

# Burgeon

Items .....	2
Seeds .....	2
Bloomguard Seed .....	2
Protobean .....	3
Sour Kernel .....	4
Tangleroot .....	5
Bloom Bud .....	6
Azure Thistle Seeds .....	7
Scarlet Fang Root .....	8
Wildstep Seed .....	9
Bursting Bud .....	10
Pointerpod .....	11
Baby Cobbler .....	12
Tools & Weapons .....	13
Bloomguard .....	13
Rootsplit Sickel .....	14
Blooming Bulb .....	15
Azure Thistle .....	16
Scarlet Fang .....	17
Intertwined Goat Horn .....	18
Intertwined Crossbow .....	19
Intertwined Spear .....	20
Twining Tendril .....	21
Equipment .....	22
Wildstep Pods .....	22
Straw Hat .....	23
Appalling Shinguards .....	24
Other .....	25
Bean Pod .....	25
Bean .....	26
Goop Bottle .....	27
Bursting Blossom .....	28
Floriculture Notes .....	29
Damp Journal .....	30
Sugarcoated Bean .....	31
Intwine .....	32
Blocks .....	33
Functional .....	33
Etched Vase .....	33
Glutted Log .....	34
Murky Crevice .....	35
Spile .....	36
Cobbler .....	37
Crackle .....	38
Structures .....	39
Mossy Trail .....	39




## 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

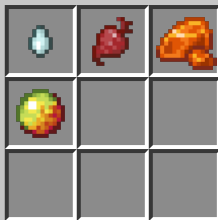





Rarity: Common

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  [Gluttoned 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



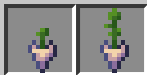
Rarity: Common

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

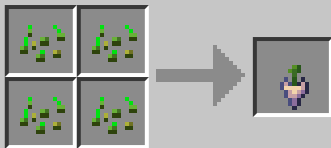




Rarity: Common

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 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.


## Intertwined Goat Horn



Rarity: Common

Stack Size: 1

Type: Tool

Obtained from  [Cobbler](#) crafting. Holding `use` 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 torny vine that deals 2 (♥) damage to entities that come in cotact 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  [Protobears](#). 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

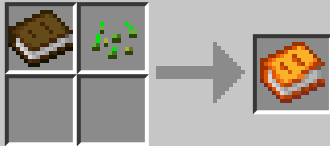



Rarity: Common

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

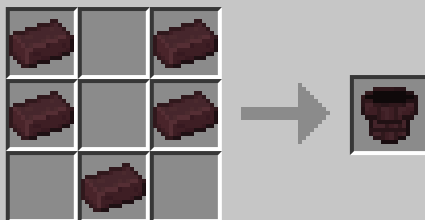


Rarity: Common

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

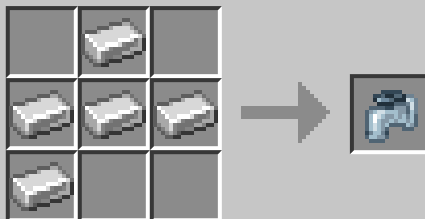






Rarity: Common

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 Cobblers](#) 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="#">Wooden 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 Crevise](#) 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](#)