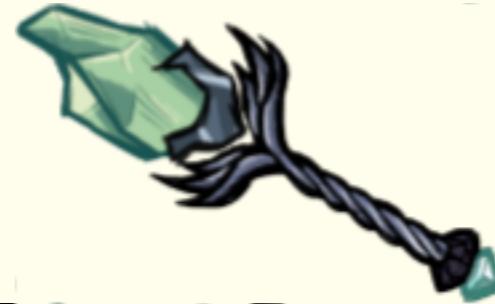


Hand Slot 34+ 34+

- Increases damage by $0.3 \times$ your current Level

- Attacking ignites the target and reduces durability by 0.25%.
- Attacking increases the user's temperature by 3 and reduces sanity by 3.

Luminous Staff

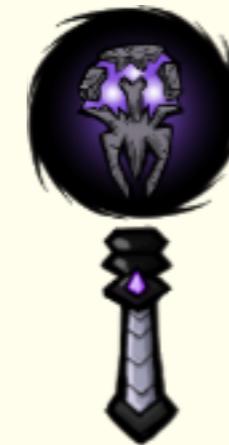


Hand Slot 10 RMB Spell

- Spell (Right-click on area) :

- Fully restores freshness of all food and durability of all items in nearby players' inventories (except "Luminous Staff").
- Reduces sanity by 10.
- Reduces durability by 25%.

Underlord Staff



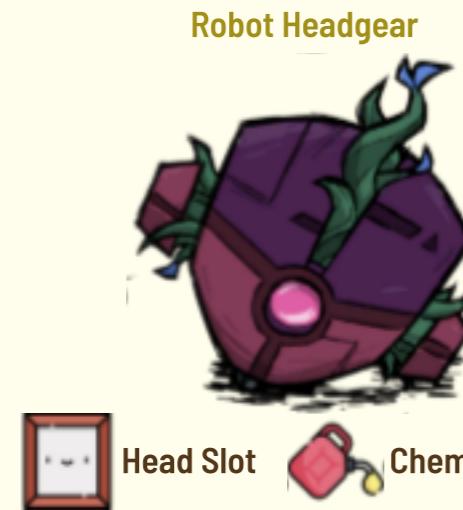
Hand Slot 10 RMB Map Spell 4

- Spell (Right-click on area then right-click on target map) :

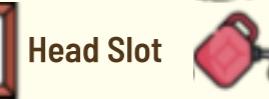
- Creates two temporary portals linked to each other, one nearby and one at the targeted map location. Players can jump into a portal to teleport to the other end. Jumping into a portal reduces sanity by 20.
- Reduces sanity by 50.
- Reduces durability by 20%.

CHARACTER SPECIFIC ITEMS

Prismatic Outpost



Head Slot



Chemical Fuel

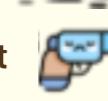
- When equipped, if fuel is available, right-clicking the inventory icon will activate a protective barrier that blocks 100% of damage from attacks. Fuel is consumed while active.
- Not destroyed when out of fuel and can be refueled with "Chemical" Fuel type.

The best way to use it is to quickly turn it on just before an attack and turn it off immediately after to save fuel.

Robot Arm



Hand Slot



AoE 17



666

- Attacks with a short-range laser that deals damage to anything it passes through.

The AoE laser deals damage to anything in its path, so larger mobs might get hit multiple times.



(Empty "Prismatic Outpost")



Structure



("Prismatic Outpost" with stack buff)

- When offered a "Moon Rock Idol", sends the player back to the character selection screen, just like the "Celestial Portal".

- When offered "Iridescent Gem", If the player has the **Moonlens Eater Perk**, removes all **Moonlens Eater** stack buffs and saves them to the "**Prismatic Outpost**". If **Moonlens Eater** stack buffs are already stored, grants them to the player instead.

"**Prismatic Outpost**" is mainly used for players who want to switch characters without losing their **Moonlens Eater** stack buffs or transfer them to another player.

Examining it will show how many **Moonlens** stack buffs are saved, if any.

