

# Burgeon

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## Bloomguard Seed



Rarity: Common

Stack Size: 64

Type: Item

Found in [Mossy Trail](#) Vaults. Can be planted in  [Etched Vases](#) filled with  [Dirt](#). When grown, it can be harvested to obtain  [Bloomguard](#) and can also drop 1-3 Seeds.




## Protobean



Rarity: Common

Stack Size: 64

Type: Item

Obtained from [Mossy Trail](#) loot. Can be planted in  [Etched Vases](#) filled with  [Dirt](#). When grown, it can be harvested to obtain  [Bean Pods](#).

## Sour Kernel






Rarity: Common

Stack Size: 64

Type: Item

## Crafting (Shapeless)



Can be inserted in a  [Pale Oak Log](#) placed in an  [Etched Vase](#). After some time, it will overcome the log, turning it into a  [Gluttonous Log](#).




## Tangleroot



Rarity: Common

Stack Size: 64

Type: Item

Found in [Mossy Trail](#) Vaults. Can be planted in  [Etched Vases](#) filled with  [Moss](#). When grown, it can be harvested to obtain  [Rootsplit Sickles](#).





## Bloom Bud



Rarity: Common

Stack Size: 64

Type: Item

Obtained from  [Murky Crevices](#). Can be planted in  [Etched Vases](#) filled with  [Mud](#). When grown, it can be harvested to obtain  [Blooming Bulbs](#).




## Azure Thistle Seeds



Rarity: Common

Stack Size: 64

Type: Item

Found in [Mossy Trail](#) Vaults. Can be planted in   
[Etched Vases](#) filled with  [Moss](#). When grown, it  
can be harvested to obtain  [Azure Thistles](#).

## Scarlet Fang Root



Rarity: Common

Stack Size: 64

Type: Item

Obtained from [Murky Crevices](#). Can be planted in [Etched Vases](#) filled with [Soul Soil](#). When grown, it can be harvested to obtain [Scarlet Fangs](#).



## Wildstep Seed



Rarity: Common

Stack Size: 64

Type: Item

Obtained from  [Murky Crevices](#). Can be planted in  [Etched Vases](#) filled with  [Moss](#). When grown, it can be harvested to obtain  [Wildstep Pods](#).




## Bursting Bud



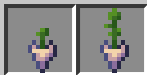
Rarity: Common

Stack Size: 64

Type: Item

Obtained from  [Murky Crevices](#). Can be planted in  [Etched Vases](#) filled with  [Mud](#). When grown, it can be harvested to obtain  [Bursting Blossom](#).

## Pointerpod

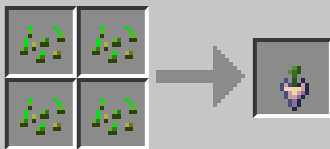





Rarity: Common

Stack Size: 64

Type: Item

## Crafting



Can be planted in  [Etched Vases](#) filled with  [Sand](#). When grown, it can be harvested to obtain  [Twining Tendrils](#).





## Baby Cobbler



Rarity: Common

Stack Size: 64

Type: Item

Obtained from  [Murky Crevices](#). Can be planted in  [Etched Vases](#) filled with  [Soul Soil](#). When grown, it will become a  [Cobbler](#).

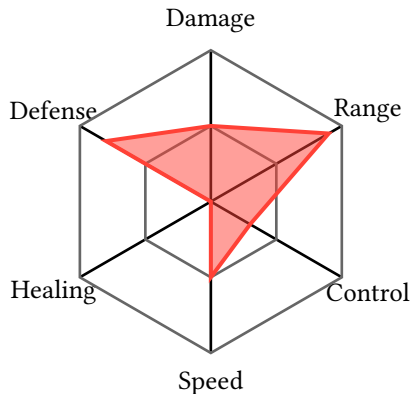
## Bloomguard




Rarity: Common

Stack Size: 64

Type: Tool



Obtained from grown  [Bloomguard Seeds](#). Also drops 1-3 seeds when broken. When in your mainhand, holding and releasing **use** will let you throw the Bloomguard, dealing 5 (♥♥♥) damage. When in offhand, the Bloomguard opens, so that it can be used as a shield. Blocking an attack will break the Bloomguard, removing one from the item stack used.

