



BASIC GUIDE

This book covers all the basics of this mod, explaining it's main gimmicks and how to use them.

GETTING STARTED

Achievement & Level is a mod designed to enhance gameplay by creating a progression system that brings new and rewarding objectives to the game. ALL of the content this mod provides is OPTIONAL and most of it can be configured in the settings or through additional mods found on the main mod's page.

This mod has two main mechanics: The **Achievement System** and the **Level System**. They affect the game independently, allowing you to utilize either one without the other, although some skills synergize well with the **Level System**.

This guide uses icons to show item or mob information. Check the last page for the icon legend.

Join our [Discord](#) channel for updates, or if you have any questions, or suggestion :

Achievement & Level have several related mods :

MAIN HUD

This is the main hud, located at the top-left corner of your screen.



1 Achievements Button

Opens the **Achievements** window, where you can see a list of all possible achievements you can accomplish.

2 Perk Button

Opens the **Perks** window, where you can claim new perks.

3 Seasonal Task Button

Opens the **Seasonal Task** window, where you can see a list of the seasonal task you can complete this season.

4 Level Button

Opens the **Level** window, where you can find all about the **Level System**. The number shows your current level and the bar your progress towards the next level.

5 XP Bar

Shows your **Experience** progression. You will level up once it filled.

6 Settings Button

Expand into buttons that can be used to increase or decrease the window hud's size

7 Active Skill Button

Expand into small section below **Main HUD**, where you can find active skills that you have claimed.

8 Trinket Slot

An Invenotry slot where you can put trinkets that will grants you useful skills. Must claim **Enchantemento Perks**.

TIPS :



You can move the **Main HUD** horizontally (left and right) by dragging and dropping with the right mouse button.

LEVEL SYSTEM

The **Level System** is a feature that give level progression, similar to levels on RPG games. You gain **Experience** by doing stuff you normally do in the game.



1 Experience Progression Bar

- Each time you gain **Experience Points (XP)** this bar will fills up.
- You can change how much **XP** you get from doing certain tasks in the mod's configuration.

2 Current Level

- You level up each time you fill up your **Experience Bar** (1).
- You can set a level limit in the mod's configurations (unlimited by default).

3 Available Stats Points

- The amount of **Stats Points** you can spend.
- You get 1 **Stats Points** each time you level up.
- The amount of point you get can be changed in the mod's configuration.

4 Overall XP

- The total **XP** you've ever gained.
- When you switch characters, you'll automatically receive the same amount of **XP**, meaning you'll return to the exact same level

5 Stats Details

- You can see your **Stats** here. The stats shown are final, meaning they already account for any external modifications (such as damage from buffs, speed boosts from turfs, or defenses from armor)

6 Spent Stats Point Buttons

- If you have available **Stats Points** (3), these buttons will appear.
- Pressing them will spent the points and raise the respective **Stat**.
- The amount of **Stats** gained can be adjusted in the mod's configuration.
- To speed up the claiming process, there are also **x10** and **MAX** button. The **x1** claims 1 time, the **x10** claims 10 times, and **MAX** button spends all your remaining points to claims it.

7 Attribute Detail

- Shows the **Costs** to claim a stats and how many times it's been claimed.
- It cost 1 **Point** initially, but becomes more expensive the more times you claim that stat.

8 Reset Button

- When pressed, it will reset all the **Stats Points** you've spent and refund a portion of them (85%). You'll also get a max health penalty. Both the penalty and the amount of points refunded can be adjusted in the mod's configuration.
- It will not reset your **Level** or **Experience Points**

TIPS :



Each time you level up, your **XP** gets reset. Your next goal to level up will also increase, meaning that the higher your **Level**, the harder it is to level up.



Currently you can get **XP** by working (chopping or mining), killing mobs, planting crops, cooking (using crockpot), eating, fishing, and crafting.



Some characters will get more **XP** than others when doing tasks that they're specially good at. This includes: Woodie and Maxwell by working, Wigfrid by killing mobs, Wormwood by planting crops, Warly by cooking and eating, Wurt by fishing and Winona by crafting. This bonus is significant, so make good use of it.



Wes gets 25% more **XP** by doing anything to compensate for his uselessness.



When killing mobs, solo kills grant more **XP**, as the **XP** would otherwise be divided equally among nearby players, even if they didn't deal any damage. This is called **Assist XP**, and the assist range can be configured in the mod's settings.



