

Change Log:

- Saddles now craftable
- Can now access the wiki from the server
- Projectiles can now be successful or unsuccessful
- ADDED BOSSES - kill bosses to get cool magic items
- Let me know if you want a character's weapon to be added

To do list:

- Need to make more organized wiki
- Need to add items that gives you random item
- Talismans
- Add nether armor

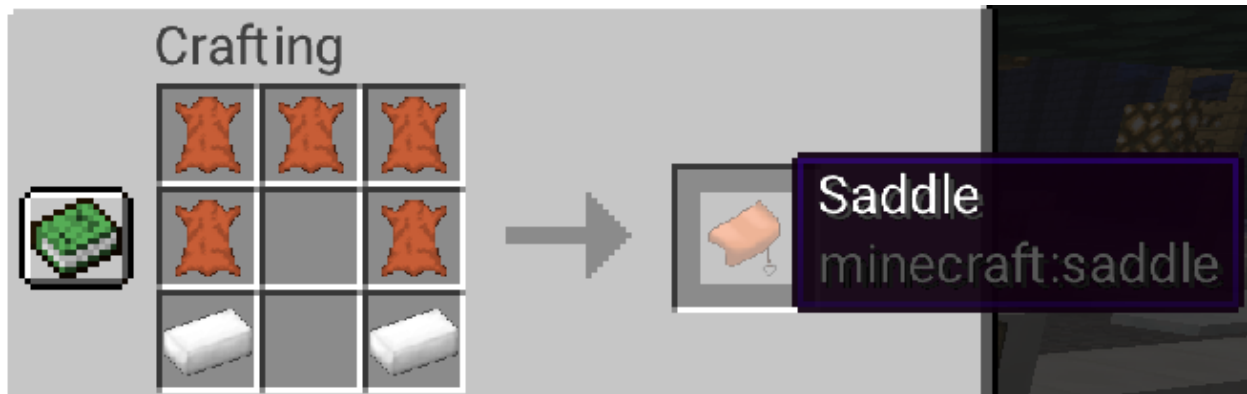
Bosses & rewards:

- *Evil undead boss - boots of running*
- *Bone boss - boots of flying*
- *Arachnid boss - crown of extra health*
- *Fire boss - sword of fire*
- *Witch boss - magic branch, spawns a tree at will*
- *Big ghost boss - ghastr sword, shoots fireballs*
- *Big boom boss - boom stick, makes a tasteful boom*

Use ctr+f to find what you're looking for.
Or click the outline button in the upper
left of the screen, under the undo button

Crafting Recipes:

