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Hot Shot	Imbuers ammunition with Fire increasing damage dealt by 20%. Shots also have a 15% chance to apply Burning dealing 110 Fire damage over 10 seconds, lasts 30 seconds.	y	Class / Ward	Location			
Hunter's Mark	Marks all enemies within 40 meters for self and allies, crit chance is increased against marked enemies by 15% Lasts 60 seconds	y	Class / Ward	Location			
Mender's Aura	Creates a stationary healing pool that heals 10 Health per second, lasts 10 seconds.	y	Class / Ward	Location			
Swarm	Unleash insects that will seek after enemies within 20 meters and repeatedly attack dealing 5 Corrosive damage per hit, lasts 20 seconds	y	Corvus - The Crullary	Location			
Corrosive Aura	Projects a 10 meter aura that moves with the caster Corroding enemies who enter the aura, reducing their defence by 20%, lasts 30 seconds		Corvus - The Drowned Trench	Location			
			D26	Location	Tentacle Summon	Launches a projectile that will spawn a Tentacle upon impact, the tentacle will attack nearby enemies dealing 180 Shock damage per hit, lasts 30 seconds	Curse of the Jungle God
Flicker Cloak	Surrounds the caster with a shield absorbing up to 200% of their max HP in damage from incoming attacks, lasts 30 seconds		Earth - Leto's Lab	Location			
Mantle of Thorns	Reduces Melee damage taken from enemies by 50%, and reflects 200% of melee damage taken and reduced being staggered on hit. Lasts 60 seconds	y	Earth - Sulkat Passage	Location	Banish	Fires a projectile that banishes the target into another dimension for 6 seconds. When they return, they'll take 1.5x the damage from the primary fire of the Repulsor	Repulsor
Explosive Shot	Fires an explosive round that upon detonation will deal up to 360 damage to enemies within 4.0 meters	y	Earth - The Depot	Location			
Rattle Weed	Shoots a projectile that spawns a Rattle Weed upon impact with 224 Health and draws aggro on all enemies within 10 meters. Lasts 10 seconds	y	Earth - The Hidden Sanctum	Location	Hive Shot	Fires a hive projectile that deals 20 damage upon impact within 2.5 meters and releases a cloud of deadly insects	Hive Cannon
Seed Caller	Summons a Root Hollow minion with 150 Health that deals 56 damage per hit and lasts 30 seconds	y	Earth - The tangled Pass	Location	Gravity Core	Fires a concentrated gravity core which upon impact deals 80 damage and opens a black hole pulling enemies towards it for 5 seconds. Overflowing from the empty drain in the black hole will become unstable and explode dealing 400 damage within 5 meters	Particle Accelerator
Beckon	Summons a Wasteland Skull which shoots projectiles that deal 37.5 damage per hit, lasts 60 seconds.	y	Rhom	Location	Undying	After charged, if the player dies they will be revived with 33% health, the warden will also take 25% less damage and be immune to status effects for 10 seconds	Ruin
Iron Sentinel	Summons a fully automatic turret that shoots 5 rounds per second and deals 5 damage per hit, lasts 30 seconds		Rhom - Outside merchant Wud's shop	Location	Skewer	Fires a large spike that deals 125 damage, 300% additional stagger damage and applies a Breeding effect, dealing 150 damage over 15 seconds	Devastator
Veil of the Black Tear	Creates a 5 meter energy field that absorbs up to 150 incoming ranged damage. Heroes standing inside can shoot outwards.	y	Rhom - The Ardent Temple	Location	Static Field	Fires a projectile that deals 40 shock damage and applies the Overloaded effect. Overloaded enemies will explode when they get close dealing 200 Shock damage with 4.5 meters blast radius.	Eye of the Storm
Howler's Immunity	Projects a 20 meter aura that moves with the caster and reduces all incoming damage to all heroes standing in the aura by 30%, lasts 30 seconds		Rhom - The Barrows	Location			
Breath of the Desert	Discharge 7 Radiation attacks that will seek towards enemies within 20 meters and deal 60 Radiation damage each	y	Rhom - The Iron Rift	Location			