Killing harder mobs and eating better food will give more **XP**. This will also apply to crafting structures giving more **XP** than crafting items, fishing ocean fish giving more than pond fish and planting specific seeds gives more than regular seeds.



Also worth noticing that kills or work done by your followers WON'T grant you any **XP** (to avoid cheese), so you have to deal the killing blow to progress (with the exception of **Merm Wardens**, "BERNIE", "Maxwell Shadow Minions", **Fluffy** and "Abigail").



Note that the **Stats** shown in the **Stats Details** section are your total stats. This includes bonus from armor, buffs or even the turf you're standing on.



By default, resetting **Stats Points** doesn't refund 100% of your points. However, if you change characters using the "Moon Rock Idol," you'll get all your points back while retaining your **Stats Points**. This is great because in the first few years, some stats are more useful, but in the late game, focusing on damage is much better. This way, you can pick a resource farming or working character, like Woodie or Maxwell, then change to a more combat focused character, like Wigfrid or Willow later on without losing any progress.

ACHIEVEMENT SYSTEM

The Achievement System includes various in-game accomplishments that grant you Stars once achieved. Stars can be used to redeem Perks.



1

Stars

- Your current amount of Stars.

2

Achievement List

- Each achievement displayed in a sections.
- In each section, you'll see the achievement title, description, and the number of Stars it is worth.
- Completed Achievements will light up in yellow.

3

Achievement Category Tabs

- The Achievements list is grouped into categories, which you can navigate through by clicking the category buttons.

4

Achievement Action Buttons

- In addition to the title, description, and stars, each achievement section also includes one or more action buttons:



Pin Buttons

- Pin the achievement progress to the bottom left of the screen.



Info Buttons

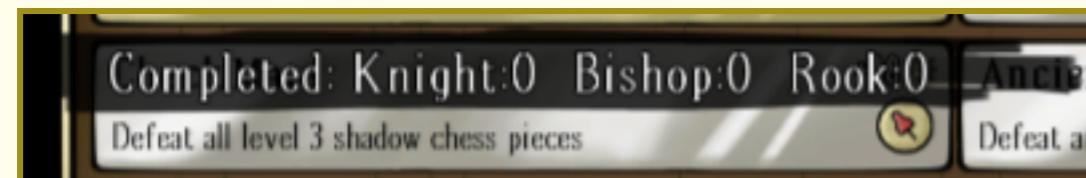
- Show an new section on the right side of the window with additional information.
- This button is only shown for achievements with a list of action items.



Guide Buttons

- Display a popup window with a guide and tips for that specific achievement.
- This button only appears if the guide client mods are activated.

TIPS :



Hovering your cursor over the Achievement section will show the progress towards it's completion.



Pinned Achievements will appear at the bottom left of the screen. You can remove them by clicking the X button or by clicking the pin button on the achievement again.



After completing an Achievement, an animation and sound alert will be triggered along with a chat notification. This announcement can be disable in the mod's configuration.



Some Achievements have action item, in which the info section will show up on the right side of the window when the Info Button clicked



Most Achievements are designed to take many days to be completed (not for speed-running) so feel free to take your time, especially because a lot of them will naturally be attained.



Some Achievements can only be completed by certain survivors, so switching characters is recommended to earn as many Stars as possible. However, if you feel an Achievement isn't for you (such as if you don't play a particular character or you play solo and can't complete coop Achievements), don't worry! You can disable them using separate mods available on the mod's Steam page (Note: disabling an Achievement with these mods won't grant you the Stars).

PERK SYSTEM

The Perk System adds dozens of skills that can be unlocked by spending Stars. These skills range from simple buffs to introducing entirely new content to the game, such as new items, bosses, structures, and more.



1 Stars

- Your current amount of Stars.

2 Perk List

- Each Perk displayed in a sections button.
- In each section, you'll see the Perk title, description and the amount of stars it costs.
- To claim a Perk, just left click it.
- Perks that have been claimed will light up in yellow.

3 Perk Type Tabs

- The Perk list is grouped by type, which you can navigate through by clicking the type buttons.

4 Reset Button

- When pressed, it will reset all the Perks you've claimed and refund a portion of stars (85%). You'll also get a max health penalty. Both the penalty and the amount of points refunded can be adjusted in the mod's configuration.

5 Perk Attribute Counts

- In the Attribute Perk section, there will be a number indicating how many of that Attribute Perks have been claimed.