Saddle - because it needs to be added to the vanilla game

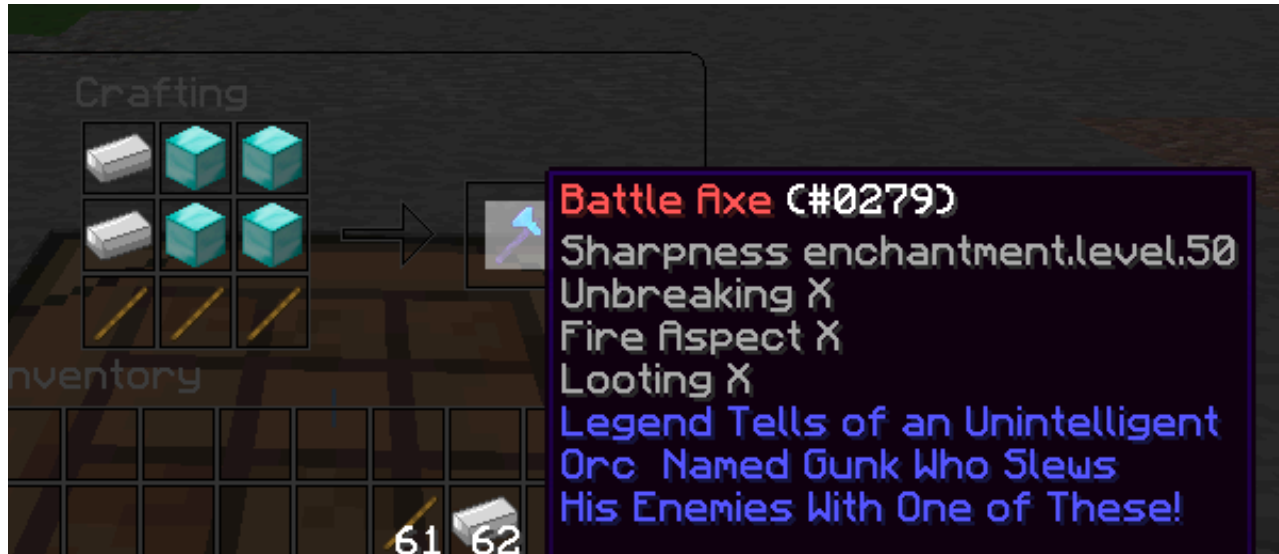


Weapons:

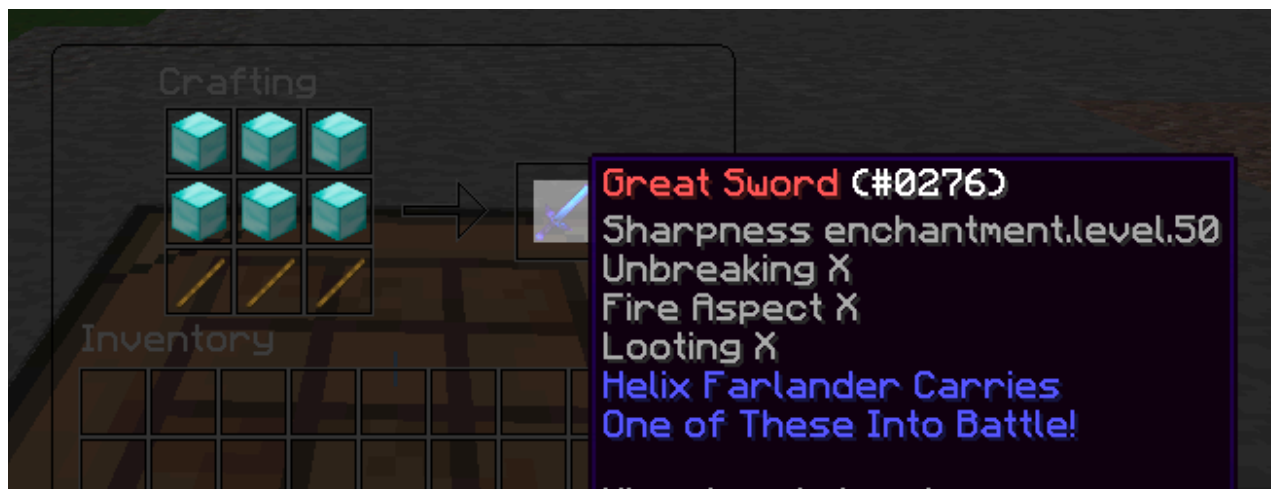
- *Almost all weapons are nerfed im just too lazy to adjust the pictures but they have the same crafting recipes*
- *Use a weapon to gain its powers*