Storm Caller	Conjures an electrical storm centered around the caster which unleashes lightning strikes that deal 40 Shock damage to nearby enemies with 35 meters, lasts 12 seconds	y	Yaesha	Location			
Song of Swords	Projects a 20 meter Aura that increases them and their parties damage by 30% for 30 seconds	y	Yaesha - The Halls of Judgement	Location	Flamethrower	Spews flames that will ignite targets with the burning effect dealing 150 Fire damage over 10 seconds	Spitfire
Blink Token	Teleports the caster forward up to 13 meters and creates an electrical blast that deal 140 Shock damage within 3 meters		Yaesha - Widow's Pass	Location	Spore Shot	Fires an explosive round that upon detonation deals 140 Rot damage to all enemies within 2.5 meters and will leave a deadly gas cloud that lasts for 7 seconds	Sporebloom
Wildfire Shot	Shoots an arcing fireball that deals 120 Fire damage and ignites targets with the Burning effect with 1.9 meters dealing 720 Fire damage over 15 seconds	y	Yaesha - Withermo	Location	Radioactive Volley	Fires a volley of 6 radioactive projectiles that bounce off of the environment and deal 95 Radiation damage each.	Defiler




































		Effect	World	Location Found
	Band of Strength	Increases Melee damage by 10% for 10 seconds after a melee kill. Stacks up to 3 times	Rhom - Windspire	Random Chance Spawn in the Dungeon, Windspire Waste on Rhom
	Blood Font	Regenerates 0.287 health per second	Corsus	Random Chance inside Caves on Corsus
	Braided Thorns	Increases Crit Chance by 15% for 6 seconds after slaying an enemy	Earth - Morrow Pass	Random Chance for the Marrow Pass Dungeon to spawn on Earth, killing the Cultist inside after talking to him yields this ring
	Celerity Stone	Increases Consumable Use Speed by 25%	Yaesha	Random Chance in Dungeons in Yaesha
	Devouring Loop	Critical Hits have a 5% chance to deal 300% bonus damage (20% with Catalyst Trait maxed)	Corsus	Random Chance Spawn on Corsus
	Ezlan's Band	Increases Max Health by 25	Rhom	Random Chance to Spawn in a Dungeon on Rhom
	Gravity Stone	Increases damage by 20% when there are at least 2 enemies within 10 meters of the wearer	Rhom	Random Chance Spawn in Rhom Dungeons
	Guardian Ring	Reduces incoming Melee damage by 20%	Yaesha	The Dungeon you use the Curio to open the door, get the boss to 50% HP, he'll run away to kill the merchant that sells the Radiant armor, kill the Root monster for this Ring
	Heart of the Wolf	Increases Stamina by 25 and Movement Speed by 10%	Yaesha - Bell Puzzle (with Flutist)	In Yaesha random chance for Bell Puzzle to spawn with a Flutist next to it, hit the bells in the order of 345321 assuming the far left bell is 1
	Heartseeker	Provides 100% Crit Chance against non-aggressive enemies and increases Crit Damage by 15%		Random chance on Earth in the City
	Hunter's Band	Increases Weak Spot damage by 25% when hitting a target's weak spot from farther than 15 meters	Yaesha	Random Chance in Yaesha
	Hunter's Halo	Increases the effective Range of all firearms by 20%	Rhom	Random Chance in Rhom
	Jewel of the Black Sun	Increases Ranged damage by 5% for 10 seconds after a Ranged Kill, stacks up to 4 times	Rhom - Merchant Wud	Wud, Random Vendor spawn in Rhom
	Keepers Ring	Increases resistance to all Elements by 20	Yaesha	Random Chance Spawn on Yaesha in Temple Dungeon
	Leech Ember	Melee hits Leech damage dealt to the target and return it as health to the wearer	Rhom	Random Chance in Rhom Dungeons
	Mother's Ring	Reducing Ranged Damage taken by 20%	Earth	Random Chance on Earth
	Pillar of Stone	Reduces Sway by 50% and Recoil by 25%	Earth	Random Chance on Earth in Dungeons
	Razorstone	Melee Critical Hits will apply a Bleeding effect dealing 100% of the damage dealt over 10 seconds	Corsus	Random Chance in Corsus
	Ring of Evasion	Moderately increases evade window and increases evade speed by 10%. +4 iframes	Earth	Random Chance on Earth in Dungeons
	Ring of the Admiral	Take 300% increased damage, but do an additional 15% ranged & melee damage.	Ward 13	Reggie at Ward 13 for 2 scrap.
