Blue is a modified item or item

Red is the effect of the specific modification

Black is the original description, unchanged

Directorys

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Potion

Purification Potion Removes all curses, blessings, relics, keys and bombs including indestructible, permanently reduces maximum health by 50%, current health is set to 1, removes each relic, curse, Blessings increase all your damage by 7 and in Otherworld mode by 5.

Numbing Cream Temporarily reduce the damage received, 3% less damage permanently taken.

Whiplash Serum Temporarily increases throwing damage, and throwing damage permanently increases by 1 point.

[Alacrity Serum](https://undermine.fandom.com/wiki/Alacrity_Serum) Temporarily increase the attack speed, Attack speed permanently increases by 0.1 and throw speed permanently increases by 1.

Savage Serum Temporarily increase the chance of critical hits, Critical hit chance permanently increased by 3%.

[Durability Serum](https://undermine.fandom.com/wiki/Durability_Serum) Temporarily increases health, and health increases by 10 points permanently.

[Alacrity Serum](https://undermine.fandom.com/wiki/Alacrity_Serum) Temporarily increases the slash range, and the slash range permanently increases by 0.1.

[Strength Serum](https://undermine.fandom.com/wiki/Strength_Serum) Temporarily increase slash damage, Slash damage permanently increases by 2 points.

Cyclone serum Temporarily increase the throwing range, The throwing range is permanently increased by 0.1, throwing speed increased by 1.

[Berserker's Brew](https://undermine.fandom.com/wiki/Berserker%27s_Brew) Temporarily increases the damage dealt and received, permanently increasing the damage received by 5%, the throw damage permanently increased by 2, and the slash damage permanently increased by 4.

Coffee Restored health is proportional to lost health, Movement speed permanently increased by 0.05.

[Cure All](https://undermine.fandom.com/wiki/Cure_All) Create a healing ring, Items in the area, friendly members continue to receive healing, enemies continue to take 100 damage.

Incineration Potions Burn nearby enemies, Enemies take 20% bomb damage.

Iron Glaze Averages number of keys and bombs held. Rarity decreases.

[Starlight Sip](https://undermine.fandom.com/wiki/Starlight_Sip) Rename to Expired Potion, choose one of the curses you hold to disable it, but you can only have at most one disabled curse, if you choose a new curse to disable it, the original disabled curse will be activated.

[Churchbell Nectar](https://undermine.fandom.com/wiki/Churchbell_Nectar) Choose from any of the 3 blessings. Rarity increased.

Todwin's Tonic Drops 1-2 pieces of poisonous meat, temporary immune poisoning status, treatment boost temporarily increases by 30%, and treatment boost permanently increases by 5%.

Ghost Pepper Sauce Temporarily immune to flame damage, gold income temporarily increased by 20%.

Flotation Potion Temporarily allows you to walk in air, and your health bar temporarily increases by 1 armor.

[Biscuits](https://undermine.fandom.com/wiki/Biscuits) Get triple XP for your familiar. If your first familiar is full and currently

holds [Birthing Pod](https://undermine.fandom.com/wiki/Birthing_Pod), each drink will reduce the amount of treatment required for the [Birthing Pod](https://undermine.fandom.com/wiki/Birthing_Pod) by 100 \* number of  familiars, with a maximum of 200 and a minimum reduction of 1 point.

[Mighty Metamorphim](https://undermine.fandom.com/wiki/Mighty_Metamorphim) Randomly transform up to 4 relics.

Holy glaze Averages blessings of various grades. The minimum level required for the average level rounded up is increased from 1 to Blessing Type\*0. 3, rounded up, and the rarity is increased.

[Kiss of the Succubus](https://undermine.fandom.com/wiki/Kiss_of_the_Succubus) kills all enemies and steals their health with 20% of their health.

[Freeloader Draught](https://undermine.fandom.com/wiki/Freeloader_Draught) Empty gloves white wolf. Prices dropped.

[Absolution](https://undermine.fandom.com/wiki/Absolution) If you have 5 or more curses, 2-6 curses are removed at random.

[Selt's Blood](https://undermine.fandom.com/wiki/Selt%27s_Blood) Get 2-3 random blessings.

[Purge Potion](https://undermine.fandom.com/wiki/Purge_Potion) Takes 75 damage and removes one curse, with the removal of the big curse first, followed by the higher level of the minor curse.

