

Elemental Extrusion Add-On

Welcome to the Elemental Extrusion Add-On! This Add-On intends to add additional linear progression, alternative exploration incentives, and quality of life enhancements. This document contains almost all the information on items, blocks, entities, structures, and more.

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Achievements

This Section contains Achievements designed to guide you through Add-On content.

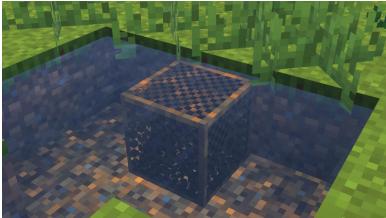
Achievement Name	Description
Colourful Quarts	Discover an Amethyst Geode underground
Clear Body	Craft a Mystic Extractor from Lapis Lazuli and Amethyst, and use it to obtain Pure Magic
It's Alive?!	Defeat a Blemish in the Deepslate caves
Mobility +1	Craft a Grapple Basket Hook
Wizard's Apprentice	Use Pure Magic to create any Magic Tome
Deep Sea Scuffle	Defeat a Brine in any Deep Ocean biome
A Cosmic Mystery	Discover a strange block hidden in a Mesa Observatory
Professional Glazer	Find a recipe book inside a mysterious tower in the Pale Garden
Cannon Event	Craft a Cannon Kit and Cannon Wrench
Make Haste!	Use a Block of Gold in a Brewing Stand to make Haste Potions
Inner Focus	Craft and Dimensional Focus
Horrifying Beauty	Venture into the End, and take the heart of a powerful flying monster

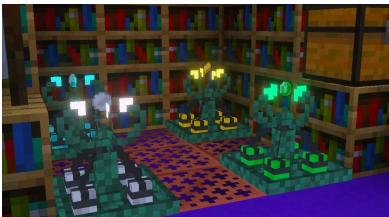
Heavy Handed	Use any elemental rod and a Heavy Core to craft a Mace
Mace-tery	Craft all five Maces
Elemental Conqueror	Craft a Minister Conjure, and defeat the Minister in battle
Elemental Warlord	Defeat the four Elemental Ministers
Forbidden Alchemy	Create a potion from an Elemental Gem
New World Order	Use a gem from each Elemental Minister to unlock a new realm of crafting
Bugged Map	Obtain a Dark Castle, Bug Tower, or Gods' Graveyard Explorer Map from a Titan Beetle
Magic Overwhelming	Use an elements gem at the Mystic Workbench to create a Staff
Spiteful Metal	Venture into the Deep Dark and obtain Malumite, a strange pink metal that can only be mined with a Netherite Hoe
Remnant of the Fallen	Find a foreboding dark fortress in the Plains
Ghostbuster	Find all the hidden keys in the Dark Castle, and unlock its secret vault
Labor Crisis	Create any Spectral Enhancer, and use Spectral Matter to buy an Enchanted Book from it
A Cosmic Mystery: Solved	Build a Stellar Reactor in the End to lure out a powerful guardian of the stars

Master Wizard	Craft 10 unique Magic Tomes
Universal Conquest	Use a Cosmic Star to create a Universal Focus
Ore of Yore	Obtain a Cobalt Ore block from the very deepest depths of the Overworld
Geostronomy	Craft a Cosmic Drill, and use it to extract Raw Cobalt from a Cobalt Ore block
It Bugs Me	Find a bug-filled tower in the Icy Plains
Secrets of the Small	Find every Chest in the Bug Tower
Sting like a Bee	Defeat the extraordinary foe atop the Bug Tower
End of an Era	Find Gods' Graveyard
Beginning of an Era	Defeat the Lord of the Undead

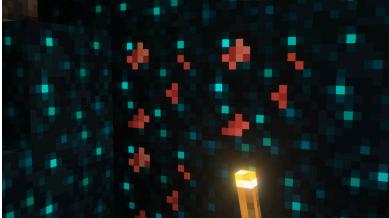
Blocks

This Add-On contains many blocks available at different points in progression. Every Block will be explained here

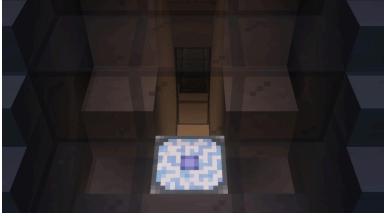
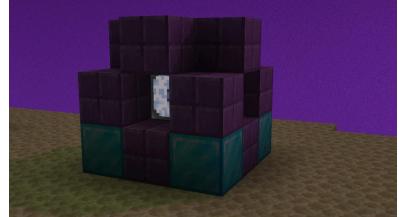
Name	Description	Details
Fish Trap 	When placed in water, the Fish Trap will periodically fill with fish. Interact with it to empty it.	Crafted from five Sticks and four String. Fish Traps fill every 300–600 seconds.
Cheese Press 	Interact with the Cheese Press while holding a Milk Bucket to get Cheese	Crafted from five wood Planks, two wood Fences, one Stick, and one Bucket
Sieve 	Place a Sand or Gravel block on top of the Sieve to get Archaeology items	Crafted from six Stone blocks, and two Chains. Sand blocks can give loot found in Warm Ocean Ruins, Desert Wells, and Desert Temples. Gravel can give loot from Cold Ocean Ruins and Trail Ruins
Golden Apple Sapling 	A very rare plant found atop Lush Floating Islands. Slowly grows into an Enchanted Golden Apple. This plant cannot be bonemealed	Cannot be crafted

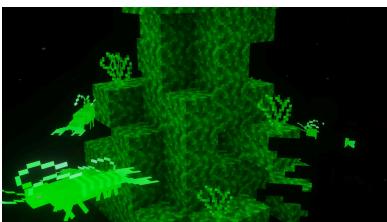
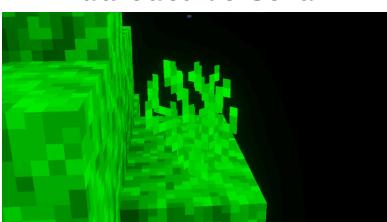
<p>Titan Beetle Egg</p> 	<p>The egg laid by Titan Beetles. Cannot be harvested without Silk Touch.</p>	<p>Titan Beetles will only lay on Podzol or Spruce Logs. Hatches after receiving 5 random ticks</p>
<p>Spider Egg Cluster</p> 	<p>Periodically spawns Spiderlings. Found inside Giant Spider Eggs scattered across the Overworld</p>	<p>Spawns a Spiderling every 8-18 seconds if there are less than 7 Spiderlings nearby</p>
<p>Dimensional Focuses</p> 	<p>These block entities¹ serve as waypoints within their dimension. Interact with one to gain a Dimensional Locator, which will teleport you to the corresponding Focus from anywhere in the same dimension</p>	<p>Crafted from four Pure Magic, four Dark Prismarine, and one Diamond/Gold Ingot/Pearl/Emerald. Only one Dimensional Focus per type may exist in a dimension at any time. Placing a Dimensional Focus while another of the same type exists within the dimension will remove the old one. Dimensional Focuses load the world around themselves. Dimensional Focuses only take damage from players, and only take one damage from all attacks. They have five health.</p>

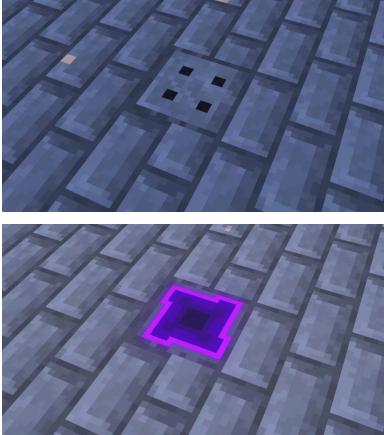
¹ It should be clarified that “block entity” in this context(and in the rest of this document)refers to a custom entity that is meant to act like a block, and not a true [block entity](#).

