

Alternate Wardens

Alpha 1.0

- Crystalline Hollowed Flesh
 - Generates rarely in the end. Drops Hollowed Shards
- Hollowed Flesh
 - Generates in the Beast Corpse structure in the end
- Hollowed Shard
 - Drops from Crystalline Hollowed Flesh
- Hollowed Core
 - Crafted from Hollowed Shards, Soul Sand, and Rotten Flesh. Used to summon the Hollowed when 4 are used at the Heart of the Hollow
- Heart of the Hollow
 - Generates in Beast Corpses. By using 4 Hollowed Cores or a Void Core, you can summon The Hollowed
- Void Shard
 - Drops from The Hollowed. Used to crafted Void items
- Void Core
 - Crafted with Hollowed Cores and Void Shards. Used to infinitely summon The Hollowed without having to lose items.
- Void Sword
 - Crafted with Void Shards, Hollowed Shards, and a Netherite Sword. Has a 10% chance to inflict the **Cursed** debuff whenever you attack an entity. When attacking entities with the **Cursed** debuff, you will gain regeneration for a short time.
- Void Chestplate
 - Crafted with Void Shards, Hollowed Shards, and a Netherite Chestplate. Grants strength when you are below 5 Hearts/10 Health
- Darkwood
 - Darkwood Log
 - Decoration block that generates in Ebony Angler Trees and the Grand Ebony Tree
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 - Decoration block that generates in Ebony Angler Trees and the Grand Ebony Tree
 - Darkwood Planks
 - Crafted from Darkwood/Darkwood Log
 - Darkwood Plank Stairs
 - Crafted from Darkwood Planks
 - Darkwood Plank Slab
 - Crafted from Darkwood Planks
- Ebony Shroomlight
 - Found in the Ebony Forest
- Ebony Wart Block
 - Found in the Ebony Forest at the top of trees

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- **Ebony Thorns**
 - Spawns Evoker Fangs and Increases Anxiety for you when you touch it
 - Found in the Darkwood Forest
- **Ebony Vines**
 - Deals magic damage to you when you touch it
 - Found in the Darkwood Forest
- **Ebony Roots**
 - Gives you Slowness and Mining fatigue when touching them
 - Found in the Darkwood Forest
- **Ebony Flower**
 - Used to craft Calming Tonics
 - Found in the Darkwood Forest
- **Calming Tonic**
 - Reduces your Anxiety by 5
- **Vengeful Fungus**
 - Drops Vengeful Spores when broken
 - Found in the Darkwood Forest
- **Vengeful Spores**
 - Drops from Vengeful Fungi
 - Used to brew Potions of Berserk
- **Mourning Fungus**
 - Drops Mourning Spores when broken
 - Found in the Darkwood Forest
- **Mourning Spores**
 - Drops from Mourning Fungi
 - Used to brew Potions of Lamenting
- **Potion of Berserk**
 - Gives you the Berserk Effect
 - When you attack a mob, all mobs in an area around that mob take damage
- **Potion of Lamenting**
 - Gives you the Lamenting Effect
 - Gives all nearby mobs Weakness
- **Lost Soul**
 - Chance to drop from any mob killed in the Soul Sand Valleys
- **Lamented Soul**
 - Obtained from surviving an encounter with the Stalker
- **Mask of the Lamented**
 - Crafted from Darkwood, Shatters and a Lamented Soul. When the player falls below 3 Hearts, the mask will heal the player and give them Absorption and Resistance for a short time. After activating this effect, the mask will need 10 seconds to recharge.
- **Shatter**
 - Used to craft rare gemstones
 - Found rarely in the Darkwood Forest

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- Sculk Crate
 - Found in the Underground
 - Can be opened with Ancient Keys
- Ancient Key
 - Used to open Sculk Crates
 - All mobs below Y=30 have a chance to drop Ancient Keys
 - Can be purchased at Journeyman Clerics for 5 Emeralds
 - Can be crafted with a Diamond, 3 Iron, and 2 Iron Nuggets
- Echo Claymore
 - After attacking a mob, they will take damage half a second after depending on your Reverb level
 - Found Rarely in Sculk Crates
- Screaming Scepter
 - Right clicking fires a soundwave that deals damage based on your reverb level
 - Found Rarely in Sculk Crates