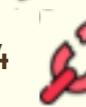
Tinker-Bell



Hand Slot



34



666

- When in inventory, If the user takes more than 10 damage from an attack, spawns a small tornado that latches onto the attacker, dealing periodic damage and destroying anything it hits. The tornado disappears after 1 second.
- When equipped, If the user dodges an attack, spawns a small tornado that latches onto the attacker, dealing periodic damage and destroying anything it hits. The tornado disappears after 1 second.
- When lifted as a dumbbell: Increases Sanity by 10 but decreases Mightiness by 10.
- When tossed, summons up to 5 tornadoes at the landing location. The tornadoes rage for 30 seconds, dealing periodic damage and destroying anything they hit.

Carrying multiple "Windumbell" in your inventory will stack the effect, causing more tornadoes to spawn when hit.

Silken Bola



Hand Slot



Infinite

- Can be tossed to catch all small spiders in the targeted location. If there are no spiders present, or if the "Silken Bola" is full, it releases all stored spiders.
- Can store up to 16 spiders.

Ghoststaff



Hand Slot



51



Infinite



RMB Spell

- When equipped, your Abigail inherits your Damage, Speed, and Defence Attribute Levels.

- When off cooldown, haunting "Ghoststaff" will revive you. This puts it on a 4-minute cooldown.

- Spell (Right-click on area):

- Revives all player ghosts in the targeted area. If no player ghosts are nearby, summons a "Pipspook" instead.
 - Cooldown : 2 minutes.



Electric heater



("Electric heater" cooldown)



("Electric heater" ready)



Structure

- Can be turned on and off when not on cooldown.
- When active, emits heat.
- When active, spawns one "Ethereal Ember" every 10 seconds, as long as there are no more than 10 embers nearby.
- When active, you can give any edible perishable items to fully restore their freshness. Each stack of items causes a 5-second cooldown, or 50 seconds if the item isn't stackable.

Warf Emitter



("Warf Emitter" cooldown) ("Warf Emitter" ready) ("Warf Emitter" active)



Structure



500

- When not on cooldown, can be activated by giving some monster drops as bait to start a tower defense mini-game. A random set of enemies will spawn and try to attack it. The game ends after 60 seconds (win), or when the structure is destroyed (lose). If activated by Wigfrid and there is at least 1 other player nearby, the game duration is doubled, enemies become harder, and winning will grant the MVP of the game some Stars. When the game ends, it goes on a 20-day cooldown.
- Can be built on land or on a boat. Each has different possible bait you can use.
- The maximum damage taken per hit is 50.

Difficulty scales based on the number of participating players and their current Level.

You can build Walls or Odd Skeletons to block enemies from attacking.

Placing a boat in a small river causes all enemies to spawn in that water area, making it easier to anticipate where they'll come from.

Bait list :



Bait : Golden Scale

Enemies : Koalefant, Ewecus, Pangolden

Stars : 2



Bait : Grub Skull

Enemies : Slurtle, Snrtle, Rock Lobster, Giant Grub

Stars : 3

Bait : Palm Log

Enemies : Treeguard, Palm Treeguard, Elder Mandrake

Stars : 3



Bait : Cocoon Tree Seed

Enemies : Nurse Spider, Spider Warrior, Venomous Spider, Spiderilla

Stars : 4



Bait : Huge Hound's Tooth

Enemies : Blue Hound, Red Hound, Varglet, Varg, Wargfant

Stars : 5



Bait : Gears

Enemies : Clockwork Knight, Bishop, Rook

Stars : 1



Bait : Pig Skin

Enemies : Pig Man, Were Pig, Guard Pig

Stars : 0



Bait : Crocodog Skin (built on a boat)

Enemies : Crocodog, Blue Crocodog, Yellow Crocodog

Stars : 2



Bait : LPG (built on a boat)

Enemies : Rockjaw, Gnarwail, Floaty Boaty Bishop

Stars : 5



Bait : Hippopotamoose Skin (built on a boat)

Enemies : Grass Gator, Marotter, Hippopotamoose

Stars : 4



Bait : Mosquito Sack (built on a boat)

Enemies : Mosquito, Grumble Bee, Big Black Fly, Venomous Mosquito

Stars : 1

Balloonado



- An upgraded version of "Pile o' Balloons" used to craft improved and enhanced balloons.