Battle axe

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Great sword

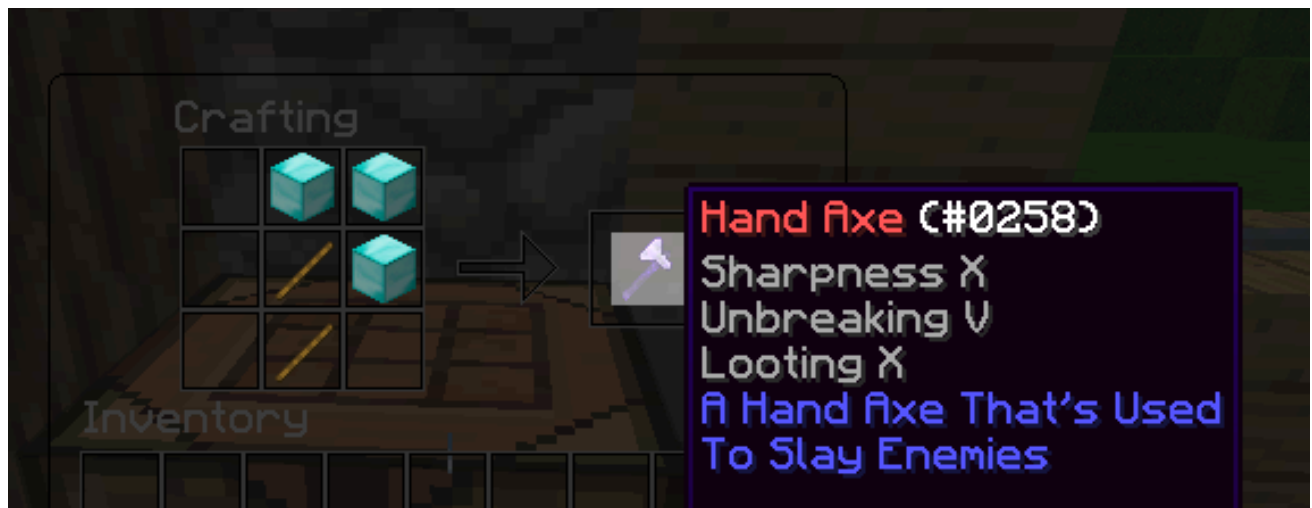


Javelin

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Hand axe



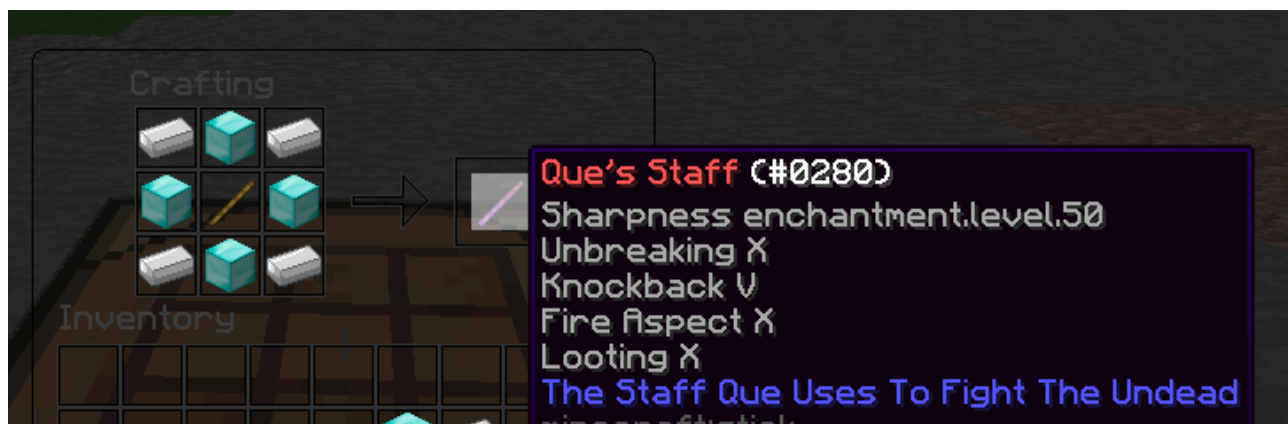
pike

Use ctr+f to find what you're looking for.
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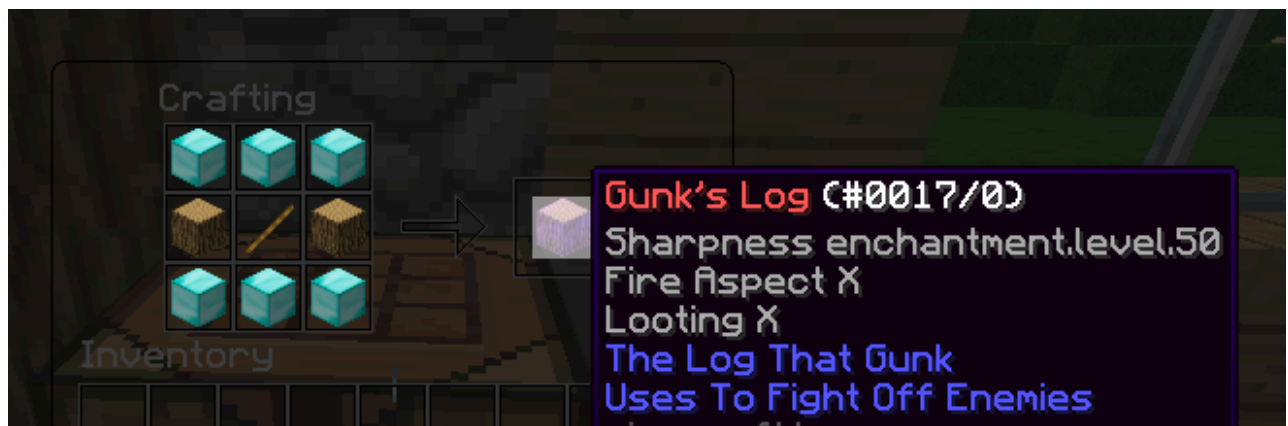