[Impish Key Bomb](https://undermine.fandom.com/wiki/Impish_Key_Bomb) Renamed Impish Key, get 10-60% of the keys, rounded up.

[Doppelbock](https://undermine.fandom.com/wiki/Doppelbock) Renamed Brew of Tus, Drop from any of the 3 relics. Rarity increased.

[Witch's Brew](https://undermine.fandom.com/wiki/Witch%27s_Brew) Get 10 major curses, 13 minor curses, 7 blessings, 2 relics. Drop 3 blessings, 1 relic.

Toxin Renamed Monster in the Bottle, spawns an enemy in the current room. There is an 80% probability from Rat Matron、Bobo、Ogre Bombardier choose one, there are 15% probability from Mimic、Hoarding Pilfer、Nemesis choose one. If the generated enemy is a Nemesis, there are 20% chance to become friendly, otherwise Nemesis will receive an additional 3 points of armor, but a relic will be dropped after killing.

[Midas Touch](https://undermine.fandom.com/wiki/Midas_Touch) Turns all enemies in the current room into gold, destroying all rocks at the same time, and for each rock destroyed, you get 20 gold.

[Potion of True Sight](https://undermine.fandom.com/wiki/Potion_of_True_Sight) Discover the secrets of the neighborhood and instantly destroy all hidden areas of the current room when drinking the True Vision Potion.

Nitroglycerin Drops bombs continuously, with a 25% chance of getting a bomb each time it drops.

[Fury Potion](https://undermine.fandom.com/wiki/Fury_Potion) Spawns fireballs, each of which has a 5% chance of getting a key.

[Ambrosia](https://undermine.fandom.com/wiki/Ambrosia) Randomly modify a blessing level to the current level \* 1.6 to round up.

Relic

[Master Pickaxe](https://undermine.fandom.com/wiki/Master_Pickaxe) Fire projectiles when current health is greater than or equal to 90% of maximum health.

[Obsidian Knife](https://undermine.fandom.com/wiki/Obsidian_Knife) All damage is increased by 50, but being hit will have a probability of breaking, and each hit will increase the probability by 5%.

Rat Bond Makes all rats friendly, and each mouse has a 25% chance of providing a blessing.

[Shrapnel](https://undermine.fandom.com/wiki/Shrapnel) Bombs that shoot projectiles when exploding increase bomb damage by 30 and damage from their own bomb by 70%.

[Capture Sphere](https://undermine.fandom.com/wiki/Capture_Sphere) Bombs permanently increase bomb damage when they kill enemies, reducing their own bomb damage by 50%.

Remote Detonator Detonate bombs at any time, increasing bomb damage by 50 and reducing damage from your own bomb by 70%.

[Short Wicks](https://undermine.fandom.com/wiki/Short_Wicks) Shorten the cooldown time of the bomb, increase the bomb damage by 30, and reduce the damage of your own bomb by 70%.

[Magnetized Ore](https://undermine.fandom.com/wiki/Magnetized_Ore) Mine Teleports enemies near bombs, increases bomb damage by 30 and reduces damage from your own bomb by 70%.

U-235 Gain 5 bombs, bomb damage is no longer fixed, each bomb carried increases bomb damage by 10 points, and the damage of your own bomb is reduced by 60%.

[Orion's Sword](https://undermine.fandom.com/wiki/Orion%27s_Sword) Temporarily increases damage when attacked, up to 350, and increases damage received by 30% during booster damage.

[Breastplate](https://undermine.fandom.com/wiki/Breastplate) Health Bar increases armor by 1 and gains 30 health points.

[Gauntlets](https://undermine.fandom.com/wiki/Gauntlets) Increases armor by 1 point to the health bar and gains 3 throw damage.

[Pauldron](https://undermine.fandom.com/wiki/Pauldron) Health bar increased1 point of armor, Get 10% damage reduction.

[Greaves](https://undermine.fandom.com/wiki/Greaves) Health bar increased1 point of armor, Get a 10% treatment boost.

[Masa](https://undermine.fandom.com/wiki/Masa) Reduces throw damage and increases slash damage, Health bar increased1 point of armor, Gain 10% slash damage.

[Mune](https://undermine.fandom.com/wiki/Mune) Reduces slash damage and increases throw damage, Health bar increased1 point of armorto get 10% throw damage.

[Masa](https://undermine.fandom.com/wiki/Masa)[mune](https://undermine.fandom.com/wiki/Mune) Sometimes kills enemies instantly, increases his health bar by 3 armors, gets 30% throw damage, and gets 30% slash damage.

