

# He Is Coming – Item Compendium

## Woodland Items

### Weapons (Woodland)

#### Ironstone Greatsword

**Effect:** *None* (no special effect)

**Stats:** Attack +4, Speed -2 <sup>1</sup>

**Tags:** –

#### Razorthorn Spear

**Effect:** On Hit – Gain 2 stacks of **Thorns** on yourself (each stack causes damage to attackers)

<sup>1</sup>

**Stats:** Attack +1

**Tags:** Thorns (Woodland)

#### Redwood Rod

**Effect:** *None* (no special effect)

**Stats:** Attack +2, Health +4 <sup>2</sup>

**Tags:** –

#### Spearshield Lance

**Effect:** *None* (no special effect)

**Stats:** Attack +1, Armor +6 <sup>3</sup>

**Tags:** –

#### Woodcutter's Axe

**Effect:** Gain +2 Attack for each empty equipment slot (encourages minimalist gear) <sup>4</sup>

**Stats:** Attack +1

**Tags:** –

(...and other Woodland Weapons such as Boom Stick – Attack +2, grants On-Hit damage <sup>5</sup> ; Heart Drinker – Attack +1, On Hit heals 1 health <sup>6</sup> ; Sword of the Hero – Attack +3 <sup>7</sup> ; Hidden Dagger – Attack +2, grows stronger with each new one found <sup>8</sup> ; Brittlebark Bow – Attack +4, loses 2 Attack after 3 strikes <sup>9</sup> ; Elderwood Staff – Attack/Armor/Speed +1 each <sup>10</sup> ; Featherweight Blade – Attack +2, Speed +2 <sup>11</sup> ; Blackbriar Blade – Attack +2, whenever you would gain Thorns, gain +1 Attack instead <sup>12</sup> ; Bejeweled Blade – Attack +1, gain +2 Attack for

each equipped Jewelry item <sup>13</sup> ; Ironstone Bow – Attack +6, Speed +1, but each hit reduces Speed (at 0 Speed, attack only every other turn) <sup>14</sup> ; Lifeblood Spear – Attack +1, whenever you heal 3+ health at once, gain +1 Attack <sup>15</sup> ; Explosive Sword (Rare) – Attack +3, whenever a bomb deals  $\geq 5$  non-weapon damage, gain an extra strike; Icicle Spear – Attack +3, on Exposed hit give enemy +Freeze per each Water item; Bloodmoon Dagger – Attack +2, on Wounded hit gain +5 Attack but take 2 damage; Bloodmoon Sickle – Attack +5, On Hit you take 1 damage; Frostbite Dagger – Attack +2, on first turn each hit gives enemy Freeze equal to your Attack; Swiftstrike Bow – Attack +2, any time you gain extra strikes, gain twice as many; Swiftstrike Rapier – Attack +2, if your Speed > enemy's at battle start, gain 3 extra strikes; Battle Axe – Attack +2, while enemy has Armor your Attack is doubled; Gemstone Scepter (Heroic) – Attack +2, inherits On-Hit effects of all Emerald/Ruby/Sapphire/Citrine items; Granite Hammer – Attack +2, On Hit convert 1 Armor into +2 Attack; Granite Lance – Attack +2, Armor +1, doubles your base Armor; Stoneslab Sword – Attack +2, On Hit gain +2 Armor; Frozen Iceblade – Attack +6, at battle start gain 3 Freeze on yourself; Royal Scepter – Attack +0, Attack always equals your Gold (max 10 gold); Evergrowth Spear – Attack +3, every other turn gain +1 Attack and heal 1; Grindstone Club – Attack +1, the next weapon you equip gets +2 Attack; Twin Blade – Attack +1, strikes twice per attack; Lifesteal Scythe – Attack +1, On Hit if enemy has no Armor, heal amount equal to your Attack; Royal Crownblade – Attack +4, On Hit gain 1 gold; Brittlebark Club – Attack +7, on Exposed/Wounded trigger lose 2 Attack; Bearclaw Blade (Mythic) – Health +5, Attack always equals your missing HP; Mountain Cleaver – Armor +2, Attack always equals your base Armor; Tempest Blade – Speed +2, Attack always equals your Speed.)

## Items (Woodland) – Armor, Accessories, etc.

### Horned Helmet

**Effect:** Battle Start – Gain 1 stack of **Thorns** (at higher upgrade tiers: 2 stacks at Gold, 4 at Diamond) <sup>16</sup>

**Stats:** Armor +2 (Gold: +4, Diamond: +8)

**Tags:** Thorns, Armor

### Ironstone Bracelet

**Effect:** Enemy strikes deal -1 damage while you have Armor (but +1 damage if you have none) <sup>17</sup>

**Stats:** Speed -1

**Tags:** -

### Iceblock Shield

**Effect:** Battle Start – Inflict **Freeze** on yourself, gaining 2 stacks of Freeze (half attack while active) <sup>18</sup>