	Root Circlet	Increases Melee Speed by 15%	Earth - Morrow Pass	Random Chance for the Marrow Pass Dungeon to spawn on Earth, Cultist inside gives the ring when you talk to him
	Sagestone	30% Increased EXP	Earth	Random Chance on Earth
	Stone of Balance	Increases Ranged and Melee damage by 10%	Yaesha	Random Chance in Yaesha Dungeons




















		Set Bonus	World	Location
	Adventurer's Googles	Treasure Hunter Increases chance to get loot from destroying breakables. Increases the amount of scrap picked up by 10%.	DEFAULT	Crafted for Glowing Fragments at Riggs
	Adventurer Tunic	+10% Chance (1/3 Set Pieces)		Obtained on Game Start.
	Adventurer Leggings	+20% Chance (2/3 Set Pieces) +35% Chance (3/3 Set Pieces)		Obtained on Game Start.
	Hunter Shroud			Obtained from Riggs on starting as Hunter or Purchased on other classes at Riggs
	Hunter Trenchcoat			Obtained from Riggs on starting as Hunter or Purchased on other classes at Riggs
	Hunter Pants		Obtained from Riggs on starting as Hunter or Purchased on other classes at Riggs	
	Cultist Hat	Blood Pact Hits generate additional mod power. Mod power is generated slowly over time.	WARD 13	Obtained from Riggs on starting as Ex-Cultist or Purchased on other classes at Riggs
	Cultist Duster	12.5% Mod Power (1/3 Set Pieces)		Obtained from Riggs on starting as Ex-Cultist or Purchased on other classes at Riggs
	Cultist Britches	25% Mod Power (2/3 Set Pieces) 40% Mod Power (3/3 Set Pieces)		Obtained from Riggs on starting as Ex-Cultist or Purchased on other classes at Riggs
	Scrapper Helmet			Obtained from Riggs on starting as Scrapper or Purchased on other classes at Riggs
	Scrapper Bodyplate		Obtained from Riggs on starting as Scrapper or Purchased on other classes at Riggs	
	Scrapper Workboots		Obtained from Riggs on starting as Scrapper or Purchased on other classes at Riggs	
	Drifter's Mask	Wanderer Stamina usage is reduced. While aiming, movement speed is increased by 50%.	EARTH	Found Randomly anywhere in the City on Earth
	Drifter's Overcoat	-10% Stamina Usage (1/3 Set Pieces)		Break Wooden Bookshelf at Founders Hideout right after you leave Ward 13
	Drifter's Trousers	-20% Stamina Usage (2/3 Set Pieces) -35% Stamina Usage (3/3 Set Pieces)		Break Wooden Bookshelf at Founders Hideout right after you leave Ward 13
	Twisted Mask	0.15 (?) Health Regen per second Note: Can also be used in the Regrowth set.		EARTH - JUNKTOWN
	Twisted Hood	Regrowth Slowly regenerates health over time. Melee hits steal health from enemies.	EARTH - THE GALLOWES	<u>Random Chance Event on Earth where you can purchase the set after the event ends.</u>
	Twisted Cage	+0.56 (?) health per second (1/3 Set Pieces)		<u>Random Chance Event on Earth where you can purchase the set after the event ends.</u>
	Twisted Tassets	+0.666 (?) health per second (2/3 Set Pieces) +0.834 (?) health per second (3/3 Set Pieces)		<u>Random Chance Event on Earth where you can purchase the set after the event ends.</u>
	Bandit's Mask	Freeloader Chance to replace spent bullets on hit. Ammo acquired on pickup is increased by 25%		EARTH - THE DEPOT
	Bandit's Jacket	10% Chance (1/3 Set Pieces)	Obtained by obtaining and giving Mudtooth's (Old dude in the helicopter) pocketwatch to Brabus in Earth	
	Bandit's Boots	20% Chance (2/3 Set Pieces) 35% Chance (3/3 Set Pieces)	Obtained by obtaining and giving Mudtooth's (Old dude in the helicopter) pocketwatch to Brabus in Earth	
	Void Skull	Vengeance Gain a stack of damage every 10 seconds (3 max). Taking damage removes a damage stack and adds a defensive stack (3 max). Slightly increases iFrames on evades (+2).	RHOM - THE MONOLITH	Purchased after completing the Sinking Floor Tile Puzzle on Rhom
	Void Carapace	+4% Damage (1/3 Set Pieces)		Purchased after completing the Sinking Floor Tile Puzzle on Rhom

		Set Bonus	World	Location
	Void Greaves	+8% Damage (2/3 Set Pieces) +13% Damage (3/3 Set Pieces)		Purchased after completing the Sinking Floor Tile Puzzle on Rhom
	Osseus Helm	Vengeance Gain a stack of damage every 10 seconds (3 max). Taking damage removes a damage stack and adds a defensive stack (3 max). Slightly increases iFrames on evades (+2).		Obtained by learning all of the Merchant Wud's secrets in Rhom, he then sells you the armor.