Craftable New Balloon :

- When popped, has a 50:50 chance to trigger a Lucky or Unlucky Roll.



Ice Pop Balloon

- Lucky : Freezes all nearby freezable mobs.
- Unlucky : Freezes all players for an extended duration.



Green Goop Balloon

- Lucky : All players gain 25 Health, Sanity, and Hunger, and all items in their inventory are fully refreshed.
- Unlucky : Spawns Spore Clouds near all players and traps them in mucus.



Magical Leaf Balloon

- Lucky : Chops all trees and digs all stumps in a large area.
- Unlucky : Turns all nearby trees into "Treeguards" that target you.

Drilling Balloon

- Lucky : Mines all rocks in a large area.
- Unlucky : Sends down a meteor shower targeting all players.

Egg Yolk Balloon

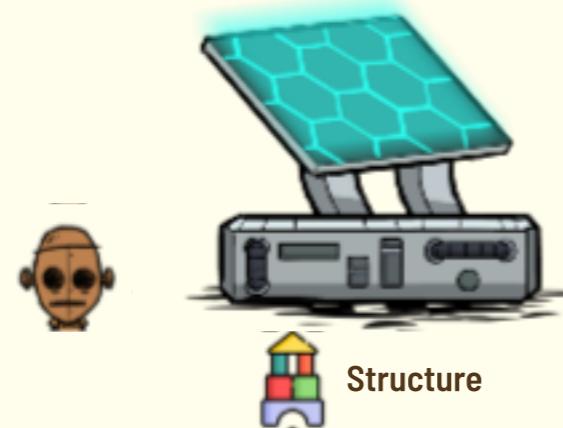
- Lucky : Instantly hatches all eggs in a small area.
- Unlucky : Spawns a group of angry Tallbirds near all players.
 The egg must already be in the process of hatching. Make sure to drop it in the right environment for a few seconds first.
 Useful for skipping egg hatching time, whether for Achievements or getting a "Chilled Lavae" quickly.

Axe/Axe



- Using it to chop will also chop all other nearby identical chopable objects.
- When in inventory, "Weregoose" gains Berserker Call ability : every 12 seconds, taunts nearby mobs, forcing them to target you.
- When in inventory, "Werebeaver" gains Pick Up ability : automatically picks up nearby pickable items.
- When in inventory, "Weremoose" gains Culling Blade ability : attacking bosses with less than 0.5% current health will instantly kill them. When this happens, increase Defence Attribute Level by 1.

Solar Panel



Structure

- Automatically turns on and absorbs sunlight to gain energy during daytime, except in Winter. Gains 1 energy every 5 seconds, or 3 energy every 5 seconds during Summer.
- When it has energy, you can give it an item with **Charges** to recharge it. If the item isn't at full **Charges**, the Solar Panel will transfer all its energy into the item, converting energy percentage into **Charge** percentage.
- When it has more than 10% energy, you can give it "Gears" to create "**Charged Gears**", or "Moon Glass" to create "**Infused Moon Shards**". This consumes 10% energy per stack.

Item that have Charges : "Gladiator Galea", "Frying Pan", "Thunderswolt", "Meteor Staff", "Photosynthestaff", "Mystic Water", "Shock Dart", "Sparktacles 200"

Examining it will show how much energy stored.