**Stats:** Armor +8

**Tags:** Freeze, Armor

### Redwood Cloak

**Effect:** Battle Start – If your health isn't full, restore 2 health (Gold: 4; Diamond: 8) <sup>19</sup>

**Stats:** Health +2 (Gold: +4; Diamond: +8)

**Tags:** Healing

## Redwood Helmet

**Effect: Exposed** – Restore 3 health when you lose Armor (Gold: 6; Diamond: 12) <sup>20</sup>

**Stats:** Health +1 (Gold: +2; Diamond: +4); Armor +1 (Gold: +2; Diamond: +4)

**Tags:** Healing, Armor

(...and other Woodland Items like Lifeblood Helmet – at first turn, heal an amount equal to damage you deal that turn <sup>21</sup> ; Double-Plated Armor – Armor +2 (scales to 12 at Diamond), Speed –2 (–8 at Diamond), on Exposed gain +3 Armor (6/12 at higher tiers) <sup>22</sup> ; Swiftstrike Belt – Battle Start: take 3 damage to gain +1 extra strike (taking 6/12 damage for 2/4 strikes at Gold/Diamond) <sup>23</sup> ; Frostbite Gauntlet – Battle Start: give enemy 1 Freeze (2/4 at Gold/Diamond) <sup>24</sup> ; Frostbite Trap – Wounded trigger: give enemy 3 Freeze (6/12 at Gold/Diamond) <sup>25</sup> ; Saffron Feather – Turn Start: convert 1 Speed to heal 2 (Gold: convert –2 Speed to heal 4; Diamond: –4 Speed to heal 8) <sup>26</sup> ; Leather Glove – Health +3 (+12 at Diamond), Speed +1 (+4 at Diamond) <sup>27</sup> ; Leather Vest – Armor +2 (+8 at Diamond), Speed +1 (+4 at Diamond) <sup>28</sup> ; Loose Change – Gain 3 gold at start of each day (6 at Gold, 12 at Diamond) <sup>29</sup> ; Boots of the Hero – Speed +2 (+8 at Diamond) <sup>30</sup> ; Shield of the Hero – Armor +3 (+12 at Diamond) <sup>31</sup> ; Cracked Whetstone – First Turn: temporarily gain +2 Attack (4/8 at Gold/Diamond) <sup>32</sup> ; Lifeblood Burst – Whenever you heal 3+ health at once, deal 3 damage to the enemy <sup>33</sup> ; Energy Drain – Before any other item triggers each turn, if your Speed < enemy's, steal 5 Speed from them <sup>34</sup> ; Blackbriar Gauntlet – Whenever the enemy's first strike removes any of your Armor, gain 2 Thorns <sup>35</sup> ; Blackbriar Rose – Whenever you heal any health, gain 2 Thorns (limit 1 Rose-type item equipped) <sup>36</sup> ; Bramble Belt – Battle Start: gain 1 Thorns but give enemy +1 extra strike <sup>37</sup> ; Bramble Buckler – Armor +2, Turn Start: convert 1 Armor into 2 Thorns <sup>38</sup> ; Bramble Talisman – Whenever you gain Thorns, also gain +1 Armor <sup>39</sup> ; Bramble Vest – Health +3, the first time you lose Thorns stacks, heal amount equal to stacks lost <sup>40</sup> ; Ice Spikes – If you have any Freeze at turn start, gain +5 Thorns <sup>41</sup> ; Ice Tomb – Turn Start: if you have 0 Armor, gain +3 Armor and +1 Freeze <sup>42</sup> ; Leather Boots – Battle Start: if your Speed > enemy's, gain +2 Attack <sup>43</sup> ; Cracked Bouldershield – Exposed trigger: gain +7 Armor <sup>44</sup> ; Fortified Gauntlet – Turn Start: if you have any Armor, gain +1 additional Armor <sup>45</sup> ; Frostbite Curse – Battle Start: inflict 5 Freeze on BOTH you and the enemy <sup>46</sup> ; Ore Heart – Battle Start: gain +3 Armor for each equipped Stone-tagged item <sup>47</sup> ; Pinecone Breastplate – Battle Start: if you're at full health, then at each turn start gain +1 Thorn stack for the rest of battle <sup>48</sup> ; Thorn Ring – Battle Start: take 5 damage to gain 10 Thorns <sup>49</sup> ; Bomb Bag – Battle Start (Exposed & Wounded trigger): spend 3 Speed to re-trigger a random Bomb item's effect <sup>50</sup> ; Blacksmith Bond – Exposed effects can trigger one extra time each <sup>51</sup> ; Blastcap Armor – Armor +8, on Exposed you take 5 damage <sup>52</sup> ; Firecracker Belt – Exposed trigger: deal 1 damage 4 times to enemy <sup>53</sup> ; Granite Crown – Battle Start: gain max Health equal to your base Armor value <sup>54</sup> ; Iron Rose – Whenever you heal, gain +1 Armor (limit 1 Rose item) <sup>55</sup> ; Kindling Bomb – Battle Start: deal 1 damage to enemy; the next bomb item effect that triggers this battle deals +3 damage <sup>56</sup> ; Powder Keg – Battle Start: if you have only one Bomb-type item equipped, its effect triggers 3× instead of once <sup>57</sup> ; Double-Plated Vest – Every third instance of damage you take in a turn grants you +2 Armor <sup>58</sup> ; Explosive Powder – All your Bomb item effects deal +1 additional damage <sup>59</sup> ; Explosive Surprise – Exposed trigger: deal 6 damage to the enemy <sup>60</sup> ; Heart-Shaped Acorn – Battle Start: if your base Armor is 0, fully heal yourself <sup>61</sup> ; Heart-Shaped Potion – If you are reduced to exactly 1 HP (once per battle), immediately fully heal <sup>62</sup> ; Iron Shrapnel – Battle Start: deal 3 damage to enemy; if they have no Armor, double that damage <sup>63</sup> ; Oak Heart – Gain +3 max Health for each equipped Wood-tagged item <sup>64</sup> ; Blood Chain – The first time the enemy becomes Wounded, trigger all your Wounded-effect items at once <sup>65</sup> ; Ironstone Sandals – Speed –1, while you have Armor, temporarily gain +2 Attack <sup>66</sup> ; Royal Helmet – Armor +1, Exposed: if you have >20 gold, gain +10 Armor <sup>67</sup> ; Sanguine Rose – Healing you receive is increased by +1 (limit 1 Rose) <sup>68</sup> ; Featherweight Wings – Battle Start: if your Speed < enemy's, gain Attack equal to your current Speed <sup>69</sup> ; Vampire's Tooth – If you have exactly one Sanguine-tagged item equipped, double its healing effects <sup>70</sup> ; Brittlebark Buckler – Armor +10, but you lose all Armor after the enemy's first strike each battle <sup>71</sup> ; Featherweight Armor – Whenever you gain Speed, also gain

