

Authoritative game engine reference containing all 202 items across all 4 categories and 22 equipment families, with exact resolved stats, cooldowns, status effects, summon scaling, and adjacency synergies at every +1 upgrade level (+0 through +12).

+0 → +12
13 QUALITY TIERS

Global Upgrade Curve	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12
Base Stat / Damage Multiplier	1.00x	1.15x	1.30x	1.50x	1.75x	2.05x	2.40x	2.80x	3.25x	3.75x	4.30x	4.90x	5.55x
Cooldown Multiplier (Faster)	1.00x	0.97x	0.94x	0.91x	0.88x	0.85x	0.82x	0.78x	0.74x	0.70x	0.66x	0.62x	0.58x

Melee blades, polearms, martial weapons, arcane focuses, bows, and quivers.

KNIVES & DAGGERS (11 ITEMS)



Iron Knife COMMON Knives & Daggers 1x2 (2 cells) 4g Starter: Mage, Summoner, Ranger

Sweeps a narrow arc and hits every target it intersects.

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +4% damage from an adjacent potion • Gains +2% crit from an adjacent Invincibility Flask • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword • Gains +8% knockback from an adjacent axe

[illegible]



Rogue Dagger

COMMON

Knives & Daggers

1x2 (2 cells)

9g

Sweeps a narrow arc and hits every target it intersects.

[illegible]**Kriss**

UNCOMMON

Knives & Daggers

1x3 (3 cells)

14g

Sweeps a narrow arc and hits every target it intersects. Combat effects: 60% chance to add a bleed stack on hit (3 damage/s for 3s).

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +4% damage from an adjacent potion • Gains +2% crit from an adjacent Invincibility Flask • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword • Gains +8% knockback from an adjacent axe

[illegible]



Assassin Dagger

UNCOMMON

Knives & Daggers

1x2 (2 cells)

16g

Starter: Rogue

Sweeps a narrow arc and hits every target it intersects. Combat effects: can critically hit.

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +4% damage from an adjacent potion • Gains +2% crit from an adjacent Invincibility Flask • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword • Gains +8% knockback from an adjacent axe

[illegible]

Glass Shiv

UNCOMMON

Knives & Daggers

1x2 (2 cells)

16g

Sweeps a narrow arc and hits every target it intersects. Combat effects: can critically hit, 35% chance to add a bleed stack on hit (2 damage/s for 2.8s).

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +4% damage from an adjacent potion • Gains +2% crit from an adjacent Invincibility Flask • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword • Gains +8% knockback from an adjacent axe

[illegible]



Bone Dagger

UNCOMMON

Knives & Daggers

1x3 (3 cells)

18g

Thrusts in a straight line and hits every target it intersects. Combat effects: can critically hit.



Main-Gauche

UNCOMMON

Knives & Daggers

1x2 (2 cells)

18g

Sweeps a narrow arc and hits every target it intersects. Combat effects: can critically hit.



Twin Fang

UNCOMMON

Knives & Daggers

1x2 (2 cells)

18g

Strikes 2 times across a wide arc. Combat effects: 28% chance to add a poison stack on hit (2 damage/s for 3s).

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +4% damage from an adjacent potion • Gains +2% crit from an adjacent Invincibility Flask • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword • Gains +8% knockback from an adjacent axe

[illegible]

Sun Dagger

RARE

Knives & Daggers

1x2 (2 cells)

22g

Sweeps a narrow arc and hits every target it intersects. Combat effects: 45% chance to add a burn stack on hit (3 damage/s for 2.4s).

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +4% damage from an adjacent potion • Gains +2% crit from an adjacent Invincibility Flask • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword • Gains +8% knockback from an adjacent axe

[illegible]



Shadowfang Knife

RARE

Knives & Daggers

1x2 (2 cells)

24g

Sweeps a narrow arc and hits every target it intersects. Combat effects: can critically hit, 30% chance to add a bleed stack on hit (3 damage/s for 2.6s).

[illegible]

Ritual Dirk

RARE

Knives & Daggers

1x3 (3 cells)

28g

Sweeps a narrow arc and hits every target it intersects. Combat effects: heals from damage dealt, 40% chance to add a bleed stack on hit (3 damage/s for 3s).

[illegible]

SWORDS & BLADES (12 ITEMS)



Iron Sword

COMMON

Swords & Blades

1x4 (4 cells)

8g

Starter: Warrior

Sweeps a wide arc and hits every target it intersects.

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +4% damage from an adjacent potion • Gains +2% crit from an adjacent Invincibility Flask • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword • Gains +8% knockback from an adjacent axe



Knight Sword

RARE

Swords & Blades

3x4 (6 cells)

22a

Sweeps a wide arc and hits every target it intersects. Combat effects: can knock enemies back.