	Osseus Hulk	+4% Damage (1/3 Set Pieces)	RHOM - MERCHANT WUD	Obtained by learning all of the Merchant Wud's secrets in Rhom, he then sells you the armor.
	Osseus Kilt	+8% Damage (2/3 Set Pieces) +13% Damage (3/3 Set Pieces)		Obtained by learning all of the Merchant Wud's secrets in Rhom, he then sells you the armor.
	Akari Mask	Opportunist Perfect dodging enemy attacks increases Movement, Firing, Melee, Reload, and Evade speed for 7 seconds. Increases crit chance by 15%		
	Akari Garb	+5% Melee Damage & Crit Chance (1/3 Set Pieces)	RHOM - VAULT OF THE HERALD	Random Chance at the end of a dungeon to have a Vault that requires 3 Glowing Rods found in 3 Dungeons randomly in Rhom, armor is inside.
	Akari Leggings	+10% Melee Damage & Crit Chance (2/3 Set Pieces) +20% Melee Damage & Crit Chance (3/3 Set Pieces)		Random Chance at the end of a dungeon to have a Vault that requires 3 Glowing Rods found in 3 Dungeons randomly in Rhom, armor is inside.
	Slayer Mask	Assassin Reloading increases the damage dealt to the next enemy hit with that weapon.		
	Slayer Mantle	+10% Damage (1/3 Set Pieces) +20% Damage (2/3 Set Pieces)	CORSUS	Obtained by giving the Elf Queen the Guardian Heart
	Slayer Boots	+35% Damage (3/3 Set Pieces)		Obtained by giving the Elf Queen the Guardian Heart
	Elder Headdress	Believer Dragonhearts heal allies within 30 meters for 50% base effectiveness and increases their damage dealt for 10 seconds.		
	Elder Raiment	6% Chance (1/3 Set Pieces)	YAESHA - MARTYR'S SANCTUARY	Random Chance Dungeon in Yaesha, looks like a temple and at the end you approach a wolf door that lights up and starts a "Survive the hoard" mission, armor is all after that.
	Elder Leggings	12% Chance (2/3 Set Pieces) 20% Chance (3/3 Set Pieces)		Random Chance Dungeon in Yaesha, looks like a temple and at the end you approach a wolf door that lights up and starts a "Survive the hoard" mission, armor is all after that.
	Radiant Visage	Momentum Critical Hits increase Crit Chance and Crit Damage for 2 seconds, stacking up to 10 times. Recoil is reduced by 10%.		YAESHA - DUNGEON WITH STRANGE CURIO
	Radiant Protector	+0.75 Crit Chance and Damage (1/3 Set Pieces) +1.5 Crit Chance and Damage (2/3 Set Pieces)	YAESHA - STUCK MERCHANT	Vender NPC random spawn in Yaesha, sells the Chest and Legs to you, also has the Strange Curio in her cart.
	Radiant Greaves	+2.5 Crit Chance and Damage (3/3 Set Pieces)		Vender NPC random spawn in Yaesha, sells the Chest and Legs to you, also has the Strange Curio in her cart.
	Leto -(Helm)	???	EARTH - LETO'S LAB	
	Leto -(Chest)	???		
	Leto -(Legs)	???		

	Trait Effect	Location
	Vigor Flat health +	Default Trait
	Endurance Flat Stamina +	Default Trait
	Warrior % Increase Melee Damage	Scrapper Starting Trait/Random Chance Dungeon where you defend the Liz Twins completing it rewards you the Trait.
	Spirit % Mod Generation increase	Ex-cultist Starting Trait/Random chance dungeon to spawn on Earth, need to look for a Monkey Key and a door inside the dungeon, trait granted when you go inside.