Character's Weapons:

Que's staff - lets you run fast too



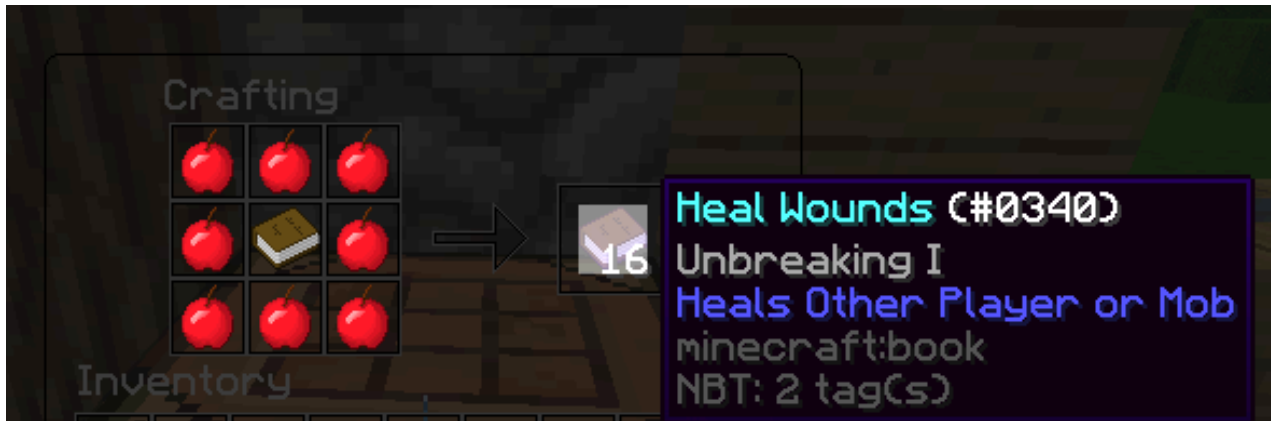
Gunk's log



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Spells:

Heal wounds - range: 32 blocks



Infllict wounds - range: 16 blocks



*Lightning bolt - infinite range: must be looking at a block
that lightning can strike*



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Thunder clap - range: 32 blocks



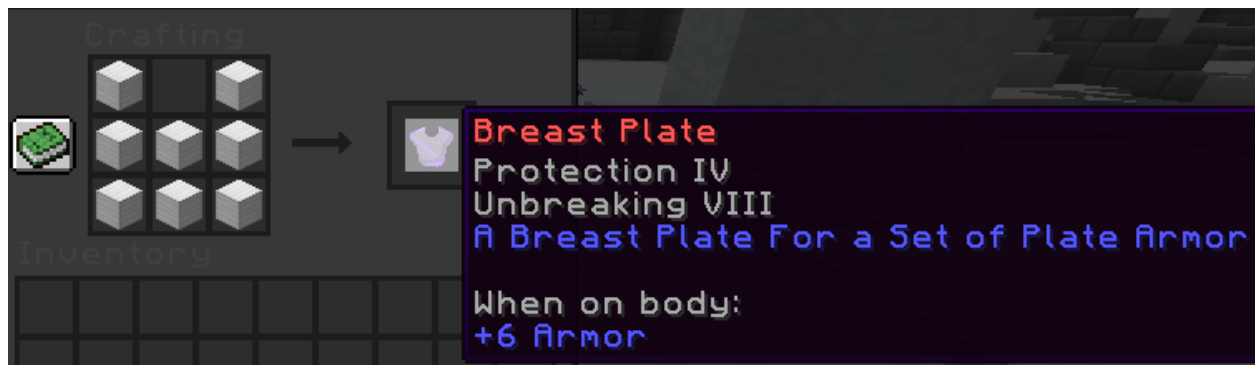
*Fire bolt - infinite range: must be looking at the top of a
block or at an entity*