that much Armor <sup>72</sup> ; Featherweight Greaves – Turn Start: if you have 0 Speed, gain +1 Speed <sup>73</sup> ; Featherweight Helmet – Battle Start: spend 2 Armor to gain +3 Speed and +1 Attack <sup>74</sup> ; Frostbite Armor – Armor +2, enemy's first strike deals double damage, but after that they gain 4 Freeze stacks <sup>75</sup> ; Plated Greaves – Exposed: convert 3 Speed into 9 Armor <sup>76</sup> ; Double Explosion – The second time each turn you deal non-weapon damage, deal +3 damage extra <sup>77</sup> ; Frostbite Greaves – Whenever you lose Speed, give the enemy 1 Freeze <sup>78</sup> ; Blackbriar Armor (Heroic) – Attack –1, whenever you take damage, gain +2 Thorns <sup>79</sup> ; Cactus Cap – If the enemy has no Armor, your Thorns deal double damage <sup>80</sup> ; Ironstone Armor – Speed –2, enemy strikes deal –2 damage while you have any Armor <sup>81</sup> ; Shield Talisman – Whenever you gain Armor, gain +1 additional Armor; Moonlight Shield – Turn Start: if you are below 50% HP, gain +2 Armor; Razor Breastplate – Armor +3, on Wounded trigger you gain Thorns equal to enemy's Attack <sup>82</sup> ; Brittlebark Armor – Health +12, you take +1 extra damage from all sources (fragile) <sup>83</sup> ; Druid's Cloak – Whenever you lose any health, you gain that much Armor instead (but you cannot heal at all) <sup>84</sup> ; Studded Gauntlet – On Hit: deal +1 bonus damage on each of your strikes <sup>85</sup> ; Sword Talisman – Whenever you deal non-weapon (effect) damage, deal +1 additional damage <sup>86</sup> ; Time Bomb – Exposed: deal 1 damage; every Turn Start this item's damage increases by +2 (stacking) <sup>87</sup> ; Assault Greaves – Whenever you take damage, deal 1 damage back to the enemy <sup>88</sup> ; Ironskin Potion – Battle Start: gain Armor equal to the amount of health you've lost (missing HP) <sup>89</sup> ; Crimson Cloak – Whenever you take damage, heal 1 health <sup>90</sup> ; Iron Transfusion – Turn Start: gain +2 Armor but lose 1 health <sup>91</sup> ; Lifeblood Armor – Battle Start: convert 50% of your current HP into the same amount of Armor <sup>92</sup> ; Royal Shield – Turn Start: convert 1 gold into +3 Armor <sup>93</sup> ; Swiftstrike Cloak – Speed +1, Battle Start: if your Speed > enemy's, gain +1 extra strike <sup>94</sup> ; Swiftstrike Gauntlet – Wounded trigger: gain +2 extra strikes <sup>95</sup> ; Chainmail Armor – Wounded trigger: regain your base Armor value instantly <sup>96</sup> ; Elderwood Necklace – Attack/Armor/Speed +1 each (balanced stats) <sup>97</sup> ; Bloodmoon Armor (Mythic) – Armor +6, whenever one of your items would damage you, the enemy takes that damage instead <sup>98</sup> ; Cold Resistance – Reverses Freeze effect: Freeze doubles your Attack instead of halving it <sup>99</sup> ; Granite Thorns – You do not lose any Thorns for the first 3 times the enemy strikes you <sup>100</sup> ; Razor Scales – Whenever you lose Armor, deal that much damage to the enemy <sup>101</sup> ; Chainlink Medallion – All your On-Hit effects trigger twice each time <sup>102</sup> ; Twinfuse Knot – All your Bomb item effects trigger twice each time <sup>103</sup> .)

## Jewelry (Woodland)

### Citrine Earring

**Effect:** Every other turn, you **gain +1 Speed** (at Gold tier: +2 Speed; Diamond: +4) <sup>104</sup> <sup>105</sup>

**Stats:** None (no direct stat bonuses)

**Tags:** Jewelry, Speed

### Emerald Earring

**Effect:** Every other turn, **restore 1 health** (Gold: 2; Diamond: 4) <sup>106</sup>

**Stats:** None

**Tags:** Jewelry, Healing

### Ruby Earring

**Effect:** Every other turn, **deal 1 damage** to the enemy (Gold: 2; Diamond: 4) <sup>106</sup>

**Stats:** None

**Tags:** Jewelry, Damage

## Sapphire Earring

**Effect:** Every other turn, **gain +1 Armor** (Gold: +2; Diamond: +4) <sup>107</sup>

**Stats:** None

**Tags:** Jewelry, Armor

## Emerald Crown

**Effect:** None (no special effect)

**Stats:** Attack -1/-2/-4 (decreases with upgrades); Health +8/+16/+32

**Tags:** Jewelry, Health

(...Woodland Jewelry continued: Ruby Crown – Attack +1/+2/+4, Speed -1/-2/-4; Sapphire Crown – Health -2/-4/-8, Armor +5/+10/+20; Emerald Ring – Battle Start: restore 3 health (6 at Gold, 12 at Diamond) <sup>108</sup> ; Ruby Ring – Battle Start: gain +2 Attack but take 3 damage (at Gold, take 6 for +4 Attack; Diamond: 12 for +8) <sup>109</sup> ; Sapphire Ring – Battle Start: steal 2 Armor from the enemy (4 at Gold, 8 at Diamond) <sup>110</sup> ; Citrine Ring (Rare) – Battle Start: spend 5 Speed to permanently gain +1 extra strike <sup>111</sup> ; Gold Ring – Battle Start: gain +1 gold <sup>112</sup> ; Citrine Gemstone (Heroic) – Inverts your base Speed stat (high base Speed becomes low and vice versa) <sup>113</sup> ; Emerald Gemstone – Battle Start: if your max HP is lower than the enemy's, set your max HP equal to theirs <sup>114</sup> ; Ruby Gemstone – If your Attack is exactly 1, then on hit you deal 4 bonus damage <sup>115</sup> ; Sapphire Gemstone – Whenever you lose Armor, heal for the same amount lost <sup>116</sup> .)

## Food (Woodland) – Consumables

(Consumable food items can be combined via the Cauldron for enhanced effects. Combining with a Honeycomb yields a much stronger “cooked” version <sup>117</sup> .)

### Cherry Bomb

**Effect: Battle Start** – Deal 1 damage *twice* to the enemy. (Cooked with Honeycomb: At turn start, deal 1 damage 3 times) <sup>118</sup> <sup>119</sup>

**Stats:** None

**Tags:** Bomb, Damage

### Redwood Roast

**Effect: Use/Consume** – Instantly heal +5 health. (Cooked with Honeycomb: Double your max health) <sup>120</sup>

**Stats:** None

**Tags:** Healing, Buff

### Spiny Chestnut

**Effect: Battle Start** – Gain 3 stacks of **Thorns** (deal reactive damage); (Honeycomb cooked: start with 3 Thorns that deal double damage) <sup>121</sup>

**Stats:** None

**Tags:** Thorns, Defense

### Vampiric Wine

**Effect: Wounded** (upon taking damage) – Restore 4 health; *(Honeycomb cooked: restore 30 health when wounded)* <sup>122</sup>

**Stats:** None

**Tags:** Healing, Sanguine

### Stone Steak

**Effect: Battle Start** – If you are at full health, gain +5 Armor; *(Honeycomb cooked: gain 15 Armor, and if at full health gain another +15 Armor)* <sup>123</sup>

**Stats:** None

**Tags:** Armor, Buff

## Combined Foods (Woodland) – Cauldron Recipes

*(Combining two foods in the Cauldron creates a new item carrying both effects; adding a Honeycomb yields an even stronger result <sup>124</sup>.)*

### Explosive Roast (Cherry Bomb + Redwood Roast)

**Effect: Battle Start** – Deal 1 damage 3 times to the enemy <sup>125</sup>

**Stats:** Health +5

**Tags:** Bomb, Damage

### Trail Mix (Spiny Chestnut + Cherry Bomb)

**Effect: Battle Start** – Deal 1 damage and gain 1 **Thorn**, then repeat this effect 2 more times (total 3 iterations) <sup>126</sup> <sup>127</sup>