## Rootsplit Sickle

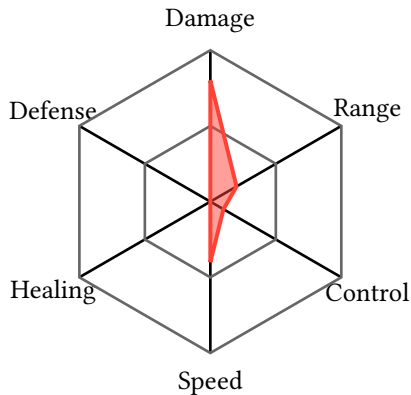


Rarity: Common

Stack Size: 1

Type: Tool

Max Durability: 465



Obtained from grown 🌿 [Tangleroots](#). The Sickle deals 6 (♥♥♥♥) damage, has 2.8 attack speed, and -1 attack range. If you are holding a sickle in both the mainhand and offhand, holding **use** will cause them to fuse into one, becoming a Rootsplit Staff. When fusing the Sickles you gain Speed I for 10 seconds and Hunger II for 20 seconds. The Staff deals 8 (♥♥♥♥) damage, has 0.8 attack speed and +1 attack range. The Staff has 20 durability, and will break into two sickles, dealing 5 (♥♥♥♥) splinter Damage to the wielder. The durability will also be split equally between the two Sickles.

## Blooming Bulb



Rarity: Common

Stack Size: 1

Type: Tool

Obtained from grown 🍷 [Bloom Buds](#). When in your inventory, taking damage will charge a bar in the bulb. After taking damage 13 times, it will heal the player for 6 (❤️❤️❤️) health.


## Azure Thistle



Rarity: Common

Stack Size: 64

Type: Tool

Obtained from grown  [Azure Thistle Seeds](#). Also drops 1-2 seeds when broken. Azure Thistles can be used as arrows. Mobs hit will take an additional 2 (❤) damage every time they are hurt for 20 seconds.



## Scarlet Fang

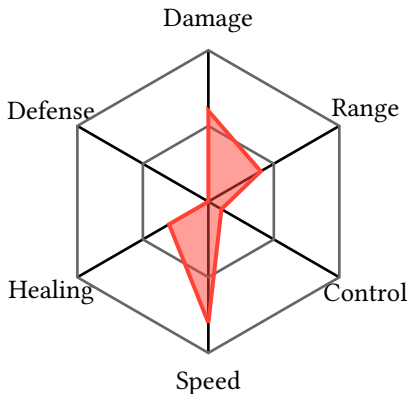




Rarity: Common

Stack Size: 1

Type: Tool

Max Durability: 142



Obtained from grown  [Scarlet Fang Roots](#). Pressing  will drain 4 (♥♥) health from the player and release a homing Crimson Spore that targets the nearest entity. The spores deal 4 (♥♥) damage and decay after 1 second. If a spore hits an entity, the owner will be healed for 4 (♥♥) health.



## Intertwined Goat Horn



Rarity: Common

Stack Size: 1

Type: Tool

Obtained from  [Cobbler](#) crafting. Holding  will launch the player. There is a 25 second cooldown.

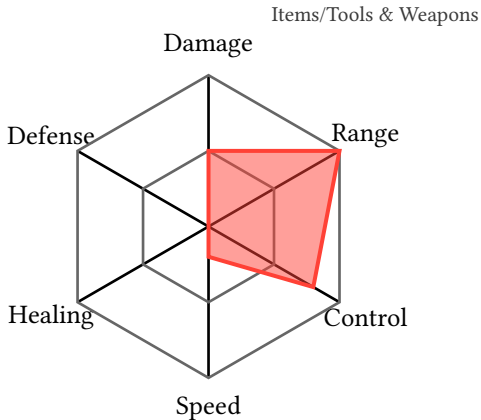
## Intertwined Crossbow



Rarity: Common

Stack Size: 1

Type: Tool



Obtained from [Cobbler](#) crafting. Consumes 10 durability to shoot an arrow that binds mobs near the one that it hits together for 2.5 seconds.

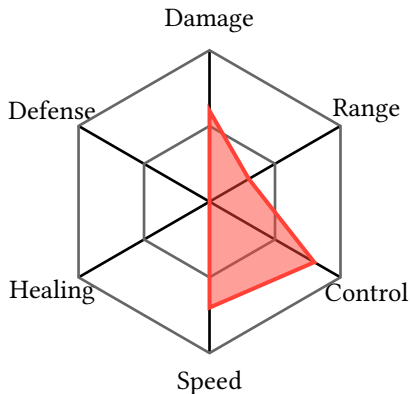
## Intertwined Spear




Rarity: Common

Stack Size: 1

Type: Tool



Obtained from  [Cobbler](#) crafting. When attacking it loses 3 durability to cast a thorny vine that deals 2 (♥) damage to entities that come in contact with it. Can be crafted from any spear.