6 Global Category Indicator

- In some Global Perk section, there will be an ON/OFF indicator showing whether the perk is active or not
- You can toggle it on or off by left-clicking the button.

TIPS :

There are currently 6 types of perks:



Attributes

- Can be claimed multiple times, making you stronger each time. However, they become more expensive with each subsequent claim



Abilities

- Can only be claimed once and have powerful, unique effects.



Expertise

- Can only be claimed once by specific characters.



Produce

- Can only be claimed once and grant new "crafting" capabilities



Instant

- Unlike other Perks, these only provide one-time effects when claimed
- Can be claimed multiple times.



Global

- Have a significant impact on the world, affecting the entire shard
- Can only be claimed once, are permanent, and cannot be reset. Even resetting the world will not unclaim them (you need to create a new world save to reset them).



Stars spent on Global and Instant Perks are not refunded when they are reset (either by clicking the Reset Button or by switching characters).



Perks are entirely optional, meaning that if you choose not to claim them, they will not affect your game. If you're hosting a public server and want to prevent certain perks from being claimed in your world, you can disable them using separate mods available on the mod's Steam page.

SEASONAL TASK SYSTEM

The Seasonal Task System is similar to the Achievement System, designed to give players new objectives. However, unlike the Achievement System, completing tasks does not provide immediate rewards. Instead, you need to complete several tasks and work towards milestones. Once a milestone is reached, you can claim the corresponding prize.

Each season, 6 random tasks will be available for players to complete. Every time a task is completed, progress is made toward the milestones. However, tasks, milestones, and the prizes will reset each season changes, providing a fresh set of tasks.

There are 4 milestones in total, each requiring you to complete a specific number of tasks in order to unlock the associated rewards.

- 1st Milestone: Complete 1 task (Prize: Recover 50 Health, Sanity, and Hunger)
- 2nd Milestone: Complete 2 tasks (Prize: 1-Time Character-Related prize)
- 3rd Milestone: Complete 3 tasks (Prize: 1 Star)
- 4th Milestone: Complete 4 tasks (Prize: A Character-Related buff that lasts for the entire season)



1 Stars
- Your current amount of Stars.

2 Task List
- Each Task is displayed in a section. You can see the description on the left, and the progress on the right.

3 Milestone Progress Bar
- The bar fills up each time a task is completed.
- There are 4 milestones, each marked by a pin with a treasure chest button on top.
- You can claim the prize for that milestone by clicking the treasure chest button.

4 Claim All Button
- You can also claim all prizes at once using this button.

TIPS :

Each character have different prizes for the 2nd and 4th milestone



2nd Milestone :

- Receive 1 random gem.

4th Milestone :

- Gain damage block based on the age of your beard.
- 0.1 flat damage block per day of beard growth (max 100 damage block).
- The minimum damage taken (if any) after applying the block will still be 1



2nd Milestone :

- Receive 5 Ethereal Embers.

4th Milestone :

- Gain a 25% damage boost for 4 seconds each time you cast a spell using Ethereal Embers.



2nd Milestone :

- Fully recover Health.

4th Milestone :

- Gain XP equal to 50% of the damage you take.



2nd Milestone :

- Fully upgrade Abigail.

4th Milestone :

- Gain a 100% damage boost for a full day each time Abigail dies.
- The damage boost gone if Abigail is resummoned



2nd Milestone :

- Receive 6 unit of Charge.

4th Milestone :

- Dealing a killing blow to bosses will drop 1 gear.

**2nd Milestone :**

- Fully recover Sanity.

4th Milestone :

- Gain 5 XP each time you read a book.
- Have 50% chance to not consume a book when reading it.

**2nd Milestone :**

- Receive 1 Kitschy Idol.

4th Milestone :

- Gain 50% damage boost for 45 seconds each time you finished work (chopping tree, mining boulders, digging stump, etc)

**2nd Milestone :**

- Not yet implemented.

4th Milestone :

- Not yet implemented

**2nd Milestone :**

- Not yet implemented.

4th Milestone :

- Not yet implemented

**2nd Milestone :**

- Fully recover all equipped armor.

4th Milestone :

- Gain 5% damage boost for 15 seconds each time you killed mobs. This buff stacks and will extends its duration when killing another mob.

**2nd Milestone :**

- Not yet implemented.

4th Milestone :

- Not yet implemented

**2nd Milestone :**

- Deconstruct the first item in the inventory (that can be deconstructed).

4th Milestone :

- Nearby structure cannot be destroyed.