<p>Malumite Ore</p> 	<p>Rare pink ore that can only be found in the Deep Dark. Requires a Netherite Hoe or better to be mined</p>	<p>Malumite Ore drops 1-4 Raw Malumite when mined properly</p>
<p>Mystic Workbench</p> 	<p>A Crafting Table that is infused with the magical powers of the elements. Used to craft more powerful gear, blocks, items, and previously uncraftable items like Sponges and Wither Roses</p>	<p>Crafted from four Crying Obsidian, one of each elemental gem, and one Lapis Lazuli. Mystic Workbench recipes are unlocked after obtaining either the Mystic Workbench itself, or the Can of Knowledge item.</p>
<p>Cobalt Ore</p> 	<p>A supremely rare ore only found in the absolute deepest parts of the Overworld. It can only be mined with a Malumite Pickaxe or better, and will drop itself. It cannot be smelted in this form, but a Cosmic Drill is able to extract Raw Cobalt from it.</p>	<p>Cobalt Ore generates in all Overworld biomes between -45 and -65.</p>

<p>Dark Totem</p> 	<p>A powerful relic that harnesses the power of the Totem of Undying and Malumite to boost the health of anyone who touches it</p>	<p>Crafted from one Totem of Undying, two Malumite Ingots, one End Rod, and three Dark Prismarine. Only craftable at the Mystic Workbench. When interacted with, it gives the user Health Boost V forever.</p>
<p>Cosmic Drill</p> 	<p>A special drill that uses the power of space magic to extract and duplicate minerals. When placed atop an ore block, the drill will slowly produce the corresponding mineral. Rarer items take longer to drill.</p>	<p>Crafted from two Copper Blocks, one Copper Bulb, four Obsidian, one Cosmic Star, and one Malumite Ingot. Only craftable at the Mystic Workbench. The Cosmic Drill has a 100 second delay when initially placed. The drilling speeds are as follows(in seconds):</p> <ul style="list-style-type: none"> • Coal: 80 • Copper: 100 • Iron: 120 • Lapis: 120 • Gold: 160 • Redstone: 80 • Diamond: 900 • Emerald: 300 • Quartz: 30 • Ancient Debris: 300 • Malumite: 1000 • Cobalt: 1200

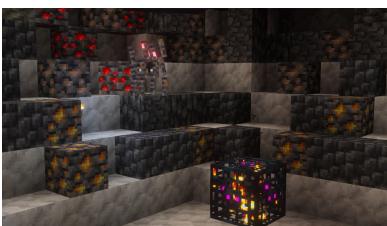
<p>Stellar Reactor Core</p> 	<p>A strange block that can be found in Mesa Observatories, or crafted from materials obtained from Shooting Stars. When placed in a certain configuration in the End, it will summon the Astral Minister</p>	<p>Crafted from six Iron Ingots, two Diamonds, and one Cosmic Star. The correct structure to summon the Astral Minister looks as follows</p>  <p>Must be built in the End</p>
<p>Spectral Enhancers</p> 	<p>Blocks entities that will exchange Spectral Matter for Enchanted Books. Comes in three types: Tool, Weapon, and Armour</p>	<p>Crafted from 7 Spectral Matter, 1 Book, and 1 Red/Blue/Lime Dye. Spectral Enhancers only take damage from players, and have 1 health. The item that places them will not be consumed when used</p>
<p>Castle Vault</p> 	<p>A vault hidden somewhere in the Dark Castle. If you wish to unlock it, you must find 4 Castle Keys hidden in the structure</p>	<p>This vault is the only place to find the Recipe Book for the Shadow Chime. Cannot be destroyed.</p>

<p>Glowworm Vines</p> 	<p>A decorative block found inside the Bug Tower. Created by the Glowworms as a place to catch prey and store eggs.</p>	<p>Can be bonemealed to grow another Glowworm Vine.</p>
<p>Bug Tower Egg Blocks</p> 	<p>The bugs that inhabit the Bug Tower disguise their eggs as other, ordinary blocks. They may look slightly different, or have other distinguishing features that may give them away.</p>	<p>The Glowworm, Giant Fly, and Somberfish floors all have hidden egg blocks</p>
<p>Radioactive Coral Block</p> 	<p>A toxic type of coral that's dangerous to be near.</p>	<p>Inflicts Fatal Poison 2 for 8 seconds on any player that gets too close.</p>
<p>Radioactive Coral</p> 	<p>A smaller outcrop of Radioactive Coral that contains the eggs of Radioactive Shrimp</p>	<p>Spawns a Radioactive Shrimp every 40-80 seconds if there are less than 7 Radioactive Shrimp nearby</p>

<p>Caldpteron Caterpillar Egg</p> 	<p>Silky egg strands found inside the Bug Tower. Contains the regular eggs of the Caldpteron</p>	<p>Spawns a Caldpteron Caterpillar every 20-40 seconds if there are less than 7 Caldpteron Caterpillars nearby</p>
<p>Royal Caldpteron Egg</p> 	<p>An egg found atop the Bug Tower. Even the slightest touch will cause the Caldpteron to attack.</p>	<p>Interact with the egg to spawn the Caldpteron boss. The egg cannot summon another Caldpteron until 15 minutes have passed, and the Caldpteron it previously summoned is killed. Cannot be destroyed</p>
<p>Phantore's Grave</p> 	<p>A block found in the center of the Graveyard that serves as a connection between realms. Once unlocked, it allows Phantore to return to the realm of the living</p>	<p>Use four Skull Keys on the block to unlock it. Interact with it again to spawn the Phantore Boss. It cannot be used again until 30 minutes have passed, and the Phantore it previously summoned is killed. Cannot be destroyed</p>

Structures

Many small and large structures have been added. They will be explained here.

Name	Description	Details
Bee Tree 	A large oak tree that has been partially converted into a giant hive. A great place to start a Bee farm	Generates in temperate forest biomes
Giant Spider Cluster 	A huge spider egg sack. A Spider Egg Cluster block is in the center, which periodically spawns Spiderlings	Generates in all Overworld biomes, except for oceans, rivers, and their frozen counterparts
Taiga Camp 	A small campsite, seemingly left behind. Contains some fishing supplies, a Bed, and a ton of Sweet Berries	Generates in Icy Plains
Blemish Geode 	A huge geode that can be found underground. Contains a Blemish Spawner, and lots of ores and minerals	Generates in all Overworld biomes from y levels 10 to -40.

Mesa Observatory	 A building designed to view the stars, though it seems out of use. The Stellar Reactor Core is also found here, being used to enhance the telescope	Generates in Mesa biomes. Contains lots of Paper, Iron Ingots, Gold Nuggets, and some Enchanted Books.
Pale Tower	 A mysterious building found in the Pale Garden. This tower is the only place where a Glazed Bread Recipe Book can be found	Generates in the Pale Garden. Filled with food, Iron, some enchanted Books
Vanquished Floating Island	 A floating island containing a Dungeon with a Zombie Spawner. Though this Dungeon seems to have better loot... Also has a Phantom Spawner outside	Generates in the sky in all Overworld biomes. Dungeon chests contain better loot than standard Dungeons
Lush Floating Island	 A much rarer floating island that has a Golden Apple Sapling growing on its surface. This is the only place to get Golden Apple Saplings	Generates in the sky in all Overworld biomes

<p>Dark Castle</p>  <p>Recommended Gear: Enchanted Diamond Armour</p>	<p>A massive and terrifying fortress filled with spirits and spectres. The Wisps that patrol the halls are the only source of Spectral Matter. Hidden within are four Castle Keys, used to unlock the special Vault in the treasure room.</p>	<p>Generates in Plains biomes. Contains a large variety of loot, including the Recipe Book for the Shadow Chime.</p>
<p>Bug Tower</p>  <p>Recommended Gear: Enchanted Netherite or Cobalt Armour</p>	<p>A vast tower found in arctic regions. True to its name, every floor is filled with bugs. The bugs of the tower love hiding their eggs, making extermination a tricky task. Each floor contains two Chests, with one being hidden. The hidden chest on each floor contains powerful and unique items that cannot be found anywhere else. Atop the tower sits the Royal Caldpteron Egg, which will summon a Caldpteron when disturbed.</p>	<p>Generates in any frozen biome, such as the Icy Plains, Frozen Ocean, or Snowy Slopes. Is the only place to find the Glowworm Queen, Mosquito Needle, Demon Core, and Stygian Scope.</p>

<p>God's Graveyard</p> 	<p>A large structure with 5 huge, strange underground chambers. Each chamber poses a unique challenge with endemic enemies. Find the four Dormant Keys, then defeat the massive Trial on the bottom floor to obtain Malice. Combine the Malice with the Dormant Keys to get Skull Keys, which can be used to unlock a gateway between realms. This will allow for the summoning of Phantore, the Lord and Master of the Undead.</p>	<p>Generates in temperate Taiga biomes. Contains little loot, but is the only place where Phantore can be summoned and fought.</p>
<p>Recommended Gear: Enchanted Netherite or Cobalt Armour</p>		