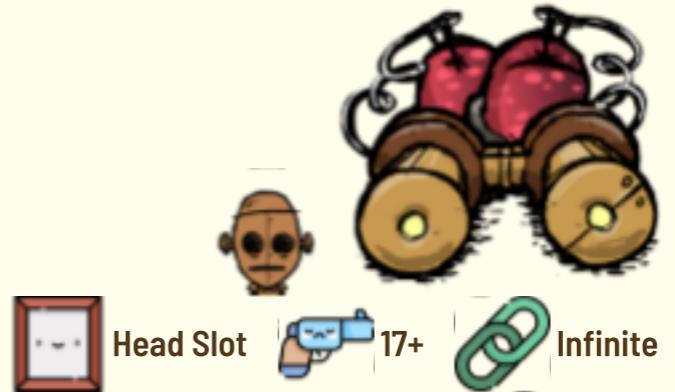
Charged Gears

- Has the same food stats as "Gears".
- When eaten by WX-78, increases his circuit charges by 6.
- Emits a dim light.
- Can be used to repair structures like "Gears", but with 10 times the repair value.
- Spoils in 15 days and reverts back to "Gears" when spoiled.



The dim light it emits can come in clutch during emergencies.

Sparktacles 200



Head Slot



17+



Infinite



Have Charges

- Start with **0 Charges**.

- Increases damage based on active circuits: each "Electrification Circuit" gives +10 damage, each "Thermal Circuit" gives +7, and each "Illumination Circuit" gives +5. Additionally, gain +3 damage for each of WX-78's current circuit charges.
- Reduces **Charges** by 2.5% each attack. When at **0 Charges**, each attack will consume 1 of WX-78's circuit charges instead.
- Upon equipping, reduces WX-78's circuit charges by 3.
- When equipped, drop "Sparktacles 200" when attacked.

Reading Glasses



Head Slot



30

- When equipped, allows the user to read magic books. If they can already read, increases reading speed by 2x. Reduces durability each time a book is read.

Merit Badges

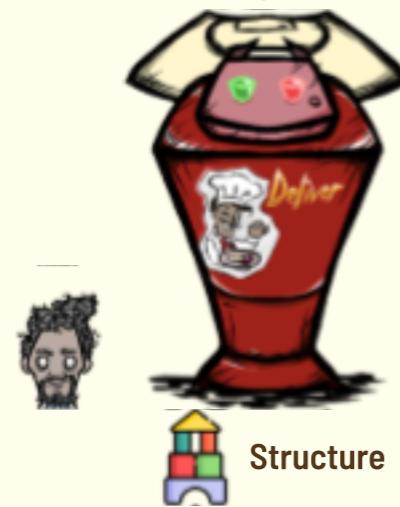


- When inside a moving container, give buffs to all nearby players, granting them a 25% damage multiplier.



"Woby", "Chester", and "Hutch" are examples of moving container.

Delivery Phone



Structure

- The Delivery Phone rings randomly every 3-5 days. When picked up while ringing, it starts a mini-game where a random customer appears and requests specific dishes. Players can deliver the requested dishes to complete the mini-game and earn random loot and XP. Harder dishes give better rewards, and faster deliveries grant more loot and XP. If the delivery is quick enough, players may also earn some bonus Stars. (if Warly delivers it, he always gets the bonus Stars).

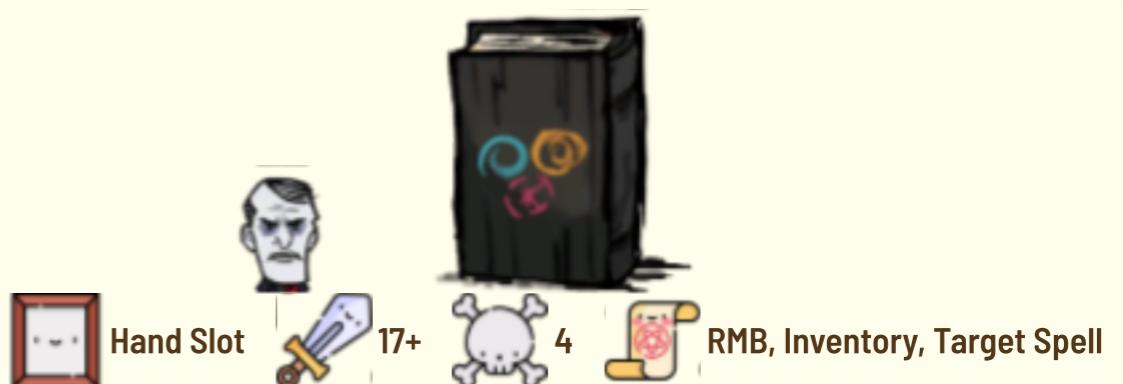
Customers



- Spawned by "Delivery Phone".
- Gives XP and Loot when given the wanted dish.