**2nd Milestone :**

- Fully recover Hunger.

4th Milestone :

- Each time a player eats food, share its stat gain and its eat effects to nearby players.

**2nd Milestone :**

- Not yet implemented.

4th Milestone :

- Not yet implemented

**2nd Milestone :**

- Spawn a random amount (1-5) of crops nearby.

4th Milestone :

- When attacked, if there is a nearby tree nearby, redirect the attack to the tree instead.

**2nd Milestone :**

- Receive 1 random ocean fish.

4th Milestone :

- All nearby friendly NPC merm gain dodge chance based on wurt wetness. (max 70%)

**2nd Milestone :**

- Receive 2 random meat jerky.

4th Milestone :

- Slingshot have 80% not consuming ammo

**2nd Milestone :**

- Not yet implemented.

4th Milestone :

- Not yet implemented



Mod character will get 100XP for 2nd Milestone, and 250 XP for 4rd Milestone

ICON LEGENDS :

**Max Health :**

Mob's maximum health. Mobs without this icon cannot be attacked.

**Attack Damage :**

Mob's base attack damage. Additional info (like AoE, Ranged, Planar, etc.) will be listed if applicable. Mobs without this icon cannot attack.

**Movement Speed :**

If shown as a range (e.g. 3-7), the first number is walk speed and the second is run speed. Mobs without this icon cannot move.

**Flying Speed :**

If shown as a range (e.g. 3-7), the first number is normal speed and the second is run speed. Mobs with this icon are flying.

**Swimming Speed :**

If shown as a range (e.g. 3-7), the first number is normal speed and the second is run speed. Mobs without this icon cannot swim.

**Inventory Slot :**

Can be equipped. Will state the inventory slot it uses. Note that some mods may modify item's equip slots (most commonly backpack and amulet slots).

**Melee Damage :**

Melee weapon when equipped. Will state the damage dealt when used as a weapon.

**Range Damage :**

Ranged weapon when equipped. Will state the damage dealt when used as a weapon.

**Armor :**

Provides armor when equipped. Will state the armor block percentage.

**Armor Durability :**

Armor health. Reduced each time armor take damage and breaks at 0 durability.

**Uses Durability :**

Items durability. Reduced each use and breaks at 0 durability.

**Time Durability :**

Items time durability. Reduced over time and breaks when the time runs out.

**Infinite Durability :**

Does not break or get removed.

**Fuelable :**

Can be fueled. Will state the fuel type.

**Tools :**

Provides work actions when equipped. Will state the actions provided (e.g. DIG, CHOP, MINE).

**Shadow Level :**

Provides shadow equipment level. Will state the shadow level.

**Summer Insulation :**

Provides heat insulation when equipped. Will state the insulation value.

**Winter Insulation :**

Provides cold insulation when equipped. Will state the insulation value.

**Wetness resistance :**

Provides wetness resistance when equipped. Will state the wetness resistance percentages.

**Have Charges :**

Charges is a new mechanic exclusive to this mod. Charges shown in percentage on the inventory icon, similar to item durability. This percentage is not durability, so the item will not be destroyed when it reaches 0% (unless stated otherwise).

**Spell Cast :**

Item have spells that can be cast. The spell casting method will be stated. There are 3 methods of casting spells. RMB Spell (right-click on an area), Target Spell (right click on a target), Inventory Spell (right click on the inventory icon).

**Structure :**

A building. Can be destroyed using a hammer (unless stated otherwise).

**Mobs / Creature :**

A mob. Can move (if it has a movement speed icon), attack (if it has an attack damage icon), and be attacked or killed (if it has a max health icon)

**Container :**

Have a storage. Will state how many slot it has.

**Portable Container :**

Have a storage. Can be picked up and placed in your inventory or other containers. Will state how many slot it has.

**Moving Container :**

Have a storage. Can move. Will state how many slot it has. (Examples: Woby, Chester, Hutch)

**Backpack :**

Backpack. Will state how many slot it has.



ATTRIBUTES

These Perks changes the player's basic attributes. Each Perk can be claimed multiple times, enhancing its effect, but its cost increases with each claim.