Weapons

In order to fight the powerful enemies and bosses, plenty of new weapons have been added. This section will explain every weapon that can be found within the Add-On

-Notes on damage types:

Magic and Freezing: Bypass Armour Points, but is still reduced by Protection and Resistance

Override: Bypasses Armour Points, Invulnerability period, and Resistance, but is still reduced by Protection

Name	Description	Details
 Vampire Dagger	Restores 1 health every melee attack Durability: 150	Crafted from one Bat Fang and one Stick. Can be repaired with Bat Fangs. Enchantable as a Sword
 Arcane Tome	Rapidly fires projectiles that deal 3 Magic damage Durability: 500	Crafted from 5 Pure Magic, 1 Book, and 3 Lapis Lazuli. Can be enchanted with Power, increasing damage by 1 per level. Infinity will prevent the item from taking durability damage ² All Magic Tomes can be enchanted with Unbreaking and Mending

² Due to Bedrock enchanting mechanics, items like the Arcane Tome can be enchanted with all Bow enchantments, even if some may not have an effect on that item. Compatible enchantments and their effects will always be listed. If all enchantments are compatible on the item, it will be listed as: "Enchantable as a _," like the Vampire Dagger

 Lightning Tome	<p>Releases a slow moving Thunder Orb, dealing 2 Override damage every second to all monsters within 8 blocks of the orb.</p> <p>Durability: 50 Cooldown: 18 Seconds</p>	<p>Crafted from 5 Pure Magic, 1 Book, 2 Gold Ingots, and 1 Lightning Rod. Can be enchanted. Power increases damage by 0.5 per level. Punch increases the Thunder Orb's damage range by 1 per level. Infinity prevents durability damage</p>
 Necromantic Tome	<p>Summons four Necro Skeletons around the user to fight for them. Necro Skeletons will decay after 45 seconds.</p> <p>Durability: 50 Cooldown: 20 Seconds</p>	<p>Crafted from 5 Pure Magic, 1 Book, 2 Bones, and 1 Black Bone.</p> <p>Necro Skeleton Stats: Health: 15, Attack Power: 3</p>
 Reagent Tome	<p>Causes a magic status burst at the targeted entity or block. All entities caught in the burst will have all of their currently applied status effects amplified by 1 level, and extended by 10 seconds. Cannot affect Health Boost</p> <p>Durability: 50 Cooldown: 35 Seconds</p>	<p>Crafted from 5 Pure Magic, 1 Book, 1 Redstone Dust, 1 Glowstone Dust, and 1 Fermented Spider Eye</p>

 Extinction Tome	Fires a Wither Skull, dealing 6 damage and inflicting Wither 1 for 10 seconds on direct hit. Explosion deals 2 damage Durability: 1000 Cooldown: 0.75 Seconds	Crafted from 5 Pure Magic, 1 Book, 2 Black Bones, and 1 Wither Skeleton Skull. Can be enchanted. Power increases the splash damage by 1 per level. Infinity prevents durability damage
 Blazing Mace	Melee attacks on burning targets consumes the fire, dealing a burst of damage to the target. The longer the enemy had to burn, the more damage the burst does. Durability: 500	Crafted from 1 Blaze Rod, and 1 Heavy Core. Can be repaired with Blaze Rods. Can be enchanted with Sharpness/Smite/Bane of Arthropods, Unbreaking, and Mending. When hitting a burning mob, the Mace uses the amount of ticks the mob has left to burn divided by 7 Example: a mob has 7 seconds, or 140 ticks left on fire. The Mace will deal 20 damage to this mob on hit
 Blemish Mace	Creates an earthquake on the target mob/block. The earthquake deals three instances of 8 damage Durability: 500, Cooldown: 12.5 Seconds	Crafted from 1 Blemish Rod, and 1 Heavy Core. Can be repaired with Blemish Rods. Enchantable as a Sword

 Brine Mace	Restores 1 health every second while attacking Durability: 500	Crafted from 1 Brine Rod, and 1 Heavy Core. Can be repaired with Brine Rods. Enchantable as a Sword
 Magic Blade	Spawns 5 exp orbs for every hit Durability: 251	Crafted at the Mystic Workbench from 2 Pure Magic, and 1 End Rod. Enchantable as a Sword
 Magic Missile Tome	Charge for 0.75 seconds to unleash a fast moving magic bolt that deals 18 magic damage. Durability: 1000	Crafted at the Mystic Workbench from 5 Pure Magic, 1 Arcane Tome, 2 Emeralds, and 1 Crossbow. Can be enchanted. Power increases damage by 1 per level. Infinity prevents durability damage.
 Magic Boomerang Tome	Charge for 0.6 seconds to unleash a piercing magical boomerang that deals 7 magic damage. Durability: 1000	Crafted at the Mystic Workbench from 5 Pure Magic, 1 Book, 2 Amethyst Shards, and 1 Shulker Shell. Can be enchanted. Power increases damage by 1 per level. Infinity prevents durability damage.

 Toxic Dartstorm Tome	Fires a spread of 7 darts. Each dart deals 3 Override damage, and inflicts Fatal Poison for 5 seconds. Durability: 1000 Cooldown: 0.65 Seconds	Crafted at the Mystic Workbench from 5 Pure Magic, 1 Book, 2 Spider Eyes, and 1 Arrow. Can be enchanted. Power grants an extra dart per shot, per level. Punch increases the amplifier of Fatal Poison by 1 per level. Flame increases the Fatal Poison duration from 5 to 10 seconds. Infinity prevents durability damage
 Necromantic Tome DX	Summons 4 Necro Wither Skeletons around the user to fight for them. They decay after 45 seconds Durability: 150 Cooldown: 20 Seconds	Crafted at the Mystic Workbench from 5 Pure Magic, 1 Necromantic Tome, 2 Black Bones, and 1 Wither Skeleton Skull. Necro Wither Skeleton Stats: Health: 25; immune to fire Attack Power: 8; inflicts Wither for 10 seconds
 Arcane Tome DX	Rapidly fires projectiles that deal 6 Magic damage Durability: 5000	Crafted at the Mystic Workbench from 5 Pure Magic, 1 Arcane Tome, 2 Block of Diamond, and 1 Block of Emerald. Can be enchanted with Power, increasing damage by 1 per level. Infinity will prevent the item from taking durability damage

 Extinction Tome DX	Fires a Dangerous Wither Skull, dealing 9 damage and inflicting Wither 2 for 40 seconds on direct hit. Explosion deals 4 damage Durability: 5000 Cooldown: 0.75 Seconds	Crafted at the Mystic Workbench from 5 Pure Magic, 1 Extinction Tome, 2 Wither Skeleton Skulls, and 1 Nether Star. Can be enchanted. Power increases the splash damage by 1 per level. Infinity prevents durability damage
 Fire Staff	Shoots a powerful explosive fireball. Deals 12 direct damage, and 6 splash. Burns for 7 seconds. Melee hits with the staff also ignite enemies Durability: Infinite Cooldown: 1 Second	Crafted at the Mystic Workbench from 2 Blaze Rods, 2 Bottle O' Enchanting, and 1 Fire Gem.
 Earth Staff	Shields the user in a coat of rock, granting Resistance for 30 seconds. Durability: Infinite Cooldown: 45 Seconds	Crafted at the Mystic Workbench from 2 Blemish Rods, 2 Bottle O' Enchanting, and 1 Earth Gem.
 Water Staff	Heals the user and nearby allies for 6 health, and extinguishes them if they are burning. Inflicts Slowness 2 and Weakness 2 on melee hits. Durability: Infinite Cooldown: 7 Seconds	Crafted at the Mystic Workbench from 2 Brine Rods, 2 Bottle O' Enchanting, and 1 Water Gem.