	Shadow Walker Enemy Awareness -%	Hunter Starting Trait/Random chance dungeon to spawn on Earth, Once inside get a key from a sick NPC and make your way to the safehouse, once you open the door, trait is granted.
	Teamwork Teamwork Range Flat Increase	Join a Multiplayer Game
	Elder Knowledge % Exp Increase	From the Tape Recorder found beneath Ward 13
	Exploiter Weak Point Damage % Increase	From killing 150 Enemies with Weak Point damage, only the host can obtain right now (bug)
	Mother's Blessing % Ranged Damage Taken Reduced	Free the Root Mother
	Scavenger Scrap Boost % Increase	Obtained by giving the Consumable Vendor Reggie the Tarnished Ring, or by obtaining an unknown number of Scrap
	Cold as Ice % Backstab Damage Increase	After meeting Brabus a cutscene will play, if you're playing multiplayer he'll cut you a deal to kill your friend(s) in 50 seconds, Kill your friend(s) and obtain this trait
	Keeper's Blessing % Elemental Resistance Increase	Entering The Labyrinth
	World Walker Stamina Cost % Decrease	Entering Rhom
	Recovery Stamina Regen and Delay % Increase	From beating Claviger in Rhom
	Handling Gun Spread and Recoil % Decrease	From obtaining 10 Ranged Weapons
	Glutton Consumable Use Speed % Increase	Obtained from defeating The Unclean One
	Catalyst Proc Chance % Increase	Obtained from defeating either The Thrall or Canker

	Executioner	Crit Chance Bonus % Increase	From beating IXILLUS in Crosus
	Triage	% Health Regen Effectiveness Increase	From the story event where you survive the battle between the 2 tribes of Pan on Yaesha, given to you by the NPC afterwards
	Kingslayer	% Critical Damage Increase	Obtained from defeating The Undying King
	Will to Live	Wounded Health % Increase	Be knocked down and revived in multiplayer 10 number of times, can be from teammates
	Arcane Strike	% Melee Mod Power Increase	After defeating either Totem Father or The Ravager
	Mind's Eye	% Ranged Damage Bonus Increase	Obtained by defeating The Dreamer/Nightmare
	Bark Skin	Armor % Increase	Obtained by talking to the Living Tree on Earth with the Twisted Mask equipped
	Revivalist	Revive Speed % Increase	Obtained by Reviving your allies an unknown number of times
	Guardian's Blessing	Reduced Melee Damage Taken	The Dungeon you use the Curio to open the door, get the boss to 50% HP, he'll run away to kill the merchant that sells the Radiant armor, kill the Root monster for this Trait.
	Quick Hands	Weapon Reload Speed % increase	Obtained by killing either Ent or Singe
	Trigger Happy	% Fire Rate Increase	Obtained from upgrading any non-boss ranged weapon to +20
	Rapid Strike	% Melee Attack Speed Increase	Level any non-boss Melee weapon to +20
	Suspicion	% Reduced Friendly Fire Damage Taken	From being downed by your teammates and 10 times - Can be farming in Ward 13
	Swiftess	% Movement Speed Increase	Can be obtained in Yaesha by playing the "Song of the Guardian" on ANY of the bells but skipping the second line completely. The correct combination of bells is: 1-1-3-4-1-1-3-2
	Sleight of Hand	% Weapon Swap Speed Increase	Get 100 kills with 10 different Weapons (1000 kills total). Has to be done within the same Campaign

	Usage	Location	Key Item	Usage	Location
	Bloodwort Regenerates 1.7 Health per second. Lasts 30 seconds	Found in chests & various areas around the map. Purchasable consumable from Reggie		D.A.T.L.A Key Used to power the Crystal for the first time in Ward 13.	Obtained from Commander Ford once you turn on the Reactor with Ace.
	Dragon Heart Instantly replenish health & Stamina. Also consumes one when resurrecting a teammate.	Permanent consumable that replenishes when resting at a crystal. Can be upgraded at the Root Mother after the church encounter is complete.		Ward 13 Keycard Allows user to access the lower levels of Ward 13.	Found on top of a dissection table inside the Founder's Hideout.
	Handgun Ammo Ammo found to replenish Handguns.	Consumable dropped off various enemies to replenish Handguns.		Monkey Key Allows user to access the lower levels of Ward 13.	Found in a random location on Earth.