- HEALTH+** 1★ (INCREASE AFTER 20X CLAIM)
Increases max health by 3.
- HUNGER+** 1★ (INCREASE AFTER 20X CLAIM)
Increases max hunger by 3.
- SANITY+** 1★ (INCREASE AFTER 20X CLAIM)
Increases max sanity by 3.
- HEALTH REGEN+** 3★ (INCREASE AFTER 10X CLAIM)
Increase health regeneration by 0.1 health per second.
- HUNGER RATE-** 2★ (INCREASE AFTER 10X CLAIM)
Reduces hunger drain rate by 1%. (more resistant to hunger).
- SANITY REGEN+** 3★ (INCREASE AFTER 10X CLAIM)
Increase sanity regeneration by 0.1 per second.
- PLANAR DEFENSE+** 2★ (INCREASE AFTER 4X CLAIM)
Gain 0.25 Planar damage.
- PLANAR DAMAGE+** 3★ (INCREASE AFTER 5X CLAIM)
Gain 0.5 Planar damage block
- CRITICAL CHANCE+** 1★ (INCREASE AFTER 10X CLAIM)
Increase Critical Hit chance by 1%.
- CRITICAL DAMAGE+** 1★ (INCREASE AFTER 10X CLAIM)
Increase Critical Hit damage by 1%.
- LIFESTEAL+** 5★ (INCREASE AFTER 2X CLAIM)
Increase Lifesteal by 0.5%

DIM LIGHT+ 10 ★ (INCREASE AFTER 100X CLAIM)

Increase Character's Glow radius by 0.4 point

SCALE+ 5 ★ (INCREASE AFTER 100X CLAIM)

Increase Character's Size by 1%

XP MULTIPLIER+ 1 ★ (INCREASE AFTER 2X CLAIM)

Increase XP gained by 5%

NANOBOTS+ 25 ★ (INCREASE AFTER 100X CLAIM)

Increases the repair rate of equipped Non-Magical equipment by 0.1% per second

ARCHMAGE+ 20 ★ (INCREASE AFTER 100X CLAIM)

Increases the repair rate of equipped Magical equipment by 0.1% per second

RE-FRESHNESS+ 15 ★ (INCREASE AFTER 100X CLAIM)

Increases the freshness restoration rate of spoilable items in your inventory by 0.1 freshness points per second.

SACK SEEKER+ 3 ★ (INCREASE AFTER 100X CLAIM)

Increases the chance of dropping a Krampus sack when killing Krampus by 5%.

TIPS :



- Critical Hit is when your normal attack have a chance to deals additional damage.
- By default, Critical Hit Chance is 0%. If you do not claim the Critical Chance+ Perks, you will not deal any Critical Hit.
- By default, Critical Hit Damage is 0% of your damage output. If you do not claim the Critical Damage+ Perks, you wont deal any additional damage on Critical Hit.
- Some item or buffs might increase Critical Hit Damage or Critical Hit Chance

- Lifesteal is when you heal your health for a portion of the damage you deal.

- By default, Lifesteal value is 0% of damage dealt.

- Lifesteal is independent from Wigfrid's Battleborn ability.


You can claim the Hunger Rate- Perk until your hunger drain rate reaches 0%, meaning your hunger won't decrease over time. Claiming more (resulting in a negative hunger rate) will regenerate your hunger passively!


Claiming Dim Light+ Perk atleast once grants you immunity to Charlie's attacks, eliminating the need for night lighting altogether.


Magical items are all items that have "staff" or "amulet" at the end of their prefab name. Any modded items that follow this rule will be included.


Items with Charges won't be repaired by Archmage+ or Nanobots Perk, because Charges are not considered durability. Examples of items with Charges : "Gladiator Galea", "Frying Pan", "Thunderswolt", "Meteor Staff", "Photosynthestaff", "Mystic Water", "Shock Dart", "Sparktacles 200".


In the vanilla game, perishable items normally decrease their freshness by 1 point per second. However, certain factors can affect this rate—placing items in an icebox reduces the rate, while wetness increases it.

Since Re.Freshness+ Perk only regenerates 0.1 freshness points per second, you'll need to claim this perk at least 11 times or more to reverse the spoiling process. Alternatively, you can reduce the spoilage rate of items in your inventory using other methods, such as the "Refrigerant Circuit".


You don't need to deal the final blow for Sack Seeker+ Perk to activate. Any player who claims this ability only needs to hit the Krampus once to receive the loot drop boost when it dies. This boost can only be applied once, meaning that multiple players with Sack Seeker+ Perk won't increase the boost further; only the first player's bonus will apply.



ABILITIES

These Perks give the characters new unique skills that can improve their survivability, work efficiency or fighting skills.