[Shield of Quills](https://undermine.fandom.com/wiki/Shield_of_Quills) Health Bar increases armor by 2,

Each armor increases slash damage by 4 points,

When you have [Breastplate](https://undermine.fandom.com/wiki/Breastplate), each armor increases your health by 10 points,

When you have [Gauntlets](https://undermine.fandom.com/wiki/Gauntlets), each armor increases throw damage by 2 points,

When you have [Pauldron](https://undermine.fandom.com/wiki/Pauldron), each armor reduces damage taken by 2%,

When you have [Greaves](https://undermine.fandom.com/wiki/Greaves), each armor increases the healing boost by 3%.

When you have [Masa](https://undermine.fandom.com/wiki/Masa), each armor increases slash damage by 2%.

When you have [Mune](https://undermine.fandom.com/wiki/Mune), each armor increases throw damage by 2%.

When you have [Masa](https://undermine.fandom.com/wiki/Masa)[mune](https://undermine.fandom.com/wiki/Mune), each armor increases slash damage by 3% and throw damage by 3%.

If you have three or six of the above relics, the above bonuses\*2 or \*3.

Rarity decreases.

Battle Axe Slash damage is reduced by 5% and slash range is increased by 1.

[Key Blade](https://undermine.fandom.com/wiki/Key_Blade) Each key provides 1 slash damage.

Conductor Electrocuting enemies when picking up gold, gold revenue increased by 20%.

Unstable Blends Gold Explodes when it hits the ground and gets a 20% store discount.

Throwing Star Throwing a pickaxe can penetrate enemies and objects. Get 5% throw damage, 0.1 throw size, 10% throw speed. Can be combined with [Sequence Breaker](https://undermine.fandom.com/wiki/Sequence_Breaker) to [Chakram](https://undermine.fandom.com/wiki/Chakram).

Selt's Eggs Spawn two eggs at the entrance, and the eggs have a 60% chance of hatching a larva to fight for you, a 15% chance of getting a bomb, a 10% chance of getting a key, and a 5% chance of getting a first-level blessing.

Portable Grill Cook all the food, and the food that can be cooked will gain 3 health points. All items gain 1 health point.

Large Embers Incinerate nearby enemies, who take 20% bomb damage.

[Sequence Breaker](https://undermine.fandom.com/wiki/Sequence_Breaker) Teleport to your mine pickaxe for 15% throw damage, which can be combined with the Throwing Star to [Chakram](https://undermine.fandom.com/wiki/Chakram).

[Seer's Blood](https://undermine.fandom.com/wiki/Seer%27s_Blood) Bomb explodes in a rain of fire and can synthesize [Transmutagen Blast](https://undermine.fandom.com/wiki/Transmutagen_Blast) with blood bombs.

Blood Bomb Draws health from enemies killed by the bomb and can be used to synthesize [Transmutagen Blast](https://undermine.fandom.com/wiki/Transmutagen_Blast) with [Seer's Blood](https://undermine.fandom.com/wiki/Seer%27s_Blood).

[Transmutagen Blast](https://undermine.fandom.com/wiki/Transmutagen_Blast) Altering item that can be synthesized from Blood Bomb and [Seer's Blood](https://undermine.fandom.com/wiki/Seer%27s_Blood).

Bottled Lightning Attacks with a chance to fire chain lightning, which can be combined with [Fan of Knives](https://undermine.fandom.com/wiki/Fan_of_Knives) to synthesize [Mjölnir](https://undermine.fandom.com/wiki/Mj%C3%B6lnir).

[Fan of Knives](https://undermine.fandom.com/wiki/Fan_of_Knives) Sometimes releases a rain of daggers when thrown, which can be combined with Bottled Lightning synthesis [Mjölnir](https://undermine.fandom.com/wiki/Mj%C3%B6lnir).

[Mjölnir](https://undermine.fandom.com/wiki/Mj%C3%B6lnir) The mine pickaxe thrown summons lightning when hit, which can be synthesized from [Fan of Knives](https://undermine.fandom.com/wiki/Fan_of_Knives) and bottled lightning.

[Birthing Pod](https://undermine.fandom.com/wiki/Birthing_Pod) Consume all treatments until before fertility. The drop limit is 7, but you can only hold one at a time, and the companions hatched through the fertility pod will directly reach the full level, and the amount of healing required will be increased to 600.