 Air Staff	Fires Wind Charges that deal 6 damage on direct hit Durability: Infinite Cooldown: 0.5 Seconds	Crafted at the Mystic Workbench from 2 Breeze Rods, 2 Bottle O' Enchanting, and 1 Air Gem.
 Stormsower Trident	Fires magical trident projectiles that deal 13 magic damage on hit, and 2 override damage to any enemy near the impact point. After firing 12 times, the Stormsower Trident releases 8 Thunder Orbs in all directions around the holder Durability: Infinite	Crafted at the Mystic Workbench from 5 Pure Magic, 1 Trident, 2 Lightning Tomes, and 1 Astral Gem. Enchantable as a Sword. Enchantments do not affect magic trident projectile or Thunder Orbs
 Stellar Tempest Tome	Causes stars to rain down over the target entity or block. Stars deal 10 damage, and inflict Weakness for 10 seconds Durability: 5000	Crafted at the Mystic Workbench from 5 Pure Magic, 1 Book, 2 Prismarine Crystals, and 1 Cosmic Star
 Astral Mace	Causes stars to rain down around hit entities. Stars deal 10 damage, and inflict Weakness for 10 seconds Durability: 2500	Crafted at the Mystic Workbench from 1 Astral Rod and 1 Heavy Core. Enchantable as a Sword

 Astral Staff	<p>Spawns a friendly Astral Coral above the target block. It heals all nearby players for 2 health every 8 seconds. The Coral will decay after 120 seconds</p> <p>Durability: Infinite Cooldown: 20 Seconds</p>	<p>Crafted at the Mystic Workbench from 2 Astral Rods, 2 Bottle O' Enchanting, and 1 Astral Gem.</p> <p>Friendly Coral Stats: Health: 20 Attack: 9; inflicts Slowness for 10 seconds</p>
 Shadow Chime	<p>Fires strange musical notes that inflict Weakness for 10 seconds, and Slowness 2 for 6 seconds. Notes deal 11 damage</p> <p>Durability: 500 Cooldown: 0.5 Seconds</p>	<p>Crafted from 1 Chain, and 3 Echo Shards. Can only be crafted after obtaining and using the Shadow Chime Recipe Book. Can be enchanted with Unbreaking and Mending</p>
 Demon Core	<p>Inflicts all enemies within 8 blocks of the user with Fatal Poison 2 for 20 seconds</p> <p>Durability: Infinite Cooldown: 25 Seconds</p>	<p>Found in a hidden chest inside the Bug Tower</p>
 Stygian Scope	<p>Instantly deals 15 override damage to the enemy the holder is looking at</p> <p>Cooldown: 3 Seconds</p>	<p>Found in a hidden chest inside the Bug Tower</p>

 Frostwinds Staff	Fires piercing frostwinds that deal 11 damage, inflict Slowness 2 for 20 seconds, and creates a wind burst on contact with a block. If the holder is wearing the Rimehood, the projectile speed of the frostwind is doubles, and the cooldown is halved Durability: Infinite Cooldown: 1 Second	Crafted at the Mystic Workbench from 6 Caldpteron Scales, 2 Ice, and 1 Wind Charge
 Icicle Glaive	Melee attacks restore durability. When used while at full durability, a huge aura of frost is created around the user, dealing 8 Override damage and inflicting Slowness for 10 seconds to any enemy inside. The frost aura lasts 15 seconds. Durability is reset to 0 after summoning the frost aura. If the holder is wearing the Rimehood, the Icicle Glaive restores twice as much durability Durability: 300	Crafted at the Mystic Workbench from 6 Caldpteron Scales, 2 Ice, and 1 Diamond. Will never break from durability damage.
 Dereliction Scythe	When used, it deals 15 damage to all monsters within 3 blocks of the user. 1 health is restored for each monster hit Durability: Infinite Cooldown: 1.5 Seconds	Crafted at the Mystic Workbench from 3 Blaze Powder, 1 Netherite Hoe, and 5 Cursed Soulstones. Enchantable as a Sword

 Tome of Tempted Fate	<p>When used, the user has all their non-Health Boost effects removed, and their health set to 1. A magical burst is created, scaling in size in power based on how much health was sacrificed. Also grants Strength 5 and Resistance 200 for 10 seconds.</p> <p>Durability: Infinite Cooldown: 120 Seconds</p>	<p>Crafted at the Mystic Workbench from 5 Pure Magic, 1 Book, and 3 Cursed Soulbones. Magic burst deals damage equal to the amount of health sacrificed.</p> <p>Cannot be enchanted</p>
 Blazing Meteor Staff	<p>Charge for 2.25 seconds to unleash a supremely powerful explosive fireball, dealing 50 damage and burning survivors for 20 seconds</p> <p>Durability: Infinite</p>	<p>Crafted at the Mystic Workbench from 7 Cursed Soulbones, 1 Fire Gem, and 1 Fire Staff</p>

Armour and Tools

Many other non-weapon items have also been added. They will all be explained here

Ore Armours & Tools

Name	Description	Details
 Malumite Tools & Armour 	While they lack the fireproof qualities of Netherite, they make up for it with superior digging speeds and better durability. The armour does not have any Toughness, but has higher base armour than Netherite. Wearing the full set makes the wearer immune to Darkness and Blindness, and grants Night Vision until the armour is taken off.	All Malumite items have 3,278 durability. All Malumite items have 25 Enchantability Helmet: 4 Armour Chestplate: 9 Armour Leggings: 8 Armour Boots: 4 Armour Malumite tools use Sculk in place of Sticks when crafting
 Cobalt Tools & Armour 	Cobalt tools have very strong stats and high durability, making them the superior option. Cobalt Armour lacks toughness, but provides even more base defence than Malumite, and grants Resistance and Strength while the full set is worn.	All Cobalt items have 6,556 durability All Cobalt items have 75 Enchantability Helmet: 6 Armour, Chestplate: 10 Armour Leggings: 8 Armour Boots: 6 Armour

Other Armours

 Rimehood	A warm hood made from the Caldpteron. While worn, other weapons and gear made from Caldpteron Scales become enhanced Durability: Infinite	Crafted at the Mystic Workbench from 7 Caldpteron Scales and 1 Diamond Helmet. Provides 3 Armour Points
 Phantore Bonemail	Especially powerful armour that can completely absorb Magic and Override damage that would've been dealt to the user Durability: 10,000	Crafted at the Mystic Workbench from 8 Cursed Soulbones. Absorbed damage is dealt to the item as durability.

Accessories

Accessories are items placed in the Offhand slot to gain various benefits

 Honeycomb Ring	Makes the wearer immune to Slowness, Weakness, Poison, Fatal Poison, and Wither	Crafted from 5 Diamonds, 2 Honeycomb, 1 Honey Bottle, and 1 Pure Magic
 Endless Waffle	Gives the wearer Regeneration, and prevents them from needing to eat	Crafted from 2 Sweet Berries, 3 Bread, 3 Pure Magic, and 1 Butter
 Runner's Baton	Gives the wearer Swiftness and Jump Boost	Crafted from 6 Blocks of Lapis Lazuli, 1 Sugar, and 2 Diamonds
 Spirit of the Turtle	Gives the user Resistance, at the cost of also giving them Slowness 2	Crafted from 2 Spectral Matter, 2 Feathers, 4 Pure Magic, and 1 Turtle Shell
 Voidskipper Heart	Makes the wearer unable to be targeted by Voidskippers	Dropped by Voidskippers
 Faux Moth Wings	Gives the wearer a double jump. While worn in tandem with the Rimehood, the wearer gains Slow Falling	Crafted at the Mystic Workbench from 4 Phantom Membranes and 5 Caldpteron Scales
 Ominous Talisman	Makes the wearer unable to be targeted by Ominous Sentries, and causes all attacks to inflict Trial Omen for 45 seconds	Crafted at the Mystic Workbench from 7 Cursed Soulbones and 1 Ominous Trial Key

Miscellaneous Items

Miscellaneous items are drops or materials have no use by themselves

Name	Description	Details
◊ Bat Fang	The fang of a Bat. Can be used to make a dagger that restores life.	Bats drop 0-3 Bat Fangs on death. Used to craft the Vampire Dagger
● Pearl	A smooth orb found inside Clams and Giant Clams. Seems to have slight mystic properties.	Dropped rarely by Clams, or more commonly from Giant Clams. Can be used to duplicate Pure Magic, or to create a Dimensional Focus.
◆ Pure Magic	A physical manifestation of the mystic energies found within all life. Used to infuse items and weapons with powerful magical abilities.	Obtained from using a Mystic Extractor, or as rare loot in some structures. Used as a crafting material in many magic-based recipes.
↗ Black Bone	The charred bones of a Wither Skeleton infused with small amounts of withering power. Otherwise, it's just a normal bone	Wither Skeletons drop 0-2 Black Bones on death, and do not drop regular Bones. Can be crafted into Bonemeal, and is used in various wither-related recipes.