IMPERMEABLE 40★

Gain 100% waterproofness

COLD RESIST 50★

Temperature cannot be set below 5 degrees

HEAT RESIST 50★

Temperature cannot be set higher than 5 degrees below the character's overheat temperature.

SWIFT HANDS 30★

Picking up, harvesting and taking item become instant actions.

MINE MASTER 10★

Instantly destroy any mined item when performing mining actions.

CHOP MASTER 15★

Instantly destroy any chopped item when performing chopping actions.

FISH MASTER 5★

When using a fresh water fishing rod, fish will instantly eat the bait.

COOK MASTER 5★

When cooking in the cookpot, food will instantly ready (no cooking time)

PROFESIONAL CHEF 5★

Able to use red kitchenwares

ENCHANTMENT

20 ★

Able to equip trinkets to gain special abilities.



Mini Arcade (MOD ITEM. More info on the Reign of Giants section):
Increases XP gained. Each stack give 25% boost (max 400%).

This is the main trinket for late game.



Dessicated Tentacle:

You no longer trigger Tentacles.

Great for early game! Safely explore the marsh area , harvest reeds, and collect resources during tentacle and merm natural battles.



Fake Kazoo:

Chances of not consuming durability when playing an instrument. Each stack give 6% more (max 66%).

Work for any instrument (even from other mods).



Frazzled Wires:

Increases the chance of getting hit by lightning. Each stack gives 10% more (max 100%).

Track Suspicious Boss Pile with this trinket equipped for a surprise!



Lying Robot:

After half a day, removes 1 stack of this trinket and gives a random amount of gears (min 3, max 8 gears).



Gord's Knot:

Every 2 stacks of this trinket counts as having 1 rope. This substitutes the crafting material while Gord's Knot won't be consumed.

Store this trinket near your crafting area and equip it before crafting to save a lot of grass.



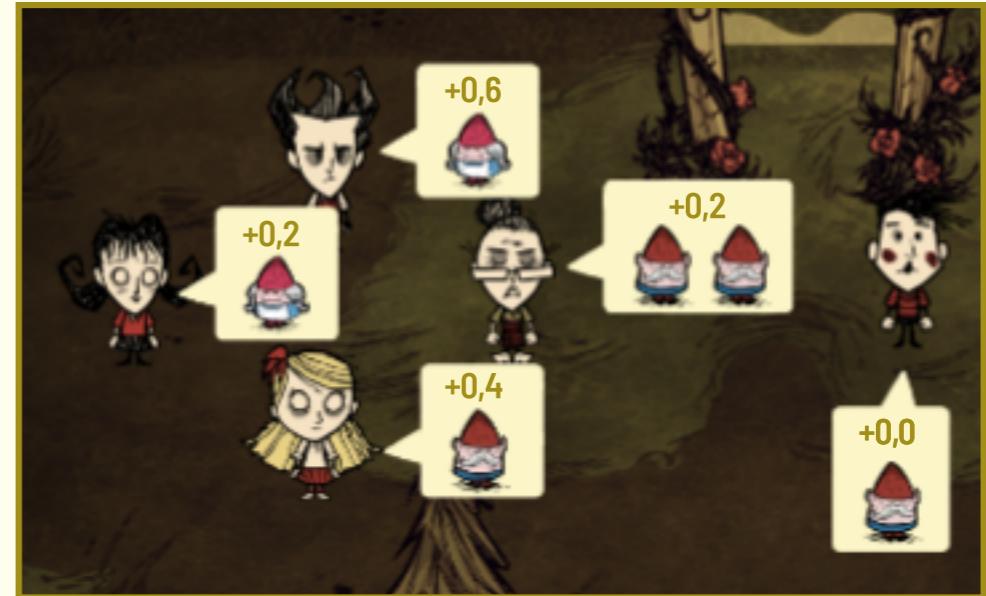
Mismatched Buttons:

Gain a random amount of XP each time you use a Sewing Kit. May gain more XP the more stacks you have (min 1, max 10+ XP up to 1000 XP).



Gnome and Gnomette:

- If you have the "Gnome" or "Gnomette" equipped while fighting near one or more players with the opposite trinket equipped, both players gain sanity and health regen that scales based on the number of trinkets equipped by the other players.
- Each stack gives +0.2 regeneration per second (max 5).
- If you use the "Telelocator Staff" you will be teleported to a random player with the opposite trinket equipped.