**Stats:** None

**Tags:** Thorns, Damage

### Cherry Cocktail (Cherry Bomb + Vampiric Wine)

**Effect: Battle Start** (and when **Wounded**): Deal 3 damage to the enemy **and** restore 3 health to yourself <sup>128</sup>

**Stats:** None

**Tags:** Healing, Damage, Sanguine

### Granite Cherry (Stone Steak + Cherry Bomb)

**Effect: Battle Start** – If at full health, gain +2 Armor and deal 2 damage, then repeat this effect once more (two iterations total) <sup>129</sup> <sup>130</sup>

**Stats:** None

**Tags:** Armor, Damage

### **Sugar Bomb** (Honeycomb + Cherry Bomb)

**Effect:** **Turn Start** – Deal 1 damage 3 *times* to the enemy <sup>131</sup>

**Stats:** None

**Tags:** Bomb, Damage

(...Woodland Combined Foods continued: Roasted Chestnut (Redwood Roast + Spiny Chestnut) – Health +5, Battle Start: gain 4 Thorns <sup>132</sup> ; Blood Sausage (Redwood Roast + Vampiric Wine) – Health +5, Wounded: heal 1 health 5 times (total 5 HP) <sup>133</sup> ; Rock Roast (Redwood Roast + Stone Steak) – Health +6, Armor +6, no active effect listed <sup>134</sup> ; Honey Ham (Honeycomb + Redwood Roast) – Effect: Double your max health <sup>135</sup> ; Spiked Wine (Spiny Chestnut + Vampiric Wine) – Effect: Wounded – heal 5 HP and gain 5 Thorns <sup>136</sup> ; Petrified Chestnut (Spiny Chestnut + Stone Steak) – Effect: Battle Start – if at full health, gain 6 Thorns and 6 Armor <sup>137</sup> ; Candied Nuts (Honeycomb + Spiny Chestnut) – Effect: Battle Start – gain 3 Thorns, and your Thorns deal double damage <sup>138</sup> ; Bloody Steak (Vampiric Wine + Stone Steak) – Effect: Wounded – heal 10 HP and gain 5 Armor <sup>139</sup> ; Sweet Wine (Honeycomb + Vampiric Wine) – Effect: Wounded – heal 30 HP <sup>140</sup> ; Rock Candy (Honeycomb + Stone Steak) – Effect: Battle Start – gain 15 Armor (and if at full health, +15 more) <sup>141</sup> .)

## **Swampland Items**

### **Weapons (Swampland)**

#### **Champion's Blade**

**Effect:** None (no special effect)

**Stats:** Attack +6 <sup>142</sup>

**Tags:** –

#### **Forge Hammer**

**Effect:** On Hit – Give the enemy +2 Armor (each hit makes the enemy tougher) <sup>143</sup>

**Stats:** Attack +4

**Tags:** –

#### **Fungal Rapier**

**Effect:** **Battle Start** – You gain 1 stack of **Poison** (a drawback: poison will harm you each turn until you have Armor) <sup>144</sup>

**Stats:** Attack +3

**Tags:** Poison

#### **Gale Staff**

**Effect:** On Hit – You lose 1 Speed (each attack slows you down slightly) <sup>145</sup>

**Stats:** Attack +2, Speed +6

**Tags:** –

## Grilling Skewer

**Effect: Battle Start** – Gain +1 additional strike (you attack twice in the first turn) <sup>146</sup>

**Stats:** Attack +1

**Tags:** –

(...and other Swampland Weapons like Ironstone Spear – Attack +2, while you have Armor you temporarily gain +2 more Attack <sup>147</sup>; Knight's Blade – Attack +4, upgrades to a stronger form after you beat the next boss <sup>148</sup>; Liferoot Staff – Attack +2, on Wounded you gain 3 Regeneration (healing over time) <sup>149</sup>; Marble Sword – Attack +1, Armor +2, on Exposed trigger gain +3 Attack <sup>150</sup>; Pacifist Staff – Attack +0, On Hit you gain +1 Armor and heal 1 HP (can't easily kill, but sustains you) <sup>151</sup>; Silverscale Dagger – Attack +2, Battle Start: give the enemy 1 Riptide stack (causes end-of-turn damage) <sup>152</sup>; Slime Sword – Attack +2, Battle Start: you and the enemy both get 3 Acid (acid eats Armor each turn) <sup>153</sup>; Squire's Blade – Attack +2, upgrades after next boss (a weaker blade that will improve) <sup>154</sup>; Stormcloud Spear – Attack +2, every 5 strikes you Stun the enemy for 2 turns <sup>155</sup>; Arcane Wand (Rare) – Attack +0, cannot attack normally; instead at turn start it deals 2 damage (increases by +1 for each Tome you have) <sup>156</sup> <sup>157</sup>; Basilisk Fang – Attack +3, On Hit: transfer 2 stacks of your Poison to the enemy (reduces your poison, gives it to them) <sup>158</sup>; Bubbleloop Staff – Attack +0, cannot strike; Turn Start: spend 1 Speed to inflict 2 Acid and 2 Poison on the enemy <sup>159</sup>; Granite Axe – Attack +4, On Hit: you lose 2 health but gain +4 Armor <sup>160</sup>; Liferoot Hammer – Attack +3, On Hit: if you are at full health, convert all your Regeneration into 3× that amount of Armor <sup>161</sup>; Lightning Rod – Attack +2, Turn Start: if you are Stunned, gain +3 Attack <sup>162</sup>; Lightning Whip – Attack +3, Turn Start: if the enemy is Stunned, gain +1 extra strike <sup>163</sup>; Ring Blades – Attack +1, Battle Start: steal 1 Attack from the enemy (reduces enemy attack, adds to yours) <sup>164</sup>; Rusty Sword – Attack +2, First Turn: on hit, give the enemy Acid equal to your Attack value <sup>165</sup>; Sanguine Scepter – Attack +1, all healing effects are doubled for you <sup>166</sup>; Wave Breaker – Attack –2 (yes, negative), cannot strike normally; Battle Start: for each point of negative base Attack you have, give the enemy 2 Riptide stacks <sup>167</sup>; Bloodlord's Axe (Heroic) – Attack +4, Battle Start: enemy loses 5 health and you heal 5 (life steal on start) <sup>168</sup>; Chainmail Sword – Attack +2, Armor +2, Exposed: gain Armor equal to your base Armor (regain armor when exposed) <sup>169</sup>; King's Blade – Attack +2, any Exposed or Wounded item effects you have trigger immediately at battle start (rather than on trigger condition) <sup>170</sup>; Leather Whip – Attack +4, Health +5, Battle Start: gain +5 max health (permanently increases HP) <sup>171</sup>; Melting Iceblade – Attack +8, On Hit: you lose 1 Attack (weapon melts as used) <sup>172</sup>; Moonlight Cleaver – Attack +3, while you are below 50% HP, you cannot gain any new status effects (immunity when hurt) <sup>173</sup>; Purelake Staff – Attack +1, Battle Start: gain 2 Purity; On Hit: remove 1 Purity (uses Purity stacks for buff then clears them) <sup>174</sup>; Riverflow Rapier – Attack +3, the first time you gain any new status effect each battle, you also gain +1 extra strike immediately <sup>175</sup>; Serpent Dagger – Attack +2, every 3 strikes you inflict 4 Poison on the enemy <sup>176</sup>; Silverscale Trident – Attack +0, On Hit: give the enemy 1 Riptide stack <sup>177</sup>; Thunderbound Sabre – Attack +6, Battle Start: Stun yourself for 2 turns (powerful but you skip first 2 turns) <sup>178</sup>; Ancient Warhammer (Mythic) – Attack +5, On Hit: strip all Armor from the enemy <sup>179</sup>; Dashmaster's Dagger – Attack +2, Battle Start: gain extra strikes equal to your Speed (more speed = more hits) <sup>180</sup>; Lakebed Sword – Attack +5, you get double benefit from Purity (Purity gives twice the Attack & HP) <sup>181</sup>; Cleaver of Wrath (Cursed) – Attack +10, sets your max health permanently to 1 <sup>182</sup>; Scepter of Greed – Attack +6, you cannot gain gold at all (disables gold income) <sup>183</sup>; Sword of Pride – Attack +3, Armor +3, Speed +3, but Battle Start: if any of the enemy's Attack/Armor/Speed exceed yours, you take 3 damage (punishes lower stats)