Armor:

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Plate armor

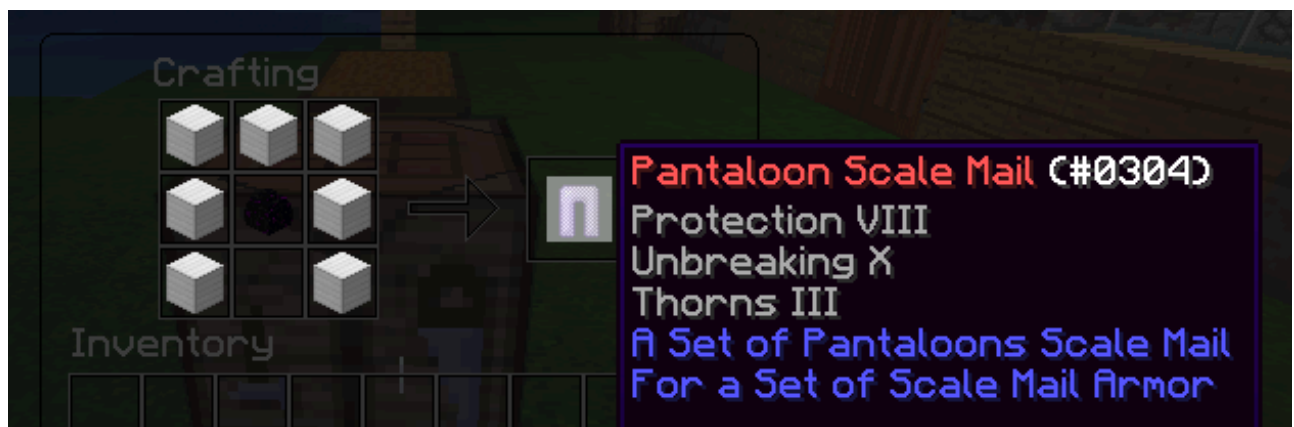


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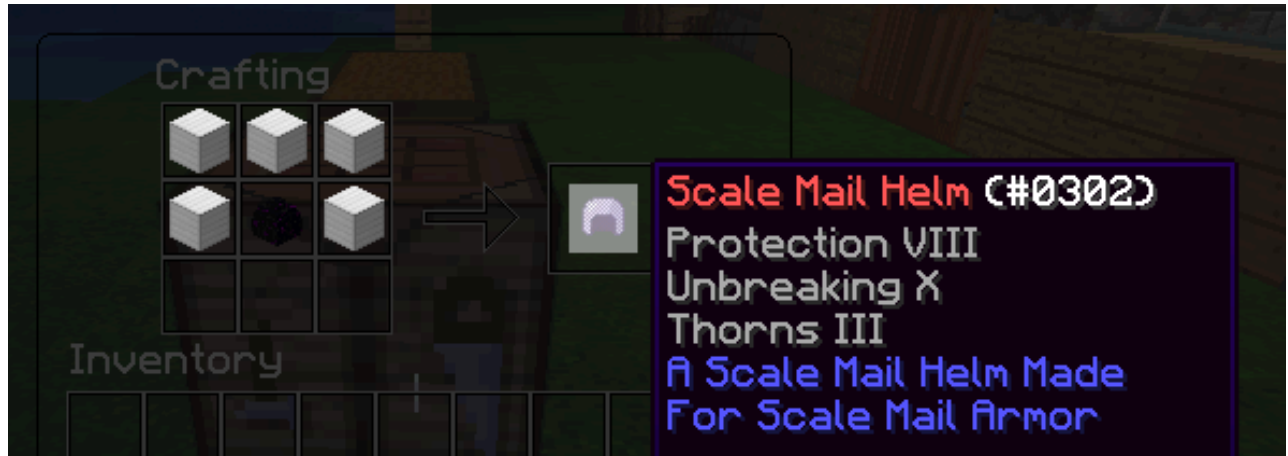