## Twining Tendril



Rarity: Common

Stack Size: 64

Type: Tool

Obtained from grown  [Pointerpods](#). Used to open  [Vaults](#) located in [Mossy Trails](#).

## Wildstep Pods



Rarity: Common

Stack Size: 1

Type: Armor

Obtained from grown  [Wildstep Seeds](#). When worn, they will convert underneath  [Dirt](#) into  [Grass](#), consuming durability in the process.

## Straw Hat




Rarity: Common

Stack Size: 1

Type: Equipment

## Crafting



Can be dyed. When worn, Seeds planted in  [Etched Vases](#) will grow slightly faster.


## Appalling Shinguards



Rarity: Common

Stack Size: 64

Type: Armor

Obtained from  [Murky Crevices](#). When worn, it increases armor by 1.5 for every mob that is currently targeting the wearer. Caps at 8 armor.





## Bean Pod



Rarity: Common

Stack Size: 64

Type: Item

Obtained from grown  [Protobeans](#). Can be opened to obtain 3-5  [Beans](#).



## Bean



Rarity: Common

Stack Size: 64

Type: Currency

Obtained from opening  [Bean Pods](#). Used as currency by the creature inside the  [Gluttonous Log](#). Cannot be planted.



## Goop Bottle



Rarity: Common

Stack Size: 64

Type: Item

Obtained from opening  [Spiles](#). When used on a seed in an  [Etched Vase](#), it will increase its growth stage by 2.








## Bursting Blossom



Rarity: Common

Stack Size: 64

Type: Item

Obtained from grown  [Bursting Buds](#). Can be replanted in  [Etched Vases](#) by clicking . If the vase its planted in gets powered by redstone, the blossom will start floating in the air, and will pop after 5 seconds. After it pops, it will shoot 6 homing petals target entities in a 20 block radius. When hitting an entity, the petal deals 6 (  ) damage and has a 5% chance to spawn a  [Bursting Bud](#). If hit by a projectile, the blossom will pop and its petals won't target the owner of that projectile.

## Floriculture Notes

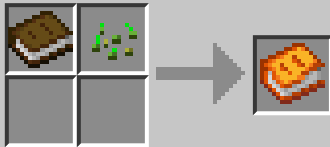



Rarity: Common

Stack Size: 1

Type: Item

## Crafting



When opened, the user can view the soil required by seeds to grown in an  [Etched Vase](#).  
The pages unlock as the user collects the seeds.


## Damp Journal



Rarity: Common

Stack Size: 1

Type: Item

These notes are collected from the mouth of a  [Cobbler](#).  
They contain information of all the combinations a Cobbler can do.




## Sugarcoated Bean



Rarity: Common

Stack Size: 64

Type: Item

Obtained from  [Cobbler](#) crafting. When left in front of a  [Murky Crevice](#), it will cause the creature that inhabits the crevice to leave it, dropping a  [Crackle](#) in the process.




## Intwine



Rarity: Common

Stack Size: 64

Type: Item

Obtained from  [Murky Crevices](#). Used in  [Cobbler](#) crafting recipes to make intertwined items. Using a  [Grindstone](#) will remove the intertwined upgrade.



## Etched Vase

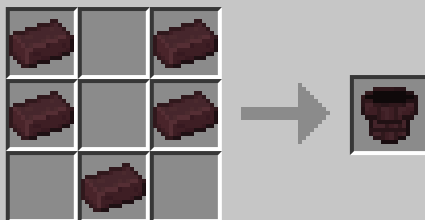


Rarity: Common

Stack Size: 64

Type: Block

## Crafting



Can be filled up with various “soil” blocks to grow different plants. Press **use** to place soil and seeds. Press **attack** to remove them. Pressing **attack** 4 times quickly when the vase is empty will break it. Vases can be powered with redstone to immediately make them drop the seed/plant they were holding.

Each second there’s a 5% chance for the seeds growth stage to be increased by 1.

