Burgeon

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 Glutted Log.
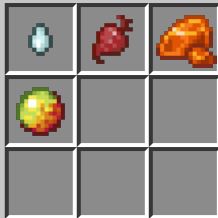
Tangleroot

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

Obtained from Murky Crevices. 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

Obtained from [Murky Crevices](). 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

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

Pointerpod
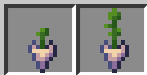
Rarity: Common

Stack Size: 64

Type: Item

Crafting
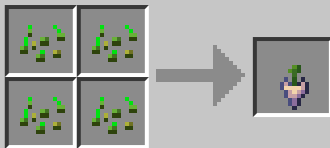
Can be planted in ⬢ Etched Vases filled with ⬜ Sand. When fully grown, it can be harvested to obtain 🌱 Twining Tendrils.

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, 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. The Staff deals 7 (♥♥♥♥) damage, has 0.8 attack speed and +1 attack range. The durability of the Staff is the sum of the durability from the two sickles. Pressing use while your offhand is empty 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: 1

Type: Tool

Obtained from grown 🔧[Scarlet Fang Roots](). Pressing `use` 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.

Twining Tendril

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

Rarity: Common

Stack Size: 64

Type: Tool

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.

Obtained from grown 🐌[Protobeans](). Can be opened to obtain 3-6 🫘[Beans]().

Bean Pod

Rarity: Common

Stack Size: 64

Type: Item

Equipment/Other

Bean

Rarity: Common

Stack Size: 64

Type: Currency

Obtained from opening 🌱Bean Pods. Used as currency by the creature inside the 🟧Glutted 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. 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.

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

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

Created when a mysterious creature takes residence within a 🟧Glutted 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.

Rarity: Common

Stack Size: 64

Type: Block

Reward	Weight
🌱Wildstep Seed	3
🪓Scarlet Fang Root	3
🍇Bloom Bud	3
🌱Eyeblossom	2

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