Scale armor - yes that's a dragon egg in the middle

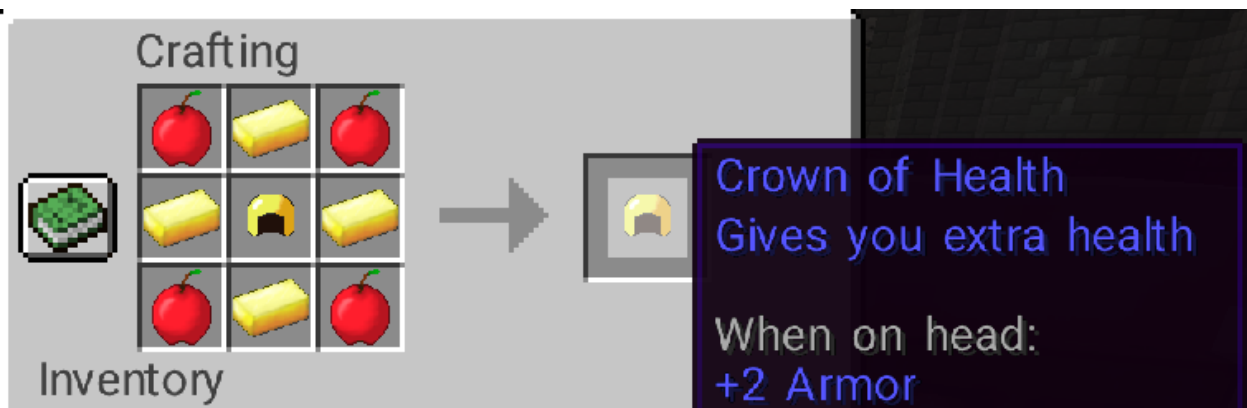
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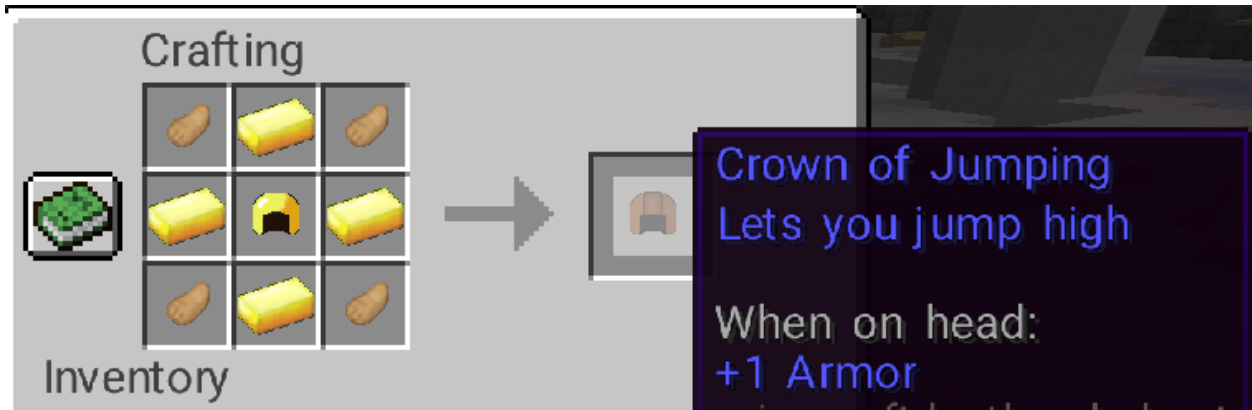