	Long gun Ammo Ammo found to replenish Long Guns.	Consumable dropped off various enemies to replenish Handguns.		Strange Coin Trade this item to Ace in Ward 13. In return she'll give you her Magnum Revolver and 300 Scrap	Found in a random location on Earth.
	Oilskin Tonic Removes INFECTED effect and lasts Root Resistance by 30%. Lasts 10 minutes.	Can be found in various areas. Purchasable consumable from Reggie in Ward 13.		Glowing Rod Obtain three of these to open the different chambers to obtain pieces of the Akari Set.	Can be found in random Rhom Dungeons.
	Frenzy Dust Boosts Fire Rate and Reload speed by 15% for all heroes that step into the dust cloud. Lasts 30 seconds.	Can be found in various areas. Purchasable consumable from Reggie in Ward 13.		Tarnished Ring With this ring, you can exhaust all Reggie's dialogue until you ask about the ring. Trade the ring for the "scavenger" trait	Found in a random location on Earth.
	Tome of Knowledge Grants a trait point upon interaction.	Can be found hidden & placed in various areas.		Labyrinth Key Key used to open the locked doors within the Labyrinth.	Give the Undying King the Guardian's Heart, or kill the Undying King and claim it for yourself.
	Adrenaline Increases movement speed by 15%, walk aim speed by 25%, and Melee attack speed by 15%. Lasts 45 seconds.	Can be found in various areas. Purchasable consumable from Reggie in Ward 13.		Founder's Key Used to unlock the mirror in the basement of Ward 13. The gateway to the Dreamer Nightmare.	Obtained from Speaking with Founder Ford in Yaesha's Founder Prison.
	Ammo Box Replenishes all ammo.	Can be found in various areas. Purchasable consumable from Reggie in Ward 13.		Fuse Used to fill an empty fuze box in the basement of Ward 13. This gives power to doors otherwise inaccessible.	Obtained on the lower levels of Ward 13.
	Bandage Stops BLEEDING effect.	Can be found in various areas. Purchasable consumable from Reggie in Ward 13.		Guardian's Heart Turn in this item to the Undying King or the Ef Queen to receive different rewards.	Kill IXILLUS on Corsus.
	Heavy Water Elixir Removes IRRADIATED effect and increases Radiation Resistance by 30%. Lasts 10 minutes.	Can be found in various areas. Purchasable consumable from Reggie in Ward 13.		Ward 13 Master Key Used to unlock a room in the lower floors that gives you access to the "Submachine Gun".	After obtaining the fuse & turning on the power, unlock the door with the Ward 13 Keycard. Turn the power back off and go through the fan on the left. The key is inside the room behind the fan.
	Hydro Coolant Extinguishes BURNING effect and increase Fire Resistance by 30%. Lasts 10 minutes.	Can be found in various areas. Purchasable consumable from Reggie in Ward 13.		Gunslingers Charm Complete the Maul Bossfight. Use this item to activate the ancient construct outside Wud's Workshop.	Dropped during Maul bossfight. Shoot the houndmaster in the head until his horn falls off. This will make the dog (Maul) attack him as well.
	Mudtooth's Tonic Increases max health by 25%. Lasts 60 minutes and will remain in effect after death.	Can only be purchased directly from Mudtooth on Earth.		Howling Key Used to unlock the Altar of the Sun Gate that leads to the Undying King.	Obtained by either killing a world boss on Rhom. Either Harrow or Claviger.
	Mudtooth's Stew Increases max stamina by 25%. Lasts 60 minutes and will remain in effect after death.	Can only be purchased directly from Mudtooth on Earth.		Strange Curio Used to open a dungeon on Yaesha that rewards the Radiant Helmet. Be sure to purchase the rest of the Radiant armor from the stuck vendor before opening this dungeon.	Item only found on the Stuck Vendor's wagon in Yaesha.
	Liquid Escape When consumed, the hero will be returned to the last activated checkpoint.	Rare drop that can be found in various areas & chests.			
	Divine Nectar Increases armor effectiveness by 10%. Lasts 60 minutes and will stay in effect after death.	Can only be purchased directly from the Iskal Queen on Corsus.			
	Greentleaf When CORRODED effect and increases Corrosive Resistance by 30%. Lasts 10 minutes.	Can be found in various areas. Purchasable consumable from Reggie in Ward 13 & Iskal Queen on Corsus.			
