

Enchantments - Melee

Name	Rarity	Summary	Tier I	Tier II	Tier III
Poison Cloud	Common	Has a 30% chance to summon a poison cloud that deals damage to enemies in an area for three seconds.	13.5% of base dmg/sec dealt	27% of base dmg/sec dealt	40% of base dmg/sec dealt
Sharpness	Common	Makes your weapons sharper, causing it to deal more damage.	10% increased damage dealt	21% increased damage dealt	33% increased damage dealt
Thundering	Common	Has a 30% chance to summon a lightning strike that damages nearby enemies.	13.5% of base dmg dealt	27% of base dmg dealt	40% of base dmg dealt
Rampaging	Common	After defeating a mob, there is a 10% chance to increase your attack speed by 50% for a short time.	5 Second Duration	10 Second Duration	15 Second Duration
Committed	Common	Deal increased damage against already wounded enemies.	0-50% bonus damage dealt	0-75% bonus damage dealt	0-100% bonus damage dealt
Smiting	Common	Increased damage against the Undead.	20% increased damage dealt	30% increased damage dealt	40% increased damage dealt
Looting	Common	Increases the chance for mobs to drop consumables.	100% increased chance	200% increased chance	300% increased chance
Prospector	Common	Find more Emeralds on fallen enemies.	100% increased chance	200% increased chance	300% increased chance
Freezing	Common	Slows mobs after hit for three seconds.	-20% reduced speed	-30% reduced speed	-40% reduced speed
Leeching	Common	Defeating a mob heals you a small portion of the mob's max health.	4% of mob max health	6% of mob max health	8% of mob max health
Echo	Common	Some of your attacks can be followed up by another in rapid succession.	5 second cooldown	4 second cooldown	3 second cooldown
Chains	Common	Has a 30% chance to chain a cluster of mobs together and keep them bound for a short time.	1 second duration	2 second duration	3 second duration
Weakening	Common	Your attacks decrease the attack damage of all nearby enemies for five seconds	-20% reduced damage	-30% reduced damage	-40% reduced damage
Fire Aspect	Common	Sets mobs on fire for three seconds, dealing damage over time.	20% of base dmg/sec dealt	25% of base dmg/sec dealt	30% of base dmg/sec dealt
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Stunning	Common	Chance to temporarily stun enemies.	5% chance to trigger	10% chance to trigger	15% chance to trigger
Swirling	Powerful	The last attack in a combo performs a swirling attack, damaging nearby enemies.	45% of base dmg dealt	67% of base dmg dealt	90% of base dmg dealt
Critical Hit	Powerful	Gives you a chance to inflict critical hits dealing triple damage.	10% chance to trigger	15% chance to trigger	20% chance to trigger
Radiance	Powerful	Has a 20% chance to spawn a circular area that heals all allies within it.	20% of base dmg healed	30% of base dmg healed	40% of base dmg healed
Shockwave	Powerful	The last attack in a combo launches a shockwave, damaging enemies.	27% of base dmg dealt	40% of base dmg dealt	53% of base dmg dealt
Gravity	Powerful	This effect pulls mobs in range toward's the weapon's impact point.	1.5 second duration	1.5 second duration	2 second duration
Exploding	Powerful	Mobs explode after they are defeated.	20% of enemy health dealt	40% of enemy health dealt	60% of enemy health dealt