Examining it will show what dish they wanted.

Ka'el Sacred Scriptures



Hand Slot



17+



4



RMB, Inventory, Target Spell

- Can only be equipped by characters who can read books
- Attacking with "Ka'el Sacred Scriptures" won't reduce its durability.
- When equipped, pressing specific keys on the keyboard summons a spell circle that orbits the user. "Q" summons a blue circle, "W" summons a pink circle, and "E" summons an orange circle. A maximum of 3 circles can orbit at once; if 3 circles are already present, the oldest one will be replaced. Each circle provides bonus stats and affects the spells cast when reading the book.
- When equipped, right-clicking yourself, a target, an area, or the inventory icon may cast a spell if done correctly. Casting a spell won't reduce durability, but casting the same spell twice will reduce durability by 20%. Failing to cast a spell will reduce durability by 10%.
- When equipped, "Shadow Workers" summoned will gain Maxwell's Jackhammer and Chainsaw Perks.
- When equipped, "Shadow Duelist" summoned will gain Maxwell's Damage, Speed and Health Attribute Level points.



"Ka'el Sacred Scriptures" is an advanced and tricky item to use, but once you get used to it, it can be overpowered.

"Ka'el Sacred Scriptures" Spell Circles :



Blue Spell Circle (Q)

- Summoned when pressing Q on the keyboard while "Ka'el Sacred Scriptures" is equipped.
- Gain health regeneration: 1 will give you 0.2 Health per second, 2 will give you 0.8 Health per second, and 3 will give you 1.8 Health per second.

"Ka'el Sacred Scriptures" durability is only reduced when you fail to cast or repeat the same spell, so the passive healing is completely free.



Pink Spell Circle (W)

- Summoned when pressing W on the keyboard while "Ka'el Sacred Scriptures" is equipped.
- Gain movement speed boost: 1 will increase speed by 4%, 2 will increase speed by 16%, and 3 will increase speed by 36%.



Orange Spell Circle (E)

- Summoned when pressing E on the keyboard while "Ka'el Sacred Scriptures" is equipped.
- Increases "Ka'el Sacred Scriptures" damage: 1 will give you 6 extra damage, 2 will give you 24 extra damage, and 3 will give you 54 extra damage.

 Attacking with "Ka'el Sacred Scriptures" won't reduce its durability, making it a 71-damage infinite durability weapon.

"Ka'el Sacred Scriptures" spells (based on active Spell Circles colors):



Cold Snap (Blue Blue Blue)

- Right click a freezable target: instantly freezes the target for an extended duration. (Right clicking the inventory icon targets yourself).



Ghost Walk (Blue Blue Pink)

- Right click anywhere: become invisible and untargetable. While invisible, gain 50% speed boost. Invisibility ends when attacking or unequipping the book.

 The 50% speed boost isn't just for escaping. it's also great for exploring the map



Tornado (Blue Pink Pink)

- Right click on area: unleashes a fast-moving tornado toward the targeted area that picks up and drags any mobs or players in its path. (Players with "Ka'el Sacred Scripture" equipped won't be affected)



E.M.P. (Pink Pink Pink)

- Right click on area: detonates a purple explosion that panics mobs caught in it. For each mob affected, restore 5 sanity. (Right clicking the inventory icon summons it on yourself).

 Casting it on a herd of Beefalo is an free, easy, and safe way to restore sanity quickly.



Alacrity (Pink Pink Orange)

- Right click a buffable target: gives a buff that grants 20 Planar damage for 2 minutes. (Right clicking the inventory icon targets yourself).

 Abigail is a great target since her attacks hit multiple enemies.