	Ethereal Orb Removes OVERLOADED effect and increases Shock Resistance by 30%. Lasts 10 minutes.	Can be found in various areas. Purchasable consumable from Stuck Vendor in Yaesha.			
	Orb of Undoing Resets all spent trait points.	Can be obtained from Killing the Dreamer Nightmare. Purchasable directly from Reggie after killing Dreamer Nightmare for the first time.			
	Houndmaster's Jerky Increases Crit Damage by 15%. Lasts 60 minutes and will stay in effect after death.	Can only be purchased directly from the Houndmaster on Rhom.			
	Golden Plumb Regenerates 0.21 health per second. Lasts 60 minutes and will stay in effect after death.	Can only be purchased directly from the Stuck Vendor on Yaesha.			

		Weapon Type	Damage	RPS	Magazine	Max Ammo	Crit Chance	Range (m)	World	Location	Notes
	Submachine Gun	Handgun	21	16	35	245	5%	13	Earth - Ward 13	After Acquiring the Ward 13 Keycard at the start of the very first level, finishing the puzzle below Ward 13 will yield this weapon:	
	Assault Rifle	Long Gun	45	7	32	224	5%	18	Earth - Sorrow's Field	Random Chance for Dungeon to spawn on Earth, in the dungeon unlock a door with the "Monkey Key" and the weapon is inside.	
	Chicago Typewriter	Long Gun	45	9.2	80	320	5%	15	Earth - The Warren	Both Liz must remain alive in the event "A Tale of Two Liz's"	
	Particle Accelerator	Long Gun	400	1.45	5	35	15%	30	Rhom - The Spindle		
	Eye of the Storm	Long Gun	325	1.7	14	42	10%	25	Yaesha - Tempest Court	Totem Father Normal Craft. Turn totem to the blue side	Minimum crit range of 5m.
	Scrap Hatchet	Melee							Class / Ward 13	Start as Ex-Cultist or Purchase from Armor NPC	
	Scrap Sword	Melee							Class / Ward 13	Start as Hunter or Purchase from Armor NPC	
	Scythe	Melee							Corsus	Purchase from the Elf Queen on Corsus	
	Smolder	Melee							Earth - The Ash Yard	Singe Alt Kill Craft. Shoot tail off	
	Wastelander Flail	Melee							Rhom	Random Chance dungeon on Rhom once you complete the Cursed Trial and make it to the end, you're rewarded the weapon	
	Riven	Melee							Rhom - Hall of The Undying	Give the Guardian's Heart to the Undying King	
	World Breaker	Melee							Rhom - The Spindle	Claviger Alt Kill Craft. Allow him to absorb one of his minion	5% Weakspot Bonus
	Pan Spear	Melee							Yaesha	Purchased from a Randomly Spawning Vendor NPC in Yaesha, Vendor also sells Radiant armor pieces	
	Voice of the Tempest	Melee							Yaesha - Tempest Court	Totem Father Alt Kill Craft. Turn the totem to it's red side	
	Scar of the Jungle God	Melee							Yaesha - The Ravenger's Haunt		
	Blade of Adventure	Melee								Weapon during the games introduction. Broken & unobtainable after you enter Ward 13	
	Butcher's Flail	Melee								The Butcher's Alt Kill Craft. Sneak downstairs and hide in a pot to start an alternate fight.	
	Guardian Axe	Melee								IXILLUS Alt Kill Craft. Both boss need to be killed almost at the same time	
	Lost Harpoon	Melee							Rhom - The Bunker	Need to shoot one leg until he starts walking funny and then shoot the other leg. When he is down, run to his back and remove spear.	

	Main Drop	Converts		Alt Kill Drop	Alt Convert		
Ixillis	Hive Stone	Hive Cannon [Handgun]	Kill the boss, no extra steps	Guardian Tentacle	Guardian Axe [Melee]	Kill both Ixillis at around the same time, without allowing the second to enrage	
Ancient Construct	Ancient Core	Iron Sentinel [Mod]	Kill the boss, no extra steps				Activated using the Control Rod from Maul (The Pack)
Barbus	Shrapnel Shard	Explosive Shot [Mod]	Kill the boss, no extra steps	Bandit Armor Set		Give Pocket Watch to Barbus for armor. You can still fight him afterwards, but he will not have his initial drop then.	In Multiplayer Barbus will ask players to kill each other until ONE remains. The remaining player gains the Backstab trait (Increases backstab damage) instead of any of the other rewards. Waiting out the timer will initiate the bossfight with Barbus. Having the Pocket Watch triggers that option initially instead.