Enchantments - Ranged

Name	Rarity	Summary	Tier I	Tier II	Tier III
Multishot	Common	Grants the chance to fire five arrows at once.	20% chance to trigger	30% chance to trigger	40% chance to trigger
Punch	Common	Boosts arrow pushback.	200% pushback	300% pushback	400% pushback
Radiance Shot	Common	Has a 20% chance to spawn a circular area that heals all allies within it.	12.5 % of base dmg healed	19% of base dmg healed	25% of base dmg healed
Poison Cloud	Common	Has a 30% chance to summon a poison cloud that deals damage to enemies in an area for three seconds.	8.5% of base dmg/sec dealt	17% of base dmg/sec dealt	25% of base dmg/sec dealt
Ricochet	Common	Small chance for arrows to ricochet off mobs.	20% chance to trigger	40% chance to trigger	60% chance to trigger
Flerching	Common	Fired arrows sometimes gain the piercing effect, which allows them to fly through multiple mobs.	Every 3rd arrow	Every 2nd arrow	Every arrow
Unchanting	Common	Projectiles deal more damage to enchanted enemies.	50% bonus damage dealt	75% bonus damage dealt	100% bonus damage dealt
Growing	Common	The fired shot grows in the air, dealing extra damage to distant targets.	25% max damage dealt	50% max damage dealt	75% max damage dealt
Rapid Fire	Common	Increases your attack speed.	10% attack speed	15% attack speed	20% attack speed
Infinity	Common	Chance to immediately replenish an arrow after shooting.	16% chance to trigger	32% chance to trigger	48% chance to trigger
Antima Conduit	Common	Grants a small amount of health for each soul you absorb.	1% of max health per soul	2% of max health per soul	3% of max health per soul
Fuse Shot	Common	Every few shots has a time charge that explodes one second after impact, dealing 100% damage to nearby mobs.	Every 5th shot	Every 4th shot	Every 3rd shot
Bonus Shot	Common	Firing a shot also fires a second shot at a nearby enemy. The second shot has reduce damage.	10% damage per shot	17% damage per shot	24% damage per shot
Accelerate	Common	Increases attack speed for each consecutive shot. Resets one second after the attack.	8% increase per shot	10% increase per shot	12% increase per shot
Wild Rage	Common	Hitting an enemy has a chance to send it into a rage, making it hostile towards everyone.	20% chance to trigger	30% chance to trigger	40% chance to trigger
Supercharge	Common	Charged shots deal more damage and have more pushback.	20% increased damage dealt	30% increased damage dealt	40% increased damage dealt
Power	Common	Power boosts arrow damage.	10% damage dealt	21% damage dealt	33% damage dealt
Gravity	Powerful	This effect pulls mobs in range toward's the weapon's impact point.	1 second duration	1.5 second duration	2 second duration
Chain Reaction	Powerful	Has a chance to fire five arrows in all directions on impact.	10% chance to trigger	20% chance to trigger	30% chance to trigger
Temp Theft	Powerful	Steals a small amount of a mob's movement speed and gives it to you for four seconds.	17% stolen speed	33% stolen speed	50% stolen speed

Armor

Name	Rarity	Summary	Tier I	Tier II	Tier III
Frenzied	Common	While you are at less than half health, your attack speed is increased.	10% melee and ranged attack speed	20% melee and ranged attack speed	30% melee and ranged attack speed
Recycler	Common	Being hit by damage-inflicting projectiles will occasionally craft a small quiver of arrows	Every 30th projectile	Every 20th projectile	Every 10th projectile
Snowball	Common	Fires a snowball at a nearby enemy every few seconds, briefly stunning it.	Triggers every 5 seconds	Triggers every 3 seconds	Triggers every second
Health Synergy	Common	When activating any artifact, you gain a small amount of health.	3% health regained	4% health regained	5% health regained
Speed Synergy	Common	When activating any artifact, you gain 20% movement speed for a short time.	1 second duration	2 second duration	3 second duration
Potion Barrier	Common	Whenever you use a healing potion, you take -90% damage for a short duration.	5 second duration	7 second duration	9 second duration
Fire Trail	Common	Rolling creates a trail of fire behind you, which deals damage to mobs for four seconds.	8% of max health dealt as dmg	16% of max health dealt as dmg	24% of max health dealt as dmg
Thorns	Common	Whenever you take damage, you deal damage back to the attacker.	100% damage returned	150% damage returned	200% damage returned
Deflect	Common	Grants a small chance to deflect incoming projectiles.	20% chance to trigger	40% chance to trigger	60% chance to trigger
Explorer	Common	For every one hundred blocks explored on the map, you regain a small amount of health.	0.3% health regained	0.7% health regained	1.0% health regained
Cooldown	Common	Reduces the cooldown time between uses of your artifacts	-10% reduced cooldown	19% reduced cooldown	-27% reduced cooldown
Cowardice	Common	While you are at full HP, you deal increased ranged and melee damage.	20% increased ranged and melee damage	30% increased ranged and melee damage	40% increased ranged and melee damage
Surprise Gift	Common	Whenever you use a healing potion, you sometimes create random consumables.	50% chance to trigger	100% chance to trigger	150% chance to trigger
Electrified	Common	Rolling saps three nearby enemies with lightning bolts, dealing damage.	20% of max health dealt as dmg	40% of max health dealt as dmg	60% of max health dealt as dmg
Food Reserves	Common	Whenever you use a healing potion, you also create random food items.	1 items crafted	2 items crafted	3 items crafted
Burning	Common	Every 0.5 seconds damages all enemies in melee range.	2% of max health dealt as dmg/0.5sec	4% of max health dealt as dmg/0.5sec	6% of max health dealt as dmg/0.5sec
Soul Speed	Common	When you gather a soul, you gain a 1% stacking movement speed boost for a short time.	2 second duration	3 second duration	4 second duration
Final Shout	Powerful	When your health drops below 25%, all your artifacts are used (ignoring cooldown periods).	Up to every 12th second	Up to every 10th second	Up to every 8th second
Gravity Pulse	Powerful	A blast occurs every five seconds that pulls nearby enemies towards you.	100% range	150% range	200% range
Chilling	Powerful	Emits a blast every two seconds that reduces the movement and attack speed of nearby enemies for one second.	-20% reduced speed	-40% reduced speed	-60% reduced speed
Protection	Powerful	Reduces damage taken.	-6% damage taken	-11% damage taken	-15% damage taken