Crown of health - gives you more health



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Crown of jumping



Crown of extra jumping

Obtained by killing a boss TBA

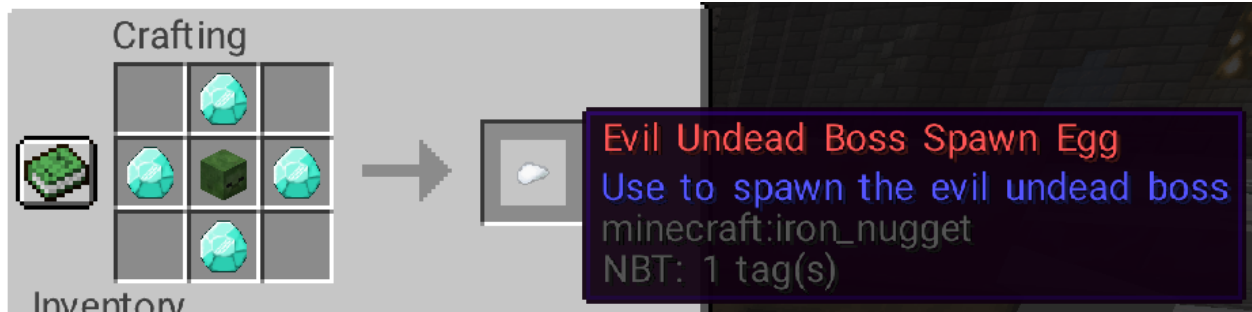
Bosses & Rewards:

Arachnid boss - crown of extra health

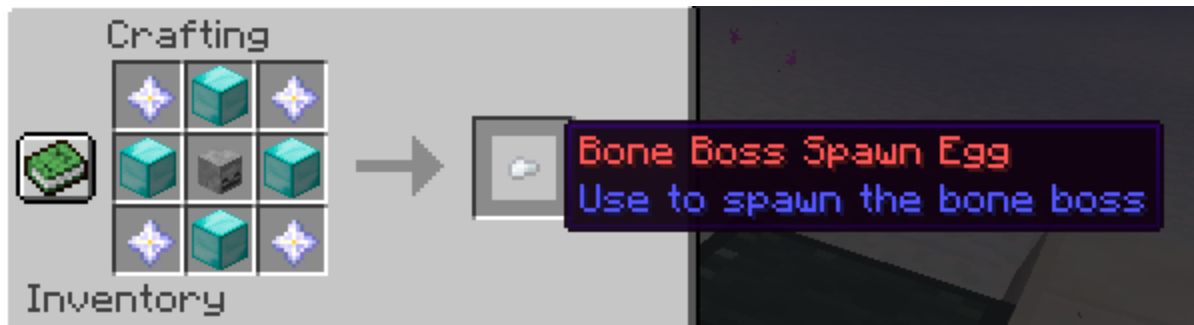


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Evil undead boss - boots of running



Bone boss- boots of flying

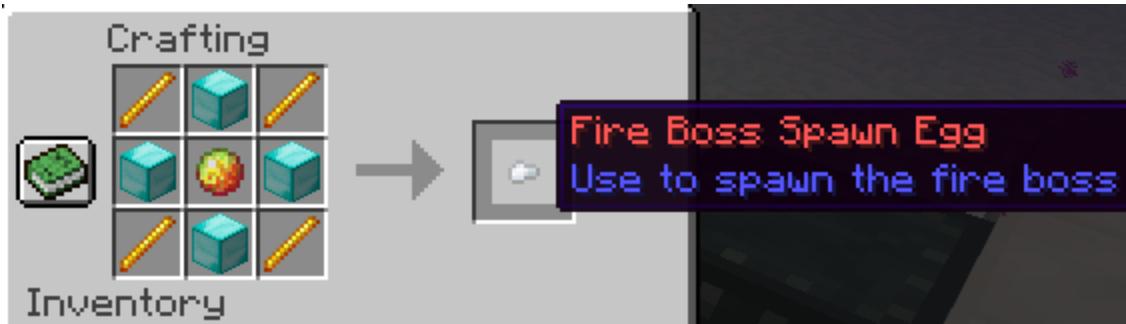


Witch boss - magic branch which spawns a tree at will



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Fire Boss - fire sword



Big ghost boss - a sword that shoots a fireball at enemies that are within range (8 blocks)



Big boom boss - boom stick which creates a non-destructive but very deadly explosion (8 block range)