Chaos Meteor (Pink Orange Orange)

- Right click on area: summons a meteor at the targeted location. (Right clicking the inventory icon summons it on yourself).

 This is the only spell that can harm you, even when "Ka'el Sacred Scriptures" is equipped.



Sun Strike (Orange Orange Orange)

- summons a light ray that explodes after 2 seconds, dealing 150 damage. (Right clicking the inventory icon summons it on yourself).



Forge Spirit (Orange Orange Blue)

- Right click on area: summons a fire spirit that attacks nearby mobs and despawns after 49 seconds (Right clicking the inventory icon summons it near yourself)



Ice Wall (Orange Blue Blue)

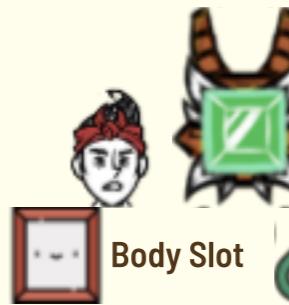
- Right click on area: summons an ice wall that slows anything nearby. The closer they are, the more they're slowed. (Players with "Ka'el Sacred Scripture" equipped won't be affected) (Right clicking the inventory icon summons it near yourself)



Deafening Blast (Orange Blue Pink)

- Right click anywhere : unleashes a disarming blast that electrocutes anything and prevents them from attacking for 7 seconds. (Players with "Ka'el Sacred Scripture" equipped won't be affected)

Production Amulet



Body Slot



Infinite

- When equipped, you can craft any item for free (except recipes with magic items and gems as ingredients). After crafting, the "Production Amulet" will be destroyed. However, if used by Winona, it goes into a 10-day cooldown instead of being destroyed.

Soul Amulet



Body Slot



Infinite

- When equipped, the user won't trigger Soul Overload.
- When equipped, killing bosses will store their spirit inside this amulet. Each stored spirit increases the user's damage by that flat amount.

Flat damage is not reduced by armor, making it useful against armored enemies. However, it won't be boosted by your damage multiplier either.

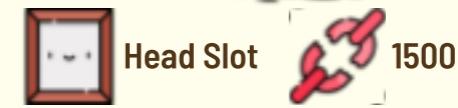
Even though the damage from the Soul Amulet isn't affected by your damage multiplier, it can stack infinitely, making it a solid boost over time.

Healing Ward



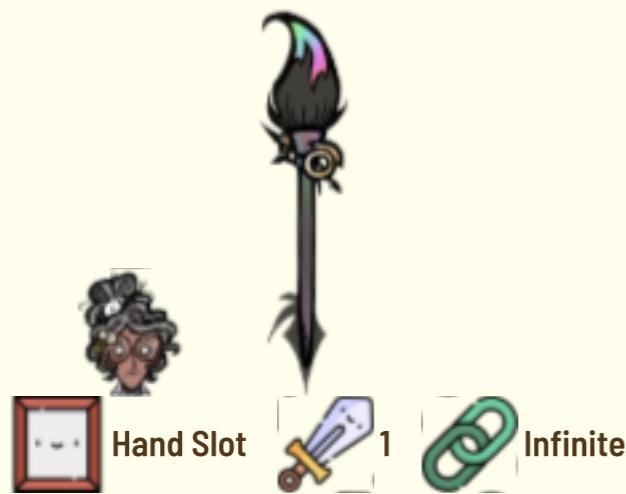
- Heals all nearby players for 1% of their max health per second, but cannot heal Wormwood. For each player healed, Wormwood gains 1 XP.
- Can be right-clicked to make the "Healing Ward" start or stop following you.

Merm Capt Cap



- Can only be equipped by Merm NPCs.
- When equipped, gains a 250% damage multiplier and a 25% movement speed boost.
- When equipped, The user cannot take more than 50 damage at a time.

Timeless Paintbrush



- Has a built-in 1-slot container that only stores "Backtrek Watches" or "Rift Watches". If the slot is occupied, right-clicking the inventory icon will open a wheel of colors to paint the watch. If the slot is empty, it will open a wheel of emoticons to paint cute icons on the ground.