You can exploit this by hitting "Chester", gaining health and sanity regeneration for extended periods of time.



Ball and Cup:

When fishing at ponds, doubles the catch.

Recomended for fishing "Crumpled Packages" at the "Lake" in the "Oasis" for rare blueprints/trinkets.



Hardened Rubber Bung:

- Automatically repairs boat leaks 5 seconds after appearing.
- Each stack reduces the delay by 0.5 seconds (min 0.5 secs).
- Will only repair the leak happen while you standing on the boat

Mandatory for fighting "Crabking", "Malbatross", "Pirate Raids", "Sea Weeds" or "Cookie Cutters".



Air Unfreshener:

Makes you immune to negative sanity auras.

If no other combat trinkets are available, the Air Unfreshener can also be useful for boss fight



Back Scratcher:

Increases picking range for picking up items. Each stack gives 1 range point (max 20).

With enough stacks, the "Back Scratcher" can be used to pick up items from a "Cave Hole".



Beaten Beater:

Gain more XP when cooking. Each stack gives an extra 2 XP (max 24).

As Warly, cooking with a full stack of "Beaten Beater" grants 240 XP.

Pair it with the [Cook Master Perk](#) to grind XP faster than killing seasonal bosses!



Bent Spork:

Gain additional hunger when eating foods. Each stack gives an extra 1 hunger (max 15).

The "Bent Spork" is great for early game, as it boosts the effect of any food eaten, even raw berries.



Frayed Yarn:

Befriends nearby "Catcoons". "Catcoon" followers fully healed every 3 seconds. Each stack increases max number of followers by 1.



Wire Hanger:

Gives immunity to plant's brambles.



Second-hand Dentures:

Gain hunger each time you kill a small creature. Each stack gives 0,4 hunger (max 10).

A few stacks of this are great for extended exploration. Without need for perishable food, you can replenish your hunger by killing 4-10 spiders, which are abundant across the map, including in caves.



White Knight:

Gives a speed boost while mounted. Each stack gives 8% more (max 120%).



Walter's best friend!



White Bishop:

Using magic staffs will recover sanity instead of consuming it.



White Rook:

Repairing walls instantly restores them to full phase.



Black Knight:

Give mounts a damage boost while being mounted. Each stack gives 10% more (max 200%).



"Black Knight" doesn't boost the player's damage, but the mount's damage instead, making it useful for cheating boss fights with an ornery "Beefalo".



Black Bishop:

Using magic staffs won't consume their durability, but will instead drain twice the usual amount of sanity. When triggered, the "Black Bishop" has a 25% chance to be consumed.



Black Rook:

Instantly destroys walls when attacking them, while also recovering sanity. Each stack gives 5 more sanity (max 40).



Leaky Teacup:

When you drink a "Soothing Tea", removes 1 stack of "Leaky Teacup" to start a tea party chain. All nearby players can drink a "Soothing Tea" to join the tea party. All players who join gain Stars (they do not require "Leaky Teacup" equipped). Number of Stars gained is equal to the number of players at the party.



Melty Marbles:

Each time you destroy a "Marble Tree" or "Marble Shrub" gain a random amount of "Melty Marbles" (min 1, max 5 "Melty Marbles").

 Since "Melty Marbles" can be traded with the "Pig King" for gold nuggets, farming marble while equipping this is just a real estate.



Potato Cup:

Every 15 seconds lose 15 hunger, then spawns a potato.

 Losing 15 hunger for a single potato is always worth it, since a simple "Roasted Potato" restores 25 hunger (40 for Wolfgang!!) and 20 Health.



Toy Trojan Horse:

Allows the player to open containers while mounted.



Tiny Rocketship:

Randomly boosts movement speed for a short duration.

 Since speed is the most important Stat, the "Tiny Rocketship" is generally a useful trinket.



Shoe Horn:

Makes the player immune to slipping on ice or be slowed by terrain.



Unbalanced Top:

Chances of get a random gem from mining. Each stack gives 4% more (max 100%).



Lucky Cat Jar:

Animals are not scared of you (no longer counted as a prey).

 You're in luck if you find a "Lucky Cat Jar", as it makes hunting "Koalefants", "Mooslings", "Rabbits", "Birds" and "Volt Goats" much easier.

 Looking for infinite morsels? Head to rabbit territory and either kill them with a spear (no need to chase, as they won't run away) or place traps right in their face. You can also drop a single seed to attract birds and kill them before they eat it.