<sup>184</sup> .)



## Items (Swampland) – Armor, Trinkets, Cursed, etc.

### Arcane Bell

**Effect: Battle Start** – Reduce all active **Countdown** timers by 1, then trigger **Symphony** (instrument effects) <sup>185</sup>

**Stats:** None

**Tags:** Instrument, Countdown

### Champion's Armor

**Effect:** None (no special effect)

**Stats:** Armor +6 (Gold: +12; Diamond: +24) <sup>186</sup>

**Tags:** Armor

### Clearspring Feather

**Effect: Battle Start** – Transfer one random status effect from yourself to the enemy (at Gold: transfer 2; Diamond: 4) <sup>187</sup>

**Stats:** None

**Tags:** Status Transfer, Water

### Clearspring Watermelon

**Effect: Battle Start** (if **Exposed & Wounded**) – Decrease a random status effect by 1 (Gold: by 2; Diamond: 4) <sup>188</sup>

**Stats:** None

**Tags:** Food, Water

### Deviled Egg

**Effect:** *Hatches after the next boss fight* – Transforms into a **Sanguine Imp** pet (on next boss defeat) <sup>189</sup>

**Stats:** None

**Tags:** Summon, Sanguine

(...and other Swampland Items such as *Granite Egg* – hatches into a **Stoneborn Turtle** pet after next boss <sup>190</sup> ; *Holy Shield* – Attack -1/-2/-4, Armor +6/+12/+24, Speed -1/-2/-4 (a heavy shield), no special effect <sup>191</sup> ; *Knight's Armor* – Armor +4/+8/+16, upgrades after next boss (improves to *Paladin's Armor*) <sup>192</sup> ; *Leather Belt* – Health +3/+6/+12, if you have 0 base Armor its max health bonus is doubled (x4 at Gold, x8 at Diamond) <sup>193</sup> ; *Liferoot Gauntlet* – Health +3/+6/+12, Battle Start: gain 1 Regeneration (2 at Gold, 4 at Diamond) <sup>194</sup> ; *Lightspeed Potion* – Speed +1, Battle Start: heal HP equal to your Speed (rewarding high speed) <sup>195</sup> ; *Muscle Potion* – Passive: every 3 strikes you gain +1 Attack (Gold: +2; Diamond: +4) <sup>196</sup> ; *Petrifying Flask* – On Wounded: gain +10 Armor and Stun both yourself and enemy for 2 turns (at Gold: 20 Armor & 4-turn Stun; Diamond: 40 Armor & 8-turn Stun) <sup>197</sup> ; *Purelake Helmet* – Armor +2/+4/+8, Battle Start: gain 1 Purity (2 at Gold, 4 at Diamond) <sup>198</sup> ; *Royal Horn* – Wounded: gain 2 gold and triggers *Symphony* (instrument effect) <sup>199</sup> ; *Rusty Ring* – Battle Start: inflict 1 Acid on enemy (2 at Gold, 4