Lunch box Store food for later use, Get a 20% treatment boost. Can be combined with [Metamfiezomaiophobia](https://undermine.fandom.com/wiki/Metamfiezomaiophobia) synthesis [Miniaturizer](https://undermine.fandom.com/wiki/Miniaturizer).

[Miniaturizer](https://undermine.fandom.com/wiki/Miniaturizer) Find the small box in the big box, can be synthesized from Lunch boxes and [Metamfiezomaiophobia](https://undermine.fandom.com/wiki/Metamfiezomaiophobia).

Glass Cannon All damage is increased by 100% and maximum health is reduced by 60%.

Enhancer Increase damage when killing enemies, Increases damage by 2 per layer.

[Karmic Scale](https://undermine.fandom.com/wiki/Karmic_Scale) Health, damage, and healing become less and average, with a price of 2 curses.

Soul Cannon Fires shells when slashing, and the damage caused by the shells \* 2.

[Crippling Poison](https://undermine.fandom.com/wiki/Crippling_Poison) Has a 66% chance of poisoning enemies when hit for 8 seconds.

108 Rosaries Heal when praying at an altar，25% reduction in the consumption of confession.

Wet blankets Extinguish the fire immediately, but charge for water, The maximum number of layers is increased to 5.

[Tsar Bomba](https://undermine.fandom.com/wiki/Tsar_Bomba) Killing enemies with bombs spawns two new bombs. Carrying bombs reduces slash and throw damage. Each bomb adds 4 bomb damage, and in Otherworld mode it adds 3 bomb damage. Damage from its own bomb is reduced by 50%. Rarity decreases.

Twisted Blade Each major curse provides 4 throw damage, and each minor curse provides 2 throw damage. Rarity increased, price is 2 curses.

[War Paint](https://undermine.fandom.com/wiki/War_Paint) Renamed Cursed Mask, each minor curse provides 1 curse point, each major curse gives 2 curse points, and each curse value increases health by 2 0 points and damage taken by 2%. Rarity increased, price is 2 curses.

[Berserker's Pendant](https://undermine.fandom.com/wiki/Berserker%27s_Pendant) For every 30 current health points, slash damage increases by 1%.

[Axe Thrower's Pendan](https://undermine.fandom.com/wiki/Axe_Thrower%27s_Pendant)t Throwing damage increases by 1% for every 30 current health points.

[Gecko Blast](https://undermine.fandom.com/wiki/Gecko_Blast) Bomb explosions attract items and increase bomb damage by 30%.

[Chakram](https://undermine.fandom.com/wiki/Chakram) Throw a deadly spinning blade for 30% throw damage. Can be crafted from [Sequence Breaker](https://undermine.fandom.com/wiki/Sequence_Breaker) and Throwing Stars.

[Sagitta](https://undermine.fandom.com/wiki/Sagitta) During a critical hit, the enemy temporarily explodes in the arrow and increases critical damage by 30%.

Bounty contracts Adds a bounty to a random enemy,damage taken by flagged enemies is increased by 20%.

Cosmic eggs Get triple XP for your familiar. If your first familiar is already at full level, the maximum amount of healing required for subsequent [Birthing Pod](https://undermine.fandom.com/wiki/Birthing_Pod) is reduced by 200 points.

Golden Idol Discover more rooms and become rich, and get 1500 + layers \* 1000 gold in Otherworldly mode, with a maximum of 7500.

Paladin Shield Boosts stats and is unlocked by default.

[Gold Frenzy](https://undermine.fandom.com/wiki/Gold_Frenzy) Each time you pick up gold, you temporarily increase your gold income by 1%.

[Siegfried's Aegis](https://undermine.fandom.com/wiki/Siegfried%27s_Aegis) Receives two major curses and a minor curse, with a level and count set to 3. When the curse is obtained, the count is increased by 1. When entering the next level, the level is reduced by 1, at this time the level is 0 or the count is greater than 15, the relic is removed, and every third count will receive a blessing. Remove the relic with a count greater than or equal to 9 to receive a Paladin Shield, or drop a Relic at random if a Paladin Shield has been obtained. Unlocked by default, rarity increased.

Sewing kit Obtain a random relic and make up to two non-indestructible, non-unique relics in normal state indestructible, one with the highest rarity and the other random. If there is no relic that meets the appeal criteria, the relic is consumed and a random relic is dropped.