Crocodile Toy:

Grants a chance to instantly kill creatures that are currently swimming. Each stack gives 10% more chances (max 100%).

 Because hounds are amphibious, the "Crocodile Toy" can be a lifesaver during a hound attack.



Empty Elixir:

When using a healing item, nearby players receive 25% of the healing effect. Each stack gives 5% more (max 100%).



Faux Fangs:

Increases damage dealt at night by 30%, but reduces it by the same amount during the day. Each stack raises the effect by 3% (max 99%).



Lone Glove:

Gain a strong grip. cannot be disarmed



Snail Scale:

Increases the weight of caught fishes. Each stack raises the chance of catching a heavier fish, with 40 stacks guaranteeing maximum fish weight.

 Will also count fishes caught using the "Strident Trident".



Goop Canister:

When refueling items, provides additional fuel. Each stack increases fuel power by 50% (max 900%).

 Characters that already provide additional fuel gain no extra effect.



Toy Cobra:

Gain health each time you kill a small creature. Each stack gives 0,2 health (max 5).



Broken Stake:

Grants a chance to instantly kill shadow creatures when attacking them. Each stack gives 4% more chances (max 80%).

**Odd Radio:**

Increases XP gained when playing alone on the server (no other players). Each stack provides an additional 1 XP (max 40).

**Broken Hairdryer:**

Instantly thaws when frozen.

**Binoculars:**

Increases cast range. Each stack give 1 range point (max 20).

**Spider Ring:**

Deals more damage to spiders. Each stack gives a 20% damage multiplier (max 200%).

**Cubic Zirkonia Ball:**

Reflects damage back to the attacker, but increases the damage taken by 100%. Each stack gives 10% more damage reflected (max 330%).

**Broken Terrarium:**

Can't die from fatal damage, but every use removes 1 stack of "Broken Terrarium".

**Monkey Paw:**

Prevents you from attracting "Accursed Trinkets."

RAPID HEALING**25**

Heals using healing items heal twice as much.

HARVESTER**35**

Gain strong grip and will not drop slippery items

Gain double the items from gathering.

LOOT GOBLIN**100**

Gain double the loot from mobs killed. Have to deal the killing blow to get it.

EFFECTIVE WORKER**20**

Gain double the loot from trees and boulders.

CUT CORNERS**90**

Crafting requires only half of the materials.

SUPER PET**40**

The critter following you will gain additional passives. The effect fades away if they're hungry.

**Kittykit:**

Gains 1 XP each time you use a staff.

**Vargling:**

Hounds will no longer targets you.

**Ewelet:**

Makes you immune to planar damage.

**Friendly Peeper:**

Spawns a "Milky Whites" every half day.

**Broodling:**

You deal extra damage when attacking. Bonus damage is equal to 10% of your current **Level**.

**Glomglom:**

When you're going insane fully restores your sanity (2-day cooldown).

**Giblet:**

Gets a 40% speed boost for 4 seconds when attacked, but during this time, also reduces your damage by 40%.

**Mothling:**

You deal double damage to shadow-aligned mobs and take half damage from them.

HUMAN CARTOGRAPHER

15 

Active Skill : When clicked, Deconstruct all papers in the inventory into materials

HUMAN SMELTER

5 

Active Skill : When clicked, Merge all items in inventory that did not have full durability into 1

HUMAN DUMPSTER

5 

Active Skill : When clicked, gradually remove all unattended items on the ground in the world (excluding important items).

10 items will be removed every 0.1 seconds. Item dropped or picked up after skill activated wont be affected.

TIPS :



Claiming **Mine Master** and **Chop Master Perks** early on to gather resources will speed up early stages. It also helps achieve **Woodcutter** and **Miner Achievements**.

Additionally **Chop Master Perk** is really useful against "Toadstool". It destroys "Sporecaps" in a single hit.



Impermeable, **Cold Resist** and **Heat Resist Perks** are most useful in their respective seasons (spring, winter and summer respectively). Since these skills are costly, it's best to reset them when not needed and only claim the relevant skill for the current season.



Since Wurt gains extra **XP** from fishing, claiming **Fish Master Perk** will help her level up faster. Similarly, Warly benefits from **Cook Master Perk**, while Maxwell and Woodie gain advantages from both **Mine Master** and **Chop Master Perks**



Enchancement Perk is a cheap and yet powerful perk. Giving tons of conditional boosts for any condition. Take as early as possible, then hunt some trinkets by digging graves.