 Blemish Rod	The rod that grants the Blemish its earth elemental powers.	Blemish have a 50% chance to drop a Blemish Rod. Used in various crafting recipes.
 Brine Rod	The rod that grants the Brine its water elemental powers.	Brine have a 50% chance to drop a Brine Rod. Used in various crafting recipes.
 Raw Malumite	An unusual pink ore found within Sculk growths underground.	Can only be smelted by a Soul Campfire. Smelts into Malumite Ingots.
 Malumite Ingot	A bar of pure Malumite. The lustrous surface withholds the otherworldly malevolence of its creation	Used to Craft Malumite Armour and Tools. Also used to create Cosmic Drills and Dark Totems.
 Raw Cobalt	A piece of Cobalt Ore that was created by a Cosmic Drill.	Can only be smelted in a Blast Furnace. Smelts into Cobalt Ingots.
 Cobalt Ingot	A once regal metal that has long been forgotten. Its' strength and brilliance allows for the creation of the finest gear	Used to craft Cobalt Armour and Tools.

✿ Air Gem	A gemstone imbued with powerful Air elemental magic.	Dropped by Air Ministers. Used to craft the Mystic Workbench, among other powerful items
✿ Earth Gem	A gemstone imbued with powerful Earth elemental magic.	Dropped by Earth Ministers. Used to craft the Mystic Workbench, among other powerful items.
✿ Fire Gem	A gemstone imbued with powerful Fire elemental magic.	Dropped by Fire Ministers. Used to craft the Mystic Workbench, among other powerful items. Can also be used as a powerful Furnace fuel.
✿ Water Gem	A gemstone imbued with powerful Water elemental magic.	Dropped by Water Ministers. Used to craft the Mystic Workbench, among other powerful items.
✿ Cosmic Star	A material from space that acts as a conduit of intergalactic magics.	Dropped by Shooting Stars or the Astral Minister. Used to craft the Cosmic Drill, among other things.
✓ Astral Rod	The rod that enhances the powers of the Astral Minister. It seems to contain an entire galaxy	Dropped by the Astral Minister. Used to craft the Astral Mace and Astral Staff.

 Astral Gem	A powerful gemstone that contains galactic magic.	Dropped by the Astral Minister. Used to craft the Astral Staff and Stormsower Trident.
 Castle Key	A strange key found hidden inside the Dark Castle. Seems to resemble Sculk.	Found in hidden locations inside the Dark Castle. 4 are used to unlock the Castle Vault.
 Spectral Matter	A material left behind by the Wisps in the Dark Castle. Its magical properties are perfect for enchanting.	Used to craft Spectral Enhancers, and to obtain Enchanted Books from them.
 Caldpteron Scale	A scale from the Caldpteron. It is cold to the touch.	Dropped by the Caldpteron. Used to craft various Caldpteron gear and weapons.
 Dormant Key	A faded key found inside a chamber in the Graveyard. Perhaps its power can be restored?	Found in Gods' Graveyard. Combine with Malice to get a Skull Key.
 Malice	A pulsing orb of pure hatred, formed from defeating a massive army.	Found in Gods' Graveyard. Combine with a Dormant Key to get a Skull Key.
 Skull Key	A powerful key capable of opening gateways between dimensions.	Used on Phantore's Grave block found in the center of the Graveyard.

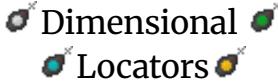
Utility Items

Utility Items are tools with abilities that aren't directly linked to mining or combat.

Name	Description	Details
 Grapple Basket Hook	Fires out a grappling hook attached to a rideable basket. Ride in the basket, and it will rapidly move towards the hook's current position, even if the hook is airborne. The basket only lasts 20 seconds, and will begin to blink when it is about to expire Durability: Infinite	Crafted from 4 Wood Planks, 1 Blemish Rod, 1 Chain, and 1 Iron Ingot
 Mystic Extractor	A syringe with the ability to extract Pure Magic out of living things. It hurts to use, but will convert all of your current experience levels into Pure Magic Durability: Infinite	Crafted from 3 Lapis Lazuli, 1 Glass Bottle, and 1 Amethyst Shard. Deals 5 Magic damage on use Gain 1 Pure Magic for every 3 levels sacrificed
 Homeworld Locator	A magical compass that will return you to your set spawn point, even teleporting you between dimensions	Crafted from 4 Pure Magic and 1 Compass. The Homeworld Locator only teleports you to set spawn points, like a bed. If one isn't set, the Homeworld Locator will fail.

🧙 Minister 🧙 🧙 Conjures 🧙	Powerful relics that can call forth an Elemental Minister	Crafted from 8 Breeze/Blemish/Blaze/Brine Rods and 1 Eye of EnderSpawns the corresponding Minister atop the target block after a short delay. Note that the Water Minister must be fought underwater.
酊 Biofuel	A superfuel made from the remains of common monsters.	Crafted from 3 Rotten Flesh, 3 Bones, and 3 Spider Eyes Can smelt up to 32 items
🪞 Can of Knowledge	A stone can with mystic properties. Anyone who holds it gains a feeling of enlightenment.	Crafted from 1 Cobbled Deepslate and 4 Pure Magic. Anyone who holds this can learns how to use the Mystic Workbench
💧 Hydro Drop	A small magical drop of water. Drinking it will extinguish fire from the consumer	Crafted from a Brine Rod. Results in 4 Hydro Drops. Takes 0.6 seconds to consume.

 Potion of Haste	A potion that grants the Haste effect.	Brewed with a Gold Block and Awkward Potions. Redstone extends the duration, and Glowstone amplifies the effect
 Potion of Air	A powerful brew made from pure air magic. Tastes like coconut	Brewed with an Air Gem and an Awkward Potion. Grants Jump Boost 4, Invisibility, and Slow Falling 2 for 8 minutes.
 Potion of Earth	A powerful brew made from pure earth magic. Tastes like cucumber	Brewed with an Earth Gem and an Awkward Potion. Grants Speed 2, Haste 2, and Night Vision for 8 minutes.
 Potion of Fire	A powerful brew made from pure fire magic. Tastes like pineapple	Brewed with a Fire Gem and an Awkward Potion. Grants Strength 2, Absorption 5, and Fire Resistance for 8 minutes.
 Potion of Water	A powerful brew made from pure water magic. Tastes like strawberry	Brewed with a Water Gem and an Awkward Potion. Grants Regeneration 2, Resistance, and Conduit Power for 8 minutes.
 Astral Potion	A supremely powerful brew made from space magic. Tastes like banana	Brewed with an Astral Gem and an Awkward Potion. Grants the combined effects of the Air, Earth, Fire, and Water Potions for 8 minutes.

 Cannon Kit	<p>Places a Cannon on top of the target block. Cannons act as automatic sentries, shooting at any monster that gets near them. Can be healed while active with an Iron Ingot. If it runs out of health, it will be disabled. While disabled, the cannon cannot attack, and will slowly repair itself over 60 seconds. Use an Iron Ingot on it to speed up recovery. Give an active Cannon an Emerald Block to upgrade it, making it shoot stronger cannonballs, and causing monsters it kills to drop exp. It will lose these properties if it is removed or disabled</p>	<p>Cannon Stats: Health: 35 Armour Points: 15 Cannonball(Normal):5 Cannonball(Emerald): 8 Firing Speed: 0.55 Range: 20 Blocks Cannons always target whatever is closest to them. Cannon Kit item only stacks to 16 Crafted from a Cannon Chase, Cannon Cascable, Cannon Reinforce, 1 Iron Ingot, and three Wood Planks</p>
 Cannon Wrench	Used to turn active Cannons back into Cannon Kits	Crafted from 3 Iron Ingots
 Dimensional Locators	When used, they will teleport the user to the corresponding Dimensional Focus within their dimension. They will fail if no Focus is present	Obtained from interacting with a Dimensional Locator