at Diamond) <sup>200</sup> ; Serpent Lyre – Exposed: inflict 3 Poison on enemy, then triggers Symphony (instrument) <sup>201</sup> ; Silverscale Fish – Exposed: inflict 1 Riptide on enemy (2 at Gold, 4 at Diamond) <sup>202</sup> ; Slime Armor – Armor +5/+10/+20, Battle Start: gain 1 Acid (2 at Gold, 4 at Diamond) <sup>203</sup> ; Sour Lemon – Speed +3/+6/+12, Battle Start: gain 1 Acid (2 at Gold, 4 at Diamond) <sup>204</sup> ; Squire's Armor – Armor +2/+4/+8, upgrades after next boss (improves to Knight's Plate) <sup>205</sup> ; Treebark Egg – hatches into a Liferoot Beast pet after next boss <sup>206</sup> ; Venomous Fang – First Turn: on hit, give enemy 2 Poison (4 at Gold, 8 at Diamond) <sup>207</sup> ; Weaver Shield – Battle Start: if you have 0 base Armor, gain +4 Armor (8 at Gold, 16 at Diamond) <sup>208</sup> ; Wet Egg – hatches into a Clearspring Duck pet after next boss <sup>209</sup> ; Arcane Gauntlet (Rare) – Battle Start: halve all Countdown timers you have (speeds up Tome effects) <sup>210</sup> ; Arcane Lens – If you have exactly one Tome equipped, its effect triggers 3× instead of 1× <sup>211</sup> ; Arcane Shield – Whenever a Countdown effect triggers, gain +3 Armor <sup>212</sup> ; Basilisk Scale – Battle Start: gain +5 Armor and +5 Poison (you start shielded but poisoned) <sup>213</sup> ; Chainmail Cloak – Armor +2, Turn Start: if you have any Armor, heal 2 HP <sup>214</sup> ; Clearspring Opal – Speed +2, Turn Start: if you have any status effects, spend 1 Speed to reduce one of them by 1 <sup>215</sup> ; Clearspring Rose – Whenever you heal, reduce a random enemy status by 1; limit 1 Rose equipped <sup>216</sup> ; Corroded Bone – Battle Start: convert 50% of the enemy's current HP into Armor for yourself <sup>217</sup> ; Crimson Fang – Battle Start: if you are at full health, lose 5 health but gain 2 extra strikes <sup>218</sup> ; Forge Gauntlet – Attack +1, Battle Start: give the enemy +5 Armor (they start tougher) <sup>219</sup> ; Friendship Bracelet – Attack -1, Battle Start: enemy loses 1 Attack (weakens enemy offense) <sup>220</sup> ; Granite Fungi – Turn End: you and the enemy each gain 2 Armor (mushroom spreads armor) <sup>221</sup> ; Hero's Crossguard – First Turn: your On-Hit effects trigger twice (double on-hit procs) <sup>222</sup> ; Impressive Physique – Speed +2, Exposed: Stun the enemy for 1 turn (uses your vulnerability to stun foe) <sup>223</sup> ; Leather Waterskin – Exposed: gain 2 Purity for each equipped Water-tagged item you have <sup>224</sup> ; Lightning Bottle – Attack +1, Speed +2, Battle Start: Stun yourself for 1 turn (bottled lightning slows you down) <sup>225</sup> ; Marshlight Lantern – Exposed: lose 3 health but gain +8 Armor (trade life for armor) <sup>226</sup> ; Moonlight Crest – Turn Start: if below 50% HP, gain +1 Regeneration (heal over time) <sup>227</sup> ; Muscle Growth – While you have any Regeneration effect on you, you temporarily gain +3 Attack (buff from regen) <sup>228</sup> ; Mushroom Buckler – Armor +3, if you have any Poison on you, enemy's strikes do -1 damage (poison toughens your defense) <sup>229</sup> ; Nerve Poison – The first time the enemy gains Poison, they get Stunned for 1 turn (neurotoxin effect) <sup>230</sup> ; Plated Shield – Speed -1, the first time you gain Armor in battle, double that Armor amount <sup>231</sup> ; Poisonous Mushroom – Attack +2, Turn Start: gain 1 Poison (you slowly poison yourself) <sup>232</sup> ; Purelake Armor – Exposed: remove 1 Purity stack to gain +5 Armor (uses Purity for defense) <sup>233</sup> ; Purelake Potion – Battle Start: remove all your Armor and gain +3 Purity (trade armor for purity buff) <sup>234</sup> ; Riverflow Talisman – Whenever you gain any status effect, gain +1 additional stack of the same (amplifies status gains) <sup>235</sup> ; Riverflow Violin – Exposed: gain +4 Armor, then triggers Symphony (instrument) <sup>236</sup> ; Rusted Plate – Whenever acid removes enemy's Armor, you gain that Armor (rust feeds you armor) <sup>237</sup> ; Saltcrusted Crown – Health +8, Battle Start: gain 1 Riptide stack (salt draws the tide on enemy) <sup>238</sup> ; Silver Anchor – Speed -1, whenever you lose any Speed, give the enemy +1 Riptide (anchor drags them down too) <sup>239</sup> ; Silverscale Armor – Whenever a Riptide effect triggers on enemy, you gain +2 Armor <sup>240</sup> ; Silverscale Greaves – Speed +1, Battle Start: if your Speed > enemy's, give them 2 Riptide stacks <sup>241</sup> ; Sinful Mirror – Wounded: remove all your Purity stacks (self-punishment mirror) <sup>242</sup> ; Slime Booster – Battle Start: convert 1 Acid stack you have into +2 Attack (benefit from being acidic) <sup>243</sup> ; Slime Heart – Wounded: remove all your Acid stacks and heal 2 HP for each stack removed <sup>244</sup> ; Slime Potion – Wounded: gain Armor equal to the health you lost and gain +5 Acid <sup>245</sup> ; Soap Stone – First Turn: spend 2 Speed to temporarily gain +4 Attack (polish boosts attack) <sup>246</sup> ; Spiral Shell – Turn Start: if you are Stunned, give the enemy 1 Riptide (snail shell retaliates when stunned) <sup>247</sup> ; Spiritual Balance – Battle Start: if your Speed equals your Attack stat, gain +3 Attack (harmony buff) <sup>248</sup> ; Stillwater Pearl – Riptide can trigger twice each turn instead of once (more tidal damage) <sup>249</sup> ; Stormcloud Armor – Armor +3, Battle Start: if your Speed > Armor, Stun the enemy for 2 turns (storm strikes if agile) <sup>250</sup> ; Stormcloud Curse – Battle Start: Stun both you and the enemy for 2 turns (cursed storm) <sup>251</sup> ; Toxic Algae – First Riptide trigger each battle also inflicts enemy with +5 Poison <sup>252</sup> ; Toxic Rose – Whenever you heal, give enemy +1 Poison; limit 1 Rose equipped <sup>253</sup> ; Twisted Root – Exposed: for each equipped Wood-tagged item, gain +1 Regeneration (synergy with wood items) <sup>254</sup> ; Vampiric Stasis – Whenever you skip your attack (e.g., from stun), heal 3 HP (vampire passive) <sup>255</sup> ; Viper

