

# Burgeon

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## Bloomguard Seed



Rarity: Common

Stack Size: 64

Type: Item

Found in [Mossy Trail](#) Vaults. Can be planted in [Etched Vaeses](#) filled with [Dirt](#). When fully 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 Vaeses](#) filled with  [Dirt](#). When fully grown, it can be harvested to obtain  [Bean Pods](#).

## Sour Kernel

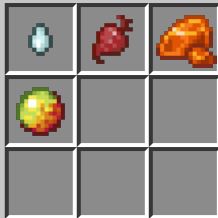





Rarity: Common

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 Vaeses](#) filled with  [Moss](#). When fully grown, it can be harvested to obtain  [Rootsplit Sickles](#).




## Bloom Bud



Rarity: Common

Stack Size: 64

Type: Item

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




## Scarlet Fang Root



Rarity: Common

Stack Size: 64

Type: Item

Found in [Mossy Trail](#) Vaults. Can be planted in  [Etched Vases](#) filled with  [Soul Soil](#). When fully grown, it can be harvested to obtain  [Scarlet Fangs](#).






## Wildstep Seed



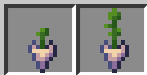
Rarity: Common

Stack Size: 64

Type: Item

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

## Pointerpod

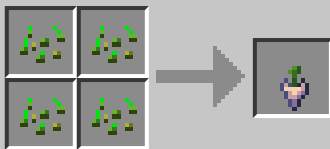





Rarity: Common

Stack Size: 64

Type: Item

## Crafting



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


## 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: 64

Type: Tool

Max Durability: 145

Obtained from grown 🌱 [Tangleroots](#). The Sickle deals 6 (❤️❤️❤️) damage and has 2 attack speed. 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. The Staff deals 8 (❤️❤️❤️❤️) damage and has 1 attack speed. The durability of the stuff is the sum of the durability from the two sickles. Holding `sprint + use` will split the staff back in the two sickles. The durability will also be split equally among 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: 64

Type: Tool

Obtained from grown  [Scarlet Fang Roots](#). Holding  will drain 2 (❤️) health from the player to release homing spores that target the nearest entity. The spores deal 6 (❤️❤️) damage and decay after 10 seconds



## 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.



## Bean Pod



Rarity: Common

Stack Size: 64

Type: Item

Obtained from fully grown  [Protobeans](#). Can be opened to obtain 3-6  [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.

## Etched Vase



Rarity: Common

























Stack Size: 64

Type: Block

## Crafting



Can be filled up with various “soil” blocks to grow different plants. Click **use** to place soil and seeds. Click **attack** to remove them.

Soil	Seed	Result
 <a href="#">Dirt</a>	 <a href="#">Protobean</a>	 <a href="#">Bean Pod</a>
	 <a href="#">Bloomguard Seed</a>	 <a href="#">Bloomguard</a>
 <a href="#">Moss</a>	 <a href="#">Azure Thistle Seeds</a>	 <a href="#">Azure Thistle</a>
	 <a href="#">Tangleroot</a>	 <a href="#">Rootsplit Sickle</a>
	 <a href="#">Wildstep Seed</a>	 <a href="#">Wildstep Pods</a>
 <a href="#">Pale Oak Log</a>	 <a href="#">Sour Kernel</a>	 <a href="#">Glutted Log</a>
 <a href="#">Mud</a>	 <a href="#">Bloom Bud</a>	 <a href="#">Blooming Bulb</a>
 <a href="#">Soul Soil</a>	 <a href="#">Scarlet Fang Root</a>	 <a href="#">Scarlet Fang</a>
 <a href="#">Sand</a>	 <a href="#">Pointerpod</a>	 <a href="#">Twining Tendril</a>






## 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.

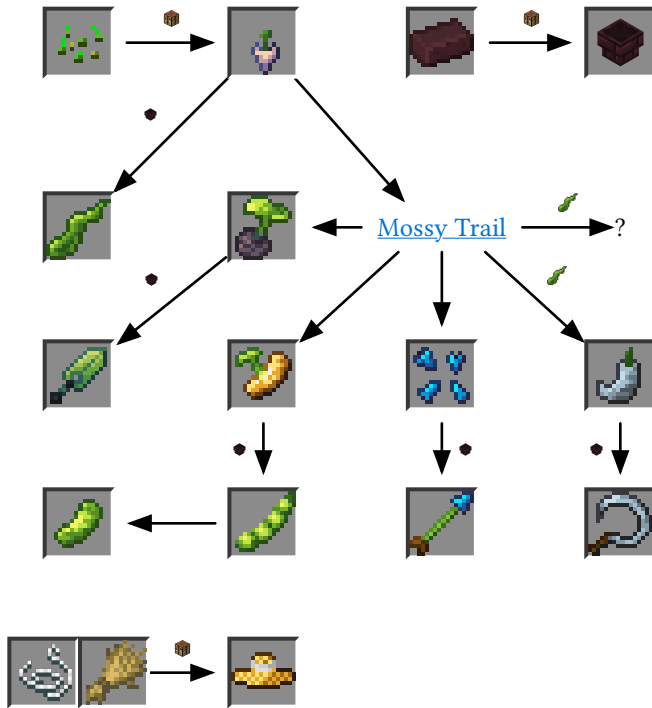
Structures/Mossy Trail

Found in the [Plains](#) biome.



Use special type of plant in etched vase. The plant overruns the vase turning it into a wishing well of sorts. Plant found via archaeology? Sniffer in special biome? Crafted?

- More beans when opening pods or convert bean back to protobean
- Summon the thing that accepts beans as Currency
- Summon cat or dog variant



## Rituals/Ideas