Wayland's Boots Destroy spikes, leave names, destroy traps with an 8% chance of getting a bomb or a key.

Curse

[Market Crash](https://undermine.fandom.com/wiki/Market_Crash) Increased prices for store items, Market crash will cause you to lose 25% of your current gold when you move to the next tier, up to 5W in normal mode.

Fever Reduced therapeutic effect, Fever reduces the therapeutic effect by an additional 20%.

Weakness Deals less slash damage, Weaknesses reduce slash damage by an additional 10%.

[Wobbly](https://undermine.fandom.com/wiki/Wobbly) Deals less throw damage, and [Wobbly](https://undermine.fandom.com/wiki/Wobbly) reduces throw damage by an additional 10%.

Arthritis Reduce the speed of slashing, Arthritis makes Slash speed reduced by an additional 20%.

Miner's Shoulder Reduces the throwing speed, and Miner's Shoulder reduces the throwing speed by an additional 20%.

[Enfeebled](https://undermine.fandom.com/wiki/Enfeebled) Maximum health is reduced, and  [Enfeebled](https://undermine.fandom.com/wiki/Enfeebled) reduces health by an additional 10%.

[Vulnerable](https://undermine.fandom.com/wiki/Vulnerable) Take more damage, and [Vulnerable](https://undermine.fandom.com/wiki/Vulnerable) increases the damage received by an additional 10%.

[Blood Offering](https://undermine.fandom.com/wiki/Blood_Offering) Shopping items in the store costs health, The conversion ratio of money to health is increased to 0.24.

[Bloodied Locks](https://undermine.fandom.com/wiki/Bloodied_Locks) Unlocking consumes health, Health cost increased to 65.

Heat wave The enemy becomes overheated and cannot be contacted, The probability is increased to 40%.

Secrecy Renamed Devil's Eye, the cost of props in the store is 40% probability increases by one minor curse, 5% probability increases by 2 minor curses, 5% probability increases by 1 major curse.

Explosion Decompression Mine all ore when entering the room and take 10 damage.

[Clumsiness](https://undermine.fandom.com/wiki/Clumsiness) Renamed Slow, Decrease 0.3 pips movement speed.

[Neptitude](https://undermine.fandom.com/wiki/Ineptitude) Renamed Staggering, Movement speed reduced by 15%.

Vertigo The level of the minor curse obtained increases by 1.

[Spatial Sickness](https://undermine.fandom.com/wiki/Spatial_Sickness) Will be teleported when hit, Fall Damage \* 2.

[Metamfiezomaiophobia](https://undermine.fandom.com/wiki/Metamfiezomaiophobia) The number of Treasure Chest Mimicry Monsters has increased, and it can be combined with the Lunch Box to synthesize [Miniaturizer](https://undermine.fandom.com/wiki/Miniaturizer).

[The Crumbles](https://undermine.fandom.com/wiki/The_Crumbles) Reduces the item's health by 4 points.

Bless Eater When killing 60 enemies, the Blessing Eater devours a Blessing of the highest level and a random Blessing.

Relic Eater When killing 60 enemies, the Relic Eater devours a rarity（legend = rare >normal) highest relic and one random relic.

Item Eater For every 10 enemies killed, the Item Eater devours a key or a bomb.

mediocre Critical hit chance reduced 80% Critical Hit damage is reduced 35%.

Dark Clouds Disables 2 blessings, Disabled blessings will be permanently disabled unless Dark Clouds is disabled or removed, and when Dark Clouds disabled blessings are all removed, the clouds will be removed.

[Nullification](https://undermine.fandom.com/wiki/Nullification) Disables 2 relics, Disabled relics will be permanently disabled unless [Nullification](https://undermine.fandom.com/wiki/Nullification) is disabled or removed, and when [Nullification](https://undermine.fandom.com/wiki/Nullification) disabled relics are all removed, [Nullification](https://undermine.fandom.com/wiki/Nullification) will be removed.

Blessing

[Craftsmanship](https://undermine.fandom.com/wiki/Craftsmanship) Consumes that blessing and randomly increases the level of one of the blessings currently in possession by 1, and if there are no blessings, randomly gets a blessing.

Armor

The maximum number of armors is 12, The UI can only display the first 10 and does not affect the actual functionality of the armor.

Familiar

The Familiar cap becomes 8. The UI can only display the first two and does not affect the actual functionality of the companion.