*Extract* – The first time enemy gains Poison, give them +3 more Poison (amplifies first poison) <sup>256</sup>; *Acid Mutation (Heroic)* – Battle Start: gain +1 Acid; while you have any Acid, you temporarily gain Attack equal to your Acid (high risk, high power) <sup>257</sup>; *Acidic Witherleaf* – Speed +1, Battle Start: inflict enemy with Acid equal to your Speed (uses speed offensively) <sup>258</sup>; *Bloodstone Ring* – Battle Start: gain +5 max health and heal 5 HP (blood magic buff) <sup>259</sup>; *Clearspring Cloak* – Exposed: remove all your status effects and gain Armor equal to the total stacks removed (reset yourself to armor) <sup>260</sup>; *Clearspring Duck (pet)* – Turn Start: gain +1 Armor and reduce a random status by 1 (helpful waterfowl) <sup>261</sup>; *Explosive Arrow* – Turn Start: if enemy has no Armor, deal 3 damage to them (bonus damage on unarmored) <sup>262</sup>; *Life Zap* – Battle Start: reduce yourself to 1 HP and Stun the enemy for 2 turns (life-for-stun trade) <sup>263</sup>; *Liferoot Beast (pet)* – Turn Start: if you have 0 Regeneration, gain +3 Regeneration (auto-healing pet) <sup>264</sup>; *Liferoot Lute* – Wounded: gain +3 Regeneration, then triggers Symphony (healing music) <sup>265</sup>; *Marble Mirror* – Battle Start: gain Armor equal to the enemy's Armor (copy their armor) <sup>266</sup>; *Mist Armor* – Health +10, Speed +2, but enemy attacks ignore your Armor entirely (mist-like armor) <sup>267</sup>; *Noxious Gas* – Armor +6, Turn Start: both you and the enemy gain +1 Poison (toxic aura) <sup>268</sup>; *Petrified Statue* – Speed -2, Battle Start: give enemy +1 Stun for each Stone-tagged item you have (uses stone items to stun) <sup>269</sup>; *Purelake Chalice* – Every other turn, gain +1 Purity (periodic cleanse buff) <sup>270</sup>; *Sanguine Imp (pet)* – Turn Start: deal 1 damage to enemy and heal 1 HP (imp siphons life) <sup>271</sup>; *Sanguine Morphosis* – Every 4th turn, Stun yourself 1 turn and gain +3 Regeneration (blood transformation) <sup>272</sup>; *Serpent Mask* – Battle Start: inflict enemy with Poison equal to your Attack (toxic mask) <sup>273</sup>; *Silverscale Gauntlet* – Every other turn, give enemy +1 Riptide (tidal curse gauntlet) <sup>274</sup>; *Stoneborn Turtle (pet)* – Turn Start: heal 1 HP; if you're at full HP, gain +2 Armor instead (turtle shells you) <sup>275</sup>; *Stormcloud Drum* – Wounded: Stun the enemy for 1 turn, then triggers Symphony (war drum retaliation) <sup>276</sup>; *Sunlight Crest* – Turn Start: if above 50% HP, lose 3 HP but gain +1 Attack (sun's wrath) <sup>277</sup>; *Thunder Cloud* – Attack -1, Wounded: Stun enemy for 3 turns (thunder strikes when you're hurt) <sup>278</sup>; *Weaver Armor* – Attack -2, Battle Start: if you have 0 base Armor, gain Armor equal to your current HP (weave life into armor) <sup>279</sup>; *Blood Rune* – Wounded: re-trigger your last Wounded-effect item again (blood magic echo) <sup>280</sup>; *Echo Rune* – Wounded: re-trigger a random Battle-Start effect item again (echoes a start effect) <sup>281</sup>; *Iron Rune* – If you have exactly one Exposed-trigger item, its effect triggers 3× instead of once (focuses exposed effect) <sup>282</sup>; *Arcane Cloak (Mythic)* – After any Countdown effect triggers, it immediately resets that countdown to start again <sup>283</sup>; *Grand Crescendo* – Symphony (instrument ultimate): when played, it triggers all your other instrument effects at once <sup>284</sup>; *Prime Form* – While your health is full, your Attack stat is doubled (perfect form power) <sup>285</sup>; *Primordial Soup* – Acid also removes health (HP) in addition to Armor each turn (makes acid deadlier) <sup>286</sup>; *Serpent Scalemail* – Armor +4, whenever you lose any Armor, inflict enemy with +2 Poison (toxic scales) <sup>287</sup>; *Stormtide Anchor* – whenever a Riptide effect triggers on enemy, Stun them for 1 turn (anchor storms them) <sup>288</sup>; *Belt of Gluttony (Cursed)* – Health +15, but your current HP value is hidden from you (can't see HP) <sup>289</sup>; *Boots of Sloth* – Speed +10, but each step on the map consumes more time (move slower in overworld) <sup>290</sup>; *Chest of Lust* – Armor +8, but enemies will always actively hunt/target you (can't avoid fights) <sup>291</sup> <sup>292</sup>; *Helmet of Envy* – Attack +3, Battle Start: double the enemy's Attack stat (empowers enemy offense) <sup>293</sup> <sup>294</sup> .)

## Tomes (Swampland)

### Granite Tome

**Effect: Countdown (4)** – Gain +6 Armor when the timer hits 0 (Gold: 12; Diamond: 24 armor)

<sup>295</sup>

**Stats:** None

**Tags:** Tome, Armor

### Holy Tome

**Effect: Countdown (6)** – Gain +3 Attack when it triggers (Gold: +6; Diamond: +12). *(Note: Lowers your base Attack by 1/2/4 while equipped.)* <sup>296</sup>  
**Stats:** Attack –1 (–2/–4 at higher tiers)  
**Tags:** Tome, Attack Buff

### Liferoot Tome

**Effect: Countdown (4)** – Gain +3 **Regeneration** (healing over time) when timer ends (Gold: 6; Diamond: 12) <sup>297</sup>  
**Stats:** None  
**Tags:** Tome, Healing

### Silverscale Tome

**Effect: Countdown (3)** – Inflict the enemy with 2 **Riptide** when it triggers (Gold: 4; Diamond: 8 stacks) <sup>298</sup>  
**Stats:** None  
**Tags:** Tome, Riptide

### Stormcloud Tome

**Effect: Countdown (4)** – **Stun** the enemy for 1 turn when complete (Gold: 2 turns; Diamond: 4 turns) <sup>299</sup>  
**Stats:** None  
**Tags:** Tome, Stun

*(...Swampland Tomes continued: Caustic Tome (Rare) – Countdown 3: give enemy 3 Acid (if they have no Armor, give 5 Poison instead) <sup>300</sup>; Cookbook – Replaces itself with a random Cauldron (Food) item after you beat the next boss <sup>301</sup>; Flameburst Tome – Countdown 4: deal 4 damage to enemy, then reset its own countdown to repeat later <sup>302</sup>; Purelake Tome – Countdown 3: if you have any Purity, remove 1 (if not, gain 1 Purity); then reset its own countdown (toggle purity) <sup>303</sup>; Sanguine Tome – Countdown 6: fully heal you when it triggers (big heal) <sup>304</sup>; Grand Tome (Heroic) – Countdown 10: re-trigger all your other Tome effects immediately (grand spell) <sup>305</sup>; Tome of the Hero – Countdown 8: gain +4 Attack, +4 Armor, +4 Speed when done (all stats buff) <sup>306</sup>; Sheet Music – Countdown 6: triggers Symphony effect 3 times (plays all instrument effects thrice) <sup>307</sup>.)*