* = Common Soul

Artifacts

Name	Location	Summary	Description
Wonderful Wheat	Cacti Canyon, Obelisk Pinnacle, Obelisk Pinnacle	Summons a llama to aid you in battle. (30 Second Cooldown)	This item has the faint smell of an open field, baked bread, and freshly cut crops.
Golem Kit	W, Pumpkin Pastures	Summons an Iron Golem to aid you in battle. (30 Second Cooldown)	Iron Golems have always protected the Villagers of the Overworld. Their numbers are dwindling as a result of the Arch-Illager's war.
Thrusty Bone	Creeper Crypt, Creeper Woods, Redstone Mines	Summons a wolf to aid you in battle. (30 Second Cooldown)	You hear distant howling as you hold the Thrusty Bone in your hand.
Light Pearls	Pumpkin Pastures, Highblock Halls	Lets you tumble through the air, stunning and pushing enemies back as you go. (5 Second Cooldown)	No one knows what mysterious creature this fluster came from, but it is as beautiful and powerful.
Totem Of Insignificance	Soggy Swamp, Soggy Cere, Flery Range	A totem that creates a circular aura, healing you and your allies. (25 Second Cooldown)	The hand-carved wooden figure radiates a warmth like that of a crackling campfire, healing those who gather around it.
Soul Healer *	Soggy Swamp, Soggy Cere, Flery Range	Heals the most injured ally nearby, including yourself. (1 Second Cooldown)	The Soul Healer amulet is cold to the touch and trembles with the power of souls. It is common among the Illagers of the Woodland Mansions.
Iron Hide Amulet	Flery Range	Provides a major boost to defense for a short time. (25 Second Cooldown)	The Iron Hide Amulet is both ancient and timeless. Sand mysteriously and endlessly slips through the cracks in the iron.
Lightning Rod *	Soggy Swamp, Soggy Cere, Obelisk Pinnacle	You can spend souls to call down a bolt of lightning onto an area. (1 Second Cooldown)	Crafted by Illager Geomancers, this item is enchanted with the power of a storming sky.
Tornament Quiver *	Creeper Woods, Desert Temple	Gives slow arrows that knocks back mobs and passes through walls. (1 Second Cooldown)	The Tornament Quiver radiates powerful energy drawn from the eternal source of the Underdark.
Harvester *	W, Soggy Swamp, Redstone Mines	When used, the Harvester releases souls in an explosion. (1 Second Cooldown)	The Harvester siphons the souls of the dead, before releasing them into a chaotic horde of power.
Planting Quiver	W, Pumpkin Pastures, Flery Range	Gives you Burning Arrows. (30 Second Cooldown)	This quiver is filled with the deadliest of arrows.
Shock Powder	Desert Temple, Obelisk Pinnacle	Stuns nearby enemies. (25 Second Cooldown)	Shock Powder is a reliable tool for those who wish to make a swift exit.
Love Medallion	Highblock Halls	Turn up to three hostile mobs into allies for ten seconds before they disappear. (30 Second Cooldown)	A spell radiates from this trinket, enchanting those nearby into a trance where they must protect the holder of the medallion at all costs.
Totem Of Shielding	Cacti Canyon, Desert Temple	This totem has mystical powers that shield those around it from projectiles. (20 Second Cooldown)	This totem radiates powerful energy that burns forth as a protective shield around those near it.
Corrupted Beacon *	Pumpkin Pastures, Cacti Canyon, Redstone Mines	Flies a high-powered beam that continuously damages mobs. (1 Second Cooldown)	The Corrupted Beacon holds immense power within. It waits for the moment to unleash its wrath.
Flintworks Arrow	Redstone Mines, Highblock Halls	Puts a firework arrow into your quiver. The arrow explodes on hit. (30 Second Cooldown)	The explosive power of the TNT combined with the high velocity movement of an arrow - what could possibly go wrong?
Boots Of Swiftness	Creeper Crypt, Creeper Woods, Desert Temple	Gives a short boost to movement speed. (5 second Cooldown)	Boots blessed with enchantments to allow for swift movements. Useful in uncertain times such as these.
Wind Horn	Pumpkin Pastures, Cacti Canyon	Pushes enemies away from you and slows them briefly. (30 Second Cooldown)	When the Wind Horn echoes throughout the forests of the overworld the creatures of the night tremble with fear.
Ghost Cloak	Creeper Crypt, Obelisk Pinnacle	Temporarily grants Ghost Walk, allowing you to move through mobs and absorb some damage. (6 Second Cooldown)	The souls trapped within the Ghost Cloak are protective but they radiate a sense of melancholy.
Gear Of Weakening	W, Desert Temple	Weakens enemies around you, decreasing their damage and defensive capabilities. (20 Second Cooldown)	This ancient gear, marked with the symbols of a nameless kingdom, feels safe in your hands but emits a menacing hum to those nearby.
Death Cap Mushroom	W, Creeper Woods, Highblock Halls	Greatly increases attack and movement speed. (30 Second Cooldown)	Even by dashing wretches before battle, the Death Cap Mushroom drives fighters into a frenzy.
Fishing Rod	Creeper Crypt, Soggy Swamp, Soggy Cere		