 Universal Focuses	When used on a block, the Universal Focus will save those coordinates to the player, and spawn 16 of the corresponding Universal Locators. Each player can save unique coordinates. Only one set of coordinates may be saved per Focus. Using a Universal Focus will overwrite the previously saved coordinates with new ones.	Crafted at the Mystic Workbench from 4 Obsidian, 2 Pure Magic, 1 Cosmic Star, and 2 of the corresponding elemental gem.
 Universal Locators	When used, they will teleport the player to the location they saved with the corresponding Universal Focus, even able to teleport them between dimensions	Obtained from using a Universal Focus
 Lifeweaver Tome	Grants the user Absorption, as well as Regeneration 2 for 5 seconds Durability: 250 Cooldown: 40 Seconds	Crafted from 5 Pure Magic, 1 Book, 2 Apples, and 1 Golden Apple Cooldown is shared with the Lifeweaver Tome DX
 Lifeweaver Tome DX	Grants the user Absorption, as well as Regeneration 3 for 7 seconds Durability: 500 Cooldown: 40 Seconds	Crafted at the Mystic Workbench from 5 Pure Magic, 1 Lifeweaver Tome, 2 Golden Apples, and 1 Enchanted Golden Apple Cooldown is shared with the Lifeweaver Tome

 Cure-All Tome	Removes all negative status effects from the user, including Omen effects Durability: 250 Cooldown: 10 Seconds	Crafted at the Mystic Workbench from 2 Mystic Cheese, 1 Milk Bucket, 5 Pure Magic, and 1 Book
 Flight Tome	Launches the user up ~20 blocks Durability: 250 Cooldown: 7 Seconds	Crafted from 5 Pure Magic, 1 Feather, 1 Book, and 2 Phantom Membranes. Can be enchanted. Power increases the jump height. Flame causes a fiery burst on activation. Infinity prevents the item from taking durability damage.
 Teleportation Tome	Teleports the user to the block they are looking at. The teleport will fail if the block is greater than 50 blocks away, or if the target block has a non-air block above it Durability: 50 Cooldown: 30 Seconds	Crafted from 5 Pure Magic, 1 Book, 1 Ender Pearl, and 2 Chorus Fruit
 Glowworm Queen ³	A strange bug found in the Bug Tower. Can place Glowworm Larvae on the top and sides of most blocks. Glowworm Larvae glow as bright as Glowstone. Durability: 550	Obtained from a hidden chest in the Bug Tower. Can be repaired with a crafting recipe that requires 8 Glow Lichen and the Glowworm Queen

³ The Glowworm Queen is an homage to the [Moonworm Queen](#) item from the Twilight Forest mod.

✓ Mosquito Needle	When used, it will deal 6 Override damage to the user, and will remove all negative effects. If negative effects get removed, the user will gain Regeneration 3 for 6 seconds Durability: Infinite Cooldown: 0.5	Found in a hidden chest in the Bug Tower
♂ Sceptre of the Watcher	When used, summon an Ominous Sentry above the target block. The Sceptre is the only weapon capable of dealing damage to and killing Ominous Sentries. Melee attacks inflict Trial Omen for 15 seconds. Durability: Infinite Cooldown: 20 Seconds	Crafted at the Mystic Workbench from 2 Spectral Matter, 1 Eye of Ender, and 2 Cursed Soulbones

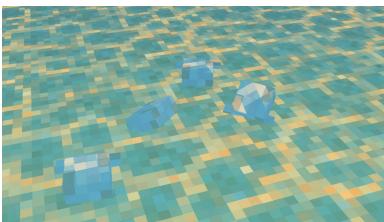
Food

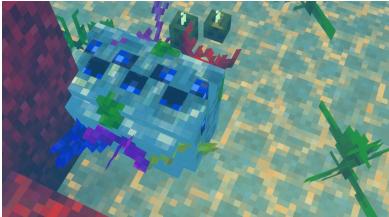
A few food items have also been added. They are listed here.

Name	Description	Details
🧀 Cheese	Restores 4 Hunger and 2.4 Saturation	Created by using a Milk Bucket on a Cheese Press
🧀 Mystic Cheese	Restores 4 Hunger and 2.4 Saturation. Also cures the consumer of all negative debuffs	Crafted from 8 Cheese and 1 Pure Magic. Results in 8 Mystic Cheese. Only stacks to 16
🍞 Glazed Bread	Restores 9 Hunger and 9 Saturation	Crafted from 1 Bread and 1 Resin Clump. Can only be crafted after obtaining the Recipe Book from the Pale Tower
🍖 Raw Sniffer Ribs	Restores 7 Hunger and 2.1 Saturation	Dropped by Sniffers
🍖 Cooked Sniffer Ribs	Restores 10 Hunger 24 Saturation	Obtained by cooking Raw Sniffer Ribs
🍉 Regenerator Melon	Restores 1 Hunger and 0.6 Saturation. Grants Regeneration 2 for 12 seconds	Crafted from 1 Glistering Melon Slice and 1 Ghast Tear. Results in 16 Regenerator Melons
.Butter Butter	Restores some hunger idk. Can be enchanted as a sword cause why not.	Rarely dropped by Butterflies

Passive Mobs

As to be expected, plenty of new friends and foes have been added, to be gone over here. Passive mobs will be explored first, then hostile mobs

Name	Description	Details
Butterfly	 Small flying mobs that spawn in many Overworld biomes. They come in 7 variants depending on the biome they spawn in. See if you can find them all!	Health: 1 XP Drop: 0 Low chance to drop Butter
Clam	 Freshwater bivalves that live in rivers, lakes, and swamps.	Health: 3 XP Drop: 1 5% chance to drop a Pearl
Titan Beetle	 Giant beetles that live in Mega Taiga forests. Though they may look scary, they only eat leaflitter and mushrooms. While grubbing around looking for food, they may occasionally find some very valuable treasure	Health: 8 XP Drop: 3(Kill), 7(Breed) Can be lured and bred with either mushroom type. They lay an egg on Podzol or Spruce Logs. After eating 8 leaflitter or mushrooms off the ground, or being fed 16 leaflitter or leaf blocks, the Titan Beetle will find a random piece of loot, which included Explorer Maps to the Dark Castle, Bug Tower, and Gods' Graveyard

<p>Nautilus</p> 	<p>Cephalopods that live in polar waters. If they get hurt, they'll hide inside their tough shell, taking massively reduced damage while recovering.</p>	<p>Health: 20 XP Drop: 3(Kill), 7(Breed) Takes 90% reduced damage from non Magic sources while hiding Can be lured and bred with Raw Cod. Always drops a Nautilus Shell</p>
<p>Giant Clam</p> 	<p>Titanic clams that live in coral reefs. Once they take some damage, they'll hide in their shells, becoming nigh unkillable, though Magic and Fire damage can bypass their defences</p>	<p>Health: 150 XP Drop: 5 Takes 90% reduced damage from non Magic and Fire sources while hiding 50% to drop a Pearl</p>
<p>Shooting Star</p> 	<p>A very rare event that occurs at night, or anytime in the End. When the star hits the ground, it leaves some loot behind.</p>	<p>May drop Ender Pearls, Amethyst Shards, Diamonds, Glowstone Dust, or a Cosmic Star</p>

Hostile Monsters

Plenty of new enemies have been added. Bosses are covered in a separate section

Name	Description	Details
Spiderling	 Tiny Spiders that spawn from Giant Spider Eggs strewn across the Overworld. The Spider Egg Cluster block inside will release even more Spiderlings when destroyed, so beware	Health: 10 Arthropod Attack: 3 Xp Drop: 5 Loot: 0-2 String; 0-1 Spider Eye
Blemish	 Earth Elementals that spawn in Deepslate caves underground. They attack from range by creating spikes underneath their target, or use melee attacks at close range.	Health: 30 Attack(Melee): 4, inflicts Mining Fatigue for 10 seconds Attack(Spike): 5 Xp Drop: 10 Loot: 50% chance to drop a Blemish Rod, and may also drop some Raw Iron, Raw Gold, Redstone Dust, and Diamonds
Brine	 Water Elementals that only spawn in Deep Ocean variants. They attack by unleashing destructible homing bubbles at their targets, and shooting spreads of bubbles when they get close	Health: 30 Attack(Homing): 10 Attack(Spread): 7 Xp Drop: 18 Loot: 50% chance to drop a Brine Rod