**In order for the seeds to grow, the Vase has to be in direct skylight**

Soil	Seed	Result	Stages
<a href="#">Dirt</a>	<a href="#">Protobean</a>	<a href="#">Bean Pod</a>	14
	<a href="#">Bloomguard Seed</a>	<a href="#">Bloomguard</a>	17
<a href="#">Moss</a>	<a href="#">Azure Thistle Seeds</a>	<a href="#">Azure Thistle</a>	19
	<a href="#">Tangleroot</a>	<a href="#">Rootsplit Sickle</a>	16
	<a href="#">Wildstep Seed</a>	<a href="#">Wildstep Pods</a>	20
<a href="#">Pale Oak Log</a>	<a href="#">Sour Kernel</a>	<a href="#">Glutted Log</a>	24
<a href="#">Mud</a>	<a href="#">Bloom Bud</a>	<a href="#">Blooming Bulb</a>	16
	<a href="#">Bursting Bud</a>	<a href="#">Bursting Blossom</a>	18
<a href="#">Soul Soil</a>	<a href="#">Scarlet Fang Root</a>	<a href="#">Scarlet Fang</a>	25
	<a href="#">Baby Cobbler</a>	<a href="#">Cobbler</a>	32
<a href="#">Sand</a>	<a href="#">Pointerpod</a>	<a href="#">Twining Tendril</a>	14






## Glutted Log



Rarity: Common

Stack Size: 64

Type: Block

A Glutted Log is formed when a  [Pale Oak Log](#) harboring a  [Sour Kernel](#) is placed in an  [Etched Vase](#). If  [Beans](#) are left nearby a Glutted Log, they will attract a mysterious creature that is drawn to them. Upon arrival, the entity will steal the beans and make log into its den, turning it into a  [Murky Crevice](#).



## Murky Crevice




Rarity: Common

Stack Size: 64

Type: Block

Created when a mysterious creature takes residence within a  [Gluttonous Log](#). If  [Beans](#) are left at the entrance, a clawed limb will emerge from the crevice to seize the offering, returning after some time to deposit a reward.

Reward	Weight
 <a href="#">Wildstep Seed</a>	2
 <a href="#">Scarlet Fang Root</a>	2
 <a href="#">Bloom Bud</a>	2
 <a href="#">Appalling Shinguards</a>	2
 <a href="#">Baby Cobbler</a>	3
 <a href="#">Intwine</a>	4
 <a href="#">Bursting Bud</a>	2

## Spile

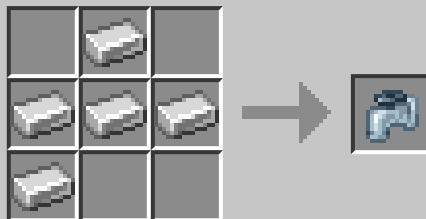






Rarity: Common

Stack Size: 64

Type: Block

## Crafting



Click  when holding a  [Glass Bottle](#) to attach it to the Spile. Click input with any other item to collect the item attached to the Spile. When the spile is placed on the side of an  [Awake Creaking Heart](#), it will fill the bottle with  [Goop](#), with a %5% chance to deplete the Creaking Heart's Goop, converting it into a  [Pale Oak Log](#).

If there is no block for the Spile to hold on to, the model will appear on the ground with no knob.





## Cobbler


















Rarity: Common

Stack Size: 64

Type: Block

Obtained from grown  [Baby Cobslers](#) placed in an  [Etched Vase](#). When they grow, they will have a  [Damp Journal](#) in their mouth. Items in the Cobbler's mouth can be removed with `attack`. Cobblers can't be removed from their vase by clicking `attack`, they can only be removed if the vase is broken or powered by redstone. You can feed it items with `use` to combine them into new ones. Cobblers only have 2 slots. Items can be removed by tickling it with a  [Feather](#).

If items corresponding to a recipe are in its mouth, it will start combining them.

Ingredients	Result
 <a href="#">Bean</a> +  <a href="#">Sugar</a>	 <a href="#">Sugarcoated Bean</a>
 <a href="#">Bean</a> +  <a href="#">Gold Block</a>	 <a href="#">Protobean</a>
 <a href="#">Goat Horn</a> +  <a href="#">Intwine</a>	 <a href="#">Intertwined Goat Horn</a>
 <a href="#">Crossbow</a> +  <a href="#">Intwine</a>	 <a href="#">Intertwined Crossbow</a>
 <a href="#">Any Spear</a> +  <a href="#">Intwine</a>	 <a href="#">Intertwined Spear</a>

## Crackle



Rarity: **Uncommon**

Stack Size: 1

Type: Block

A Crackle is obtained when a [Murky Crevice](#) takes a [Sugarcoated Bean](#), instead of a normal [Bean](#). When placed, pressing will display the held item with its claw. If it's powered by redstone, its claw will spin. A Crackle can be equipped in the head slot, and has no effect whatsoever other than looking cute.

Found in the [Plains](#) biome.

### Obtainable Loot

 [Proto bean](#)  [Bloomguard](#)  [Azure Thistle Seeds](#)  [Etched Vase](#)

 [Tangleroot](#)