Common or Rare	Uniques	Location	Stats	Story
Ocelot Armor	Shadow Walker			
Dual Crossbows	Spellbound Crossbows			
	Baby Crossbows			
Staff	Growing Staff			
	Battlestaff of terror			
Whip	Vine Whip			
Corrupted Seeds				

Emerald Gear	Opulent Armor
	Guided Glory
Climbing Gear	Goat Gear
	Rugged Climbing Gear
Tempest Knife	Resolute Tempest Knife
	Chill Gale Knife
Wind Bow	Echo Of The Valley
	Burst Gale Bow
Updraft Tome	
Scatter Mines	
Sachel of Elements	
Enchanters Tome	

Snow Armor	Frost Armor
Snow Bow	Winters touch
Rapier	Freezing foil
	Bee Stinger
Ice wand	

Turtle Armor	Nimble Turtle Armor
Squid Armor	Glow Squid Armor
Coral Blade	Sponge Striker
Anchor	Enchrusted Anchor
Eye of the Gaurdian	
Harpoon Quiver	
Sachel of Elixers	
Sachel of Snacks	

Sprout Armor	Living Vines Armor
Piglin Armor	Golden Piglin Armor
Bone Club	Bone Cudgel
Broken Sawblade	mechinized Sawblade
Twisting Vine Bow	Weeping Vine Bow
Cog Bow	Pride Of the Piglins
Blast Fungus	
Spin Blade	
Thundering Quiver	

Shulker Armor	Sturdy Shulker Armor
Entertainer's garb	Unstable Robes
Teleportation Robes	Troubadour
Void Bow	Call of the Void
Shadow Crossbow	Veiled Crossbow
Obsidian Claymore	The Starless Night
Void Touched Blades	The Beginning and the End
Backstabber	Swift Striker