Voidskipper 	A hauntingly beautiful yet extraordinarily deadly flying monster that occasionally spawns in the End. Attacks from long range by releasing a huge spray of deadly explosive needles. The explosions deal Override damage, causing extreme damage to anyone caught in a swarm.	Health: 30 Attack(Impact): 7, inflicts Slowness 5 for 2 seconds Attack(Explosion): 5 Override, inflicts Slowness 5 for 2 seconds Xp Drop: 25 Loot: 0-3 Gunpowder, 50% chance to drop a Voidskipper Heart
Wisp 	Spectral entities that guard the Dark Castle from intruders. May spawn in a ranged variant(left) that shoots fireballs, or a melee variant(right).	Health: 35; fire immune Undead Attack(Melee): 11 Attack(Ranged): 11, burns hit targets for 8 seconds Xp Drop: 14 Loot: 50% to drop Spectral Matter
Polterabra 	Haunted Candles that guard the Dark Castle from intruders. Shoots destructible homing fireballs at their targets	Health: 35 Attack: 12, burns for 10 seconds Xp Drop: 15 Loot: Drops Candles and Gold Ingots
Mimic 	Monsters that disguise themselves as Chests. If you try to open a Mimic, it will roar, doing big damage to anyone near it.	Health: 35 Armour: 15 Attack(Roar): 15 Attack(Melee): 12 Xp Drop: 35 Loot: Drops loot typically found in Dungeon chests

Glowworm 	Bugs that inhabit the Bug Tower. They create strands of glowing vines from the ceiling to lure prey to be eaten. Their eggs are hidden in these vines sometimes as well.	Health: 20 Arthropod Attack: 7, inflicts Infested for 20 seconds Xp Drop: 10
Giant Fly 	Gross bugs found in the bug Tower, feeding off rotten plants. Their eggs are hidden in bushes.	Health: 25 Arthropod Attack: 9, inflicts Weakness for 45 seconds Xp Drop: 14
Radioactive Shrimp 	Toxic pests of unknown origin found in the Bug Tower. Their eggs are warmed by the Radioactive Coral.	Health: 30, immune to Poison and Fatal Poison Arthropod Attack: 9, inflicts Fatal Poison for 7 seconds Xp Drop: 16
Somberfish 	Silverfish relative found inside the Bug Tower. Their eggs are disguised as ore.	Health: 30 Arthropod Attack: 11, inflicts Darkness for 60 seconds Xp Drop: 18
Caldpteron Caterpillar 	The larval form of the mighty Caldpteron. They protect themselves with an aura of frost, damaging anyone who comes near. They still have a powerful bite, so beware.	Health: 40 Arthropod Attack(Frostveil): 3 Attack(Melee): 16, inflicts Slowness for 60 seconds Xp Drop: 20

Ominous Sentry 	Indestructible blocks that guard the Graveyard. They will shoot fireballs at anything in their sights inflicted with Trial Omen	Health: N/A Attack: 15, burns for 8 seconds
Mystic Zombie 	Undead guards of the Graveyard and servants to Phantore. While in their melee mode, they slowly gain power. When they gain enough, they enter their ranged mode, where they fire flaming Evil Skull at their target, and unleash more around themselves in a spread	Health: 45 Undead Armour: 15 Attack(Melee): 16, inflicts Trial Omen for 20 seconds Attack(Ranged): 15, burns for 15 seconds Xp Drop: 20
Dark Skeleton 	Skeleton sorcerers that serve Phantore. They use shadowfire magic to deny areas, and create powerful Curse Bombs. When a Curse Bomb explodes, any player caught in it's blast will be permanently afflicted with the corresponding status	Health: 20 Undead Attack(Shadowfire): 6 Magic, burns for 7 seconds Xp Drop: 20

<p>Metalsnare Pigman</p> 	<p>Zombified Piglins that serve Phantore using their unique metal-based magic. They're surrounded by four floating metal chips that can absorb a single physical hit. Every time the piglin lands a melee attack, it gains a chip back. It cannot have more than four. It attacks slower than other mobs, but has much longer melee reach than usual</p>	<p>Health: 65, fire immune Undead Armour: 30 Attack: 17 Xp Drop: 40</p>
<p>Sinister Witch</p> 	<p>Witches that serve Phantore by their own volition. Just like a normal Witch, they'll drink potions to heal and protect themselves. They attack by summoning a Mystic Zombie or a line of Curse Bombs. Will also create special Sinister Blast projectiles that move towards nearby players, dealing massive damage if touched.</p>	<p>Health: 50 Attack(Sinister Blast): 10 Xp Drop: 30</p>

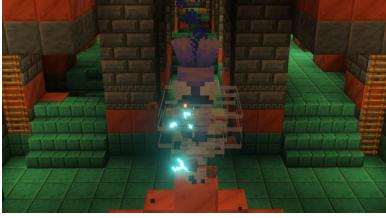
Bosses

4 Mini-bosses and 3 major bosses are added. They will be explained here

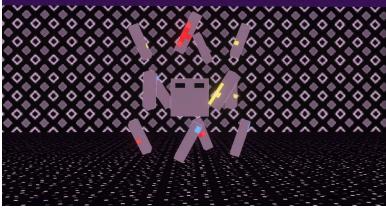
Name	Description	Details
Fire Minister 	<p>A behemoth of a Blaze with supreme control over fire</p> <p>Phase 1 Behaviour: Fights like a normal Blaze, albeit with far stronger attacks. Shoots volleys of deadly explosive fireballs at range. Melee attacks cause a fiery burst around the Minister, igniting anyone nearby.</p> <p>Phase 2 Behaviour: Once the Fire Minister reaches 150 health, it explodes in a fiery rage, burning the nearby ground and boiling away nearby water and rain. It burns so hot, simply being near it will set players on fire. It will summon small Fire Sprites to attack nearby players, and continues to shoot fireballs.</p>	<p>Health: 300, fire immune Armour: 15 Attack(Melee): 7, causes a 5 block fire burst around the Minister that deals 7 damage and ignites for 10 seconds Attack(Ranged): 18 damage maximum, destroys blocks Xp Drop: 130 Loot: 1 Fire Gem, 10-20 Blaze Rods, 5% chance for a Heavy Core</p> <p>Fire Sprite Stats: Health: 10, fire immune Attack: 4</p>

<p>Water Minister</p> 	<p>A huge and belligerent Brine with superior elemental powers. Will despawn if it ever leaves the water, and causes nearby air to become harmful to breathe, forcing it to be fought while underwater⁴.</p> <p>Phase 1 Behaviour: Fights just like a Brine, but with larger sprays of bubbles, and their Homing Bubbles are harder to destroy</p> <p>Phase 2 Behaviour: Once it reaches 150 health, the Water Minister begins to erratically swim around at alarming speeds. It leaves Homing Bubbles in its wake, and occasionally stops to summon a Brine. It can also use a powerful Sonic Boom attack, dealing 8 damage.</p>	<p>Health: 300 Armour: 15 Attack(Spread): 7 Attack(Homing): 12, takes three hits to destroy instead of one Xp Drop: 130 Loot: 1 Water Gem, 10-20 Brine Rods, 5% chance for a Heavy Core</p>
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⁴ Due to this ability having the potential to softlock the player, the Water Minister will despawn if the world is unloaded