## Elixirs (Swampland)

### Lightspeed Elixir

**Effect: Battle Start** – Increase your max health by an amount equal to your current Speed, **then heal** that same amount immediately <sup>308</sup>  
**Stats:** Speed +1  
**Tags:** Potion, Healing

### Muscle Elixir

**Effect:** Every 3 strikes you perform, **gain +1 Attack, +1 Armor, +1 Speed** (at Gold: +2 each; Diamond: +4 each) <sup>309</sup>

**Stats:** None

**Tags:** Potion, Buff

### Petrifying Elixir

**Effect: Wounded** – Gain +10 Armor and **Stun** both yourself and the enemy for 2 turns (Gold: 20 Armor & 4-turn stun; Diamond: 40 Armor & 8-turn stun) <sup>310</sup>

**Stats:** None

**Tags:** Potion, Armor, Stun

### Lightning Elixir

**Effect: Battle Start** – **Stun** yourself for 2 turns (a powerful concoction with a heavy side effect) <sup>311</sup>

**Stats:** Attack +3, Speed +4 <sup>312</sup>

**Tags:** Potion, Stun

### Nerve Elixir

**Effect:** The first time the enemy gains any **Poison**, they become **Stunned** for 3 turns (neurotoxin effect) <sup>313</sup>

**Stats:** None

**Tags:** Potion, Poison, Stun

*(...Swampland Elixirs continued: Purelake Elixir – Battle Start: lose 5 Armor, gain +5 Purity (a cleansing potion) <sup>314</sup> ; Slime Elixir – Wounded: gain Armor equal to your max HP, and gain +5 Acid (turn blood to armor and acid) <sup>315</sup> ; Viper Elixir – first time enemy gains Poison, give them +9 more Poison immediately (potentiates poison) <sup>316</sup> .)*

## Food (Swampland) – Consumables

*(Swampland foods, like Woodland's, can be combined via Cauldron or enhanced with Honeycomb <sup>317</sup> <sup>318</sup> .)*

### Clearspring Watermelon

**Effect: Battle Start** (if **Exposed & Wounded**) – Decrease one random status effect on you by 1 (Gold: by 2; Diamond: 4) <sup>319</sup>

**Stats:** None

**Tags:** Food, Water, Cleanse

### Sour Lemon

**Effect: Battle Start** – Gain +1 **Acid** (corrodes Armor) on yourself (Gold: 2 Acid; Diamond: 4) <sup>320</sup>

**Stats:** Speed +3 (Gold: +6; Diamond: +12) <sup>321</sup>

**Tags:** Food, Acid

### Silverscale Fish

**Effect: Exposed** – Inflict 1 **Riptide** on the enemy (Gold: 2; Diamond: 4) <sup>322</sup>

**Stats:** None

**Tags:** Food, Water, Riptide

### Poisonous Mushroom

**Effect: Turn Start** – You gain +1 **Poison** (you slowly poison yourself each turn) <sup>323</sup>

**Stats:** Attack +2

**Tags:** Food, Poison

### Grilling Skewer *(Food)*

**Effect: Battle Start** – Gain +1 extra strike on the first turn (same effect as when used as a weapon) <sup>324</sup>

**Stats:** Attack +1

**Tags:** Food, Weapon

## Combined Foods (Swampland) – Cauldron Recipes

*(Swampland recipe items created by combining two foods, optionally with Honeycomb for special results <sup>325</sup>.)*

### Melonvine Whip (Grilling Skewer + Watermelon)

**Effect:** On Hit – Decrease one random status effect on the target by 1 (whip lashes status off enemy) <sup>326</sup>

**Stats:** Attack +3

**Tags:** Weapon, Cleanse

### Silverscale Swordfish (Grilling Skewer + Silverscale Fish)

**Effect: Battle Start** – Gain +1 extra strike; **First Turn** – on hit, inflict 1 **Riptide** on enemy <sup>327</sup>

**Stats:** Attack +2

**Tags:** Weapon, Riptide

### Lemontree Branch (Grilling Skewer + Sour Lemon)

**Effect:** On Hit – Spend 2 Speed to gain +1 extra strike *on your next turn* (trade speed for next-turn attack) <sup>328</sup>

**Stats:** Attack +2, Speed +4

**Tags:** Weapon, Haste

### Deathcap Bow (Grilling Skewer + Poisonous Mushroom)

**Effect: Battle Start** – Gain +3 **Poison** on yourself; **Turn Start** – if you are poisoned, gain +1 extra strike (to hasten before poison kills) <sup>329</sup>

**Stats:** Attack +3

**Tags:** Weapon, Poison

### Bee Stinger (Grilling Skewer + Honeycomb)

**Effect: First Turn** – on hit, inflict the enemy with 4 **Poison**, 3 **Acid**, and 2 **Stun** (a deadly combo effect) <sup>330</sup>

**Stats:** Attack +3

**Tags:** Weapon, Poison, Acid, Stun

(...Swampland Combined Foods continued: Underwater Watermelon (Fish + Watermelon) – Battle Start: remove 1 random status effect from yourself and give the enemy 1 Riptide <sup>331</sup> ; Melon Lemonade (Watermelon + Lemon) – Speed +3, Battle Start: if Exposed & Wounded, remove all your Acid stacks (cures acid) <sup>332</sup> ; Bitter Melon (Watermelon + Mushroom) – Attack +3, Turn Start: convert 1 stack of another status effect into 1 Poison (turn buffs into poison) <sup>333</sup> ; Honeydew Melon (Watermelon + Honeycomb) – Battle Start: transfer all your status effects to the enemy (sweet sacrifice) <sup>334</sup> ; Lemon Shark (Fish + Lemon) – Speed +3, Battle Start: gain +1 Acid; Exposed: inflict enemy with Riptide equal to your Acid stacks <sup>335</sup> ; Poisonous Pufferfish (Fish + Mushroom) – Attack +2, Battle Start: gain +3 Poison and inflict enemy with Riptide equal to your Poison stacks <sup>336</sup> ; Honey Caviar (Fish + Honeycomb) – Exposed: inflict the enemy with 10 Riptide stacks (massive riptide) <sup>337</sup> ; Poisonous Lemon (Mushroom + Lemon) – Attack +3, Speed +4, Battle Start: gain +1 Acid and +5 Poison (toxin mix) <sup>338</sup> ; Lemon Syrup (Lemon + Honeycomb) – Speed +3, Battle Start: double your current Speed (sugar rush) <sup>339</sup> ; Honey-Glazed Shroom (Honeycomb + Mushroom) – Attack +4, Turn Start: inflict enemy with +2 Poison (sweet poison) <sup>340</sup> .)

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