Pale Likeness Can appear in the otherworld and can be hatched by [Birthing Pod](https://undermine.fandom.com/wiki/Birthing_Pod). 400 experiences required for level 2 and 800 experience required for level 3. Take the initiative to turn ordinary torches into cursed torches to gain 10 experiences, destroy items to gain 20 experience, open cursed chests and destroy cursed torches to gain 20 experience, pale portraits to open boxes to gain 20 experience, and pale portraits to kill mimic monsters to gain 20 points.

Level 1

1. The probability of the torch being cursed increased to 33%,
2. Take the initiative to turn ordinary torches into cursed torches.
3. Destroy dropped items that remove curses.
4. Increase the price of the Curse Item Removed from the Shop.

Level 2

1. Increase the probability of the Demon Room by 100% by a specific method.
2. The probability of a cursed chest appearing is increased by 33%.
3. Proactively open unlocked chests.
4. Kill the mimicry monster.

Level 3

Deal 500 damage to an enemy at random.

Canary There is a 10% chance of getting double gold when picking gold, increasing to 20% at level 2 and 30% at level 3.

Sylph Level 3 XP required increases by 400.

Eidolon The maximum HP for Level 1 skills has been increased from 20% to 30%, and the damage of Level 3 skills has been reduced from 3x explosion damage to 2x.

Nikko Level 2 skill +20% chance of critical hit, +20% critical damage.

Lesser Demon The number of kills required for the Level 1 skill has been reduced from 35 to 30.

Sol's Phoenix Heals when injured at level 1 skill are reduced by 30%, and the experience required for level 3 is increased by 200.

[Chaos Spawn](https://undermine.fandom.com/wiki/Chaos_Spawn) Level 2 requires 60 less XP and Level 3 XP 60 less.

Firebird Firebird attack cooldown reduced by 50% after level 3, 100% trigger sound effect when attacking.

Thunderbird After level 3, Thunderbird After attack cooldown is reduced by 50%, and 100% trigger sound effects when attacking.

Spirit Level 2 skill probability decreased from 50% to 35%, and level 3 skill probability decreased from 35% to 20%.

Djinn Level 3 increases the item drop rate when an object is destroyed by a factor of 2.

Replica props (corn kernel series, popcorn series)

The copied item can no longer be copied, and it will not affect the copy effect of the original item. Turning on the Replication Crisis Lift will invalidate this effect.

Hexes

[Adventurer's Peril](https://undermine.fandom.com/wiki/Adventurer%27s_Peril) Renamed to Replication Crisis Lift, removes all restrictions on Replica props.

Accursed The curse obtained is indestructible. No more dropping items that can remove curses.

Siegfried's Torment Adds an unbreakable curse to each layer, which is unlocked by default.

[Amnesia](https://undermine.fandom.com/wiki/Amnesia) No more layers appear in the Otherworld, and in normal mode, there is no effect.

Chaotic Offering Renamed to Elite Plan, Enemies have a 50% chance to get 80% extra attacks and HP, 3 armor.

[Stasis](https://undermine.fandom.com/wiki/Stasis) Renamed to Runaway, Enemy Movement Speed \* 2.

[Nemesis](https://undermine.fandom.com/wiki/Nemesis) Becomes prey. [Nemesis](https://undermine.fandom.com/wiki/Nemesis) gets levitation, 3 points of armor, and additional fragility fractures. When level 21 or greater, the attack destroys all of the target's armor first. Level + 4 in Otherworldly Mode, bonus to the number of additional layers.

[Red Hot Nuggets](https://undermine.fandom.com/wiki/Red-Hot_Nuggets) Takes 5 damage when picking up items.

Otherworldly Mode

Otherworldly mode adds an additional number of layers, the number of which is 3-5 layers, these layers will be randomly assigned to the original number of layers. The difficulty of the additional number of layers depends on the current difficulty, The map of the extra layers is random, but it will not be the map of the current area, and the number of extra layers will not affect the monster's attributes.

The minimap will now show the total number of layers, the current actual number of layers, and if the current layer contains extra layers, the name will be "\*", if the current layer is an extra layer, the name will start with "$" begins.



Status bar UI

The Cursed Witchcraft status bar displays up to 80 statuses.

The Relic Blessing Status Bar displays up to 100 statuses.

The Major Curse drops into the pool

Whenever the Major Curse Drop Pool is consumed, all Unheld Major Curse returns to the Major Curse Drop Pool.