Blink Thief	Ricochet Rifle [Long Gun]						
Canker	Slime Vessel	Corrosive Aura [Mod]	Kill the boss, no extra steps				
Claviger	Stone of the guardian	World Breaker [Melee]		Void Slinger	Particle Accelerator [Long Gun]	Kill the boss without allowing it to kill its summoned minions with its slam attack before re-entering the shield phase	Focus the minions as soon as they spawn or kill the boss before it suspends you in midair with its slam attack.
Dreamer/Nightmare	Dreamer's Mana	Repulsor [Long Gun]	Kill the boss, no extra steps				
Ent	Spore Gland	Sporebloom [Long Gun]	Kill the boss, no extra steps	Twisted Heart	Petrified Maul [Melee]	Destroy the boss' legs before killing it.	
Gorefist	Flesh Barb	Mantle of Thorns [Mod]	Kill the boss, no extra steps				
Harrow	Thermal Geode	Defiler [Handgun]	Kill the boss, no extra steps	The Lost Harpoon		Deal 25% of the bosses HP worth of Damage to the bosses Legs in 50 seconds, the timer starts once you first shoot his Legs. Once done, run quickly behind him and interact (E by default) with it. You will pull a spear from his back and you will get the weapon after kill.	Shotgun's or multishot weapons make staggering him easier.
Maul (The Pack)	Hound Choker	Howler's Immunity [Mod]	Kill all enemies or just the boss	Control Rod		Shooting the NPC caster in the head will cause the module to fall off his face, resulting in the boss targeting him as well in the fight.	
Onslaught	Blink Spear Shard		Kill the boss, no extra steps				
Raze	Sentinel Shard	Beckon [Mod]	Kill the boss, no extra steps				
Root Horror	Guardian Ring [Ring]		Timed Trial kill, Resting at the Checkpoint Resets it				Make sure to buy anything you want (except the 100k ring) from the merchant near the Strange Curio, as he is gone after the boss
Scourge	Radioactive Skull	Breath of the Desert [Mod]	Kill the boss, no extra steps				
Sear and Scald	Zephyr's Conduit	Wildfire Shot [Mod]	Kill the boss, no extra steps				
Shatter and Shade	Black Tear	Veil of the Black Tear [Mod]	Kill the boss, no extra steps				
Shroud	Shadewood	Rattle Weed [Mod]	Kill the boss, no extra steps				
Singe	Blazing Heart	Spitfire [Handgun]	Kill the boss, no extra steps	Broken Tail	Smolder [Melee]	Destroy the boss' tail before killing it.	
Splitter	Displacement Crystal	Flicker Cloak [Mod]	Kill the boss, no extra steps				
Stormcaller	Storm Crystal	Storm Caller [Mod]					
The Mangler	Hollow Seed	Seed Caller [Mod]	Kill the boss, no extra steps				
The Ravager	Tentacle Pod	Curse of the Jungle God [Handgun]	Kill the boss, no extra steps	Stalker's Claw	Scar of the Jungle God [Melee]	(Cannot fight boss after getting Clays) Link to getting Stalker's Claw Tutorial: https://www.youtube.com/watch?v=111AR-s-DG48t=89s	
The Thrall	Swarm Tusk	Swarm [Mod]	Kill the boss, no extra steps				
The Unclean One	Unclean Heart	Devastator [Long Gun]	Kill the boss, no extra steps	Hammerhead's Ore	Butcher's Flail [Melee]	Sneak into the hut, not aggroing the boss and go downstairs. There are three pots you can interact with to hide in, triggering a cutscene. After the cutscene, kill the boss in this new arena.	
The Warden	Kin Callers Bell	Song of Swords [Mod]	Kill the boss, no extra steps				
Totem Father	Totem Antler	Eye of the Storm [Long Gun]	Kill the boss, no extra steps	Tempest Heartstring	Voice of the Tempest [Melee]	Shoot the totem to change it's color.	Note: You can shoot the totem to change it's color depending on the weapon you're looking for.
Undying King		Riven [Melee]	Give the Undying King the heart of the Guardian	Kill the boss, no extra steps	Ruin [Long Gun] & Kingslayer [Trait]	Refuse/Betray the Undying King and kill the boss (Can be done at any point after meeting him)	