<p>Air Minister</p> 	<p>A giant Breeze that has extended it's control over air to control the weather itself. Causes Lightning to strike all nearby players at regular intervals while alive</p> <p>Phase 1 Behaviour: Summons three Breezes, then fights alongside them by firing wind charges. Will continue to summon Breezes during this phase</p> <p>Phase 2 Behaviour: The Air Minister summons a thunderstorm, and the passive lightning strikes get more frequent. Jumps around players far more, and shoots homing tornados at them, create large damaging wind bursts on contact</p>	<p>Health: 300 Armour: 15 Attack(Wind Charge): 1 Attack(Tornado): 14 Lightning(Phase 1): Summons lightning every 10 seconds Lightning(Phase 2): Summons Lightning every 7 seconds Xp Drop: 130 Loot: 1 Water Gem, 10-20 Breeze Rods, 5% chance for a Heavy Core</p>
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<p>Earth Minister</p> 	<p>A larger and darker Blemish with far greater control over the earth. When it hits players with melee attacks, it has a chance to spawn Blemish</p> <p>Phase 1 Behaviour: Uses melee attacks on player close to it, otherwise it will shoot out block projectiles that will place themselves when they hit the ground</p> <p>Phase 2 Behaviour: When it reaches 150 health, it will burrow into the ground, and release a high damage quake. It will do this three more times before resurfacing. Its melee attacks now deal more damage, and it will fire more blocks when shooting. It will burrow again if enough time passes</p>	<p>Health: 300 Armour: 15 Attack(Phase 1 Melee): 12 Attack(Phase 2 Melee): 14 Attack(Block Shot): 6-14, the damage dealt depends on the block type Attack(Quake): 18 Xp Drop: 130 Loot: 1 Water Gem, 10-20 Breeze Rods, 5% chance for a Heavy Core. Also drops various minerals</p>
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Astral Minister  <p>A powerful guardian of the stars, summoned by constructing a Stellar Reactor in the End. Upon activating the reactor, all nearby blocks will be removed to make way for the arena. Activate with caution.</p>	<p>The Astral Minister will randomly select one of the following attacks to use on players:</p> <ul style="list-style-type: none"> -Radioactive Star Shot: The Astral Minister will fire a three-shot burst of Radioactive Stars. They don't deal high damage, but they inflict Poison, and release a burst of smaller Radioactive Stars on impact. -Starstorm: The Astral Minister will open a tear in space, and rain down a huge amount of Stars and Radioactive Stars over the arena. -Black Hole: The Astral Minister will conjure a Black Hole in a random spot in the arena. It pulls all players towards it, and deals immense damage if touched. -Astral Coral: Spawns 8 Astral Coral at random spots inside the arena. They can use melee attacks, and heal the Astral Minister 	<p>Health: 800 Armour: 15 Attack(Radioactive Star Shot & Mini Radioactive Star): 5, inflicts Poison for 30 seconds Attack(Starstorm Star): 25, inflicts Weakness for 20 seconds Attack(Black Hole): 2 Override for every tick in contact Xp Drop: 800 Loot: 1 Stellar Reactor Core, 1 Astral Gem, 10-20 Astral Rods, 0-10 Cosmic Stars, 5% chance for a Heavy Core.</p> <p>Astral Coral Stats: Health: 20 Attack: 9, inflicts Slowness for 10 seconds Every 8 seconds, the Astral Coral will heal the Astral Minister for 8 health</p>
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Warning!!

The page after this contains information about the **Caldpteron**, the boss atop the Bug Tower. It is highly recommended to encounter it first before viewing it here. You have been warned

Name	Details
<p>Caldpteron</p>  <p>A gargantuan moth that lives atop the Bug Tower. A normally peaceful creature that becomes enraged if the Royal Egg is disturbed, and will use its mighty ice powers to defend it.</p> <p>Xp Drop: 800 Loot: 0-4 Diamonds, 0-24 Caldpteron Scales, 5% chance for a Heavy Core.</p>	<p>Health: 3,000 Armour: 15 Attack(Icicle Shot): 14, inflicts Slowness 3 for 10 seconds Attack(Ice Spike): 13 Freezing Attack(Ice Veil): 9 Freezing damage every 1.5 seconds Attack(Roar): 15 Attack(Melee): 16, inflicts Slowness for 10 seconds</p> <p>Icecube Stats: Health: 35, takes 4x damage from fire and explosions Attack(Explode): 12 Freezing Icecubes inflict knockback to players that touch them</p>
Attacks	
<p>The Caldpteron switches between flying and grounded stances.</p> <ul style="list-style-type: none"> -Icicle Shot: While flying, the Caldpteron may launch a barrage of highly accurate icicles at players -Ice Spike(Flying): While flying, the Caldpteron may summon a few Icecubes around a target, then send a line of recursive Ice Spikes at them. -Ice Trap: While flying or grounded, the Caldpteron may summon a ring of Icecubes around its target, then fill the inside with Ice Spikes -Ice Veil: While on the ground, the Caldpteron may create an aura of frost around itself, dealing damage to players and healing Icecubes inside -Ice Spike(Ground): While on the ground, the Caldpteron may summon two rings of Ice Spikes. One is centered on itself, and the other is centered on its target -Roar: While on the ground, the Caldpteron may unleash a roar, turning all living Icecubes red. Red Icecubes will explode, dealing damage to any player too close -Melee: Between Ice attacks while grounded, the Caldpteron will use melee attacks 	

Warning!!

The pages after this contain information about **Phantore**, the boss of Gods' Graveyard, and **Final Boss** of the Add-On. It is highly recommended to encounter Phantore first before viewing him here. You have been warned

<p>Phantore (Phase 1)</p>  <p>Phantore, Lord and Master of the Undead uses his unmatched powers to reign dominion over the realm of the dead. Phantore is extremely violent and will stop at nothing to defeat those who challenge him. When summoned, he will set the world to night, and it will stay that way until he is killed</p> <p>Reducing Phantore's health to 0 begins Phase 2</p>	<p>Health: 3,000 Undead Armour: 10 Attack(Evil Skull): 25, burns for 10 seconds Attack(Underworld Hands): 11 Magic Attack(Shadowfire): 6 Magic, burns for 7 seconds</p> <p>Elite Skeletons may spawn as either a Melee or Ranged variant. Melee Elite Skeletons wear red-trimmed armour, and Ranged Elite Skeletons wear yellow-trimmed armour</p> <p>Elite Skeleton Stats:</p> <p>Health: 40, fire immune Attack(Melee): 10, burns for 7 seconds Attack(Ranged): Fires Instant Harming II Arrows from a Power V Bow. Knockback is enhanced by Punch Xp Drop: 80 Loot: 0-2 Bones, 0-2 Arrows</p>
<p>Phantore will use a variety of summoning attacks, then use one of his two super attacks:</p> <ul style="list-style-type: none"> -Xp Blast: Phantore absorbs Xp Orbs to prepare an attack, taking in all left on the ground, and extracting them from players. The more Xp Orbs he absorbs, the stronger this attack will be -Elite Skeleton Brigade: Phantore summons four Elite Skeletons, minions with supremely powerful weapons and armour. <p>Regular Attacks:</p> <ul style="list-style-type: none"> -Evil Skull Shot: Phantore will shoot Evil Skulls in 8 directions around himself -Underworld Hands: Phantore will summon grasping hands from the underworld. They slowly move towards nearby players, dealing massive magic damage if touched -Minion Summon: Phantore will call forth some of his minions. In this phase, he can summon Mystic Zombies and Sinister Witches -Shadowfire Ring: Phantore will create a huge ring of Shadowfire around himself. 	



Phantore (Phase 2)

Reducing Phantore's health to 0 begins Phase 3

Health: 3000
Undead
Armour: 10
Attack(Evil Skull): 25, burns for 10 seconds
Attack(Sinister Blast): 10

Phantore Spirit Stats:
Health: 200
Undead
Armour: 10
Attack(Melee): 15, inflicts Trial Omen permanently
Attack(Roar): 15
Xp Drop: 100
All Phantore Spirits will die when Phantore moves to phase 3

Phantore retains its super attacks.

Regular Attacks:

-Evil Skull Shot: Phantore will shoot Evil Skulls in 8 directions around himself
-Sinister Surge: Phantore will send out a large wave of Sinister Blasts
-Ghost Clone: Phantore summons a spectral copy of himself. It will chase down nearby players using melee attacks. After a while, it will begin to use other attacks

- Small Shadowfire Ring: The Phantore Spirit will summon Shadowfires underneath itself if players are close to it
- Roar: The Phantore Spirit will do a roar if players are close to it
- Sinister Surge
- Evil Skull Shot
- Melee Attacks



Phantore (Phase 3)

Health: 3000
Undead
Attack(Evil Skull): 25, burns for 10 seconds
Attack(Sinister Blast): 10
Attack(Underworld Hands): 11 Magic
Attack(Shadowfire): 6 Magic, burns for 7 seconds
Xp Reward: 6000
Loot: 0-4 Netherite Scrap, 0-5 of any elemental gem, 0-20 Pure Magic, 20-45 Cursed Soulbones, 5% chance for a Heavy Core

Phantore retains its super attacks.

Regular Attacks:

- Super Evil Skull Shot: Phantore will shoot Evil Skulls in 8 directions around himself, then do it again in the other direction
- Super Underworld Hands: Phantore will summon grasping hands from the underworld. He summons fewer than in Phase 1, but they last much longer, and the summon process is shorter
- Minion Summon: Phantore will call forth some of his minions. In this phase, he can summon Mystic Zombies and Metalsnare Pigmen
- Shadowfire Line: Phantore will create a huge line of Shadowfires towards his target
- Super Sinister Surge: Phantore will send out a large wave of Sinister Blasts, shooting out more, and shooting them farther than phase 2