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +4% damage from an adjacent potion • Gains +2% crit from an adjacent Invincibility Flask • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword • Gains +8% knockback from an adjacent axe

[illegible]



RARE

1x4 (4 cells)

24g

1000000

[illegible]

RARE

1x4 (4 cells)

26g

1000000

1

[illegible]



Falcon Saber

RARE

Swords & Blades

1x4 (4 cells)

28g

Sweeps a wide arc and hits every target it intersects. Combat effects: can critically hit.

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +4% damage from an adjacent potion • Gains +2% crit from an adjacent Invincibility Flask • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword • Gains +8% knockback from an adjacent axe

[illegible]

Ember Saber

EPIC

Swords & Blades

1x4 (4 cells)

34g



Moonlit Katana

EPIC

Swords & Blades

1x4 (4 cells)

36g

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +4% damage from an adjacent potion • Gains +2% crit from an adjacent Invincibility Flask • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword • Gains +8% knockback from an adjacent axe

[illegible]

Frost Brand

EPIC

Swords & Blades

3x4 (6 cells)

38g

Sweeps a wide arc and hits every target it intersects. Combat effects: can slow.

[illegible]



Oathkeeper Blade

EPIC

Swords & Blades

3x4 (6 cells)

38g

Sweeps a wide arc and hits every target it intersects.



Runed Broadsword

EPIC

Swords & Blades

3x4 (6 cells)

40g

Sweeps a wide arc and hits every target it intersects. Combat effects: can stun.

[illegible]



Great Sword

EPIC

Swords & Blades

2x4 (7 cells)

44g

Sweeps a very wide arc and hits every target it intersects. Combat effects: can knock enemies back.

[illegible]

Crystal Sword

LEGENDARY

Swords & Blades

3x5 (9 cells)

64g

Sweeps a very wide arc and hits every target it intersects. Combat effects: can critically hit, can knock enemies back.

[illegible]

AXES & CLEAVERS (11 ITEMS)



Iron Axe

UNCOMMON

Axes & Cleavers

2x3 (4 cells)

14g

Makes a slow, wide sweep with heavy knockback. Combat effects: can knock enemies back.

[illegible]

Crag Cleaver

RARE

Axes & Cleavers

2x3 (4 cells)

26g

Makes a slow, wide sweep with heavy knockback. Combat effects: can knock enemies back.

[illegible]



RARE

Axes & Cleavers

3x4 (8 cells)

26g

[illegible]

EPIC

Axes & Cleavers

2x4 (6 cells)

30g

[illegible]



Sunder Maul

EPIC

Axes & Cleavers

2x3 (6 cells)

40g

Makes a slow, wide sweep with heavy knockback. Combat effects: can knock enemies back, can stun.

[illegible]

Siege Breaker

EPIC

Axes & Cleavers

2x4 (6 cells)

42g

Makes a slow, wide sweep with heavy knockback. Combat effects: can knock enemies back.

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +4% damage from an adjacent potion • Gains +2% crit from an adjacent Invincibility Flask • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword • Gains +8% knockback from an adjacent axe

[illegible]



EPIC

Axes & Cleavers

3x4 (8 cells)

42g

[illegible]

EPIC

Axes & Cleavers

2x4 (6 cells)

44g





LEGENDARY

Axes & Cleavers

3x5 (9 cells)

48g



LEGENDARY

Axes & Cleavers

3x4 (8 cells)

50g

[illegible]



Executioner Axe

LEGENDARY

Axes & Cleavers

2x4 (6 cells)

56g

[illegible]

SPEARS, PIKES & TRIDENTS (11 ITEMS)



Iron Pike

UNCOMMON

Spears, Pikes & Tridents

1x5 (5 cells)

12g

Thrusts in a straight line and hits every target it intersects.

[illegible]



RARE

1x5 (5 cells)

[illegible]

1111

[illegible]

RARE

1x4 (4 cells)

1000000

[illegible]



EPIC

1x5 (5 cells)

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +4% damage from an adjacent potion • Gains +2% crit from an adjacent Invincibility Flask • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword • Gains +8% knockback from an adjacent axe

[illegible]

EPIC

3x5 (9 cells)

[illegible]



EPIC

1x5 (5 cells)

五、五



EPIC

1x5 (5 cells)

[illegible][illegible]



Sun Lance

EPIC

Spears, Pikes & Tridents

1x5 (5 cells)

40g

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +4% damage from an adjacent potion • Gains +2% crit from an adjacent Invincibility Flask • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword • Gains +8% knockback from an adjacent axe

[illegible]

Crystal Pike

EPIC

Spears, Pikes & Tridents

1x5 (5 cells)

42g

Thrusts in a straight line and hits every target it intersects. Combat effects: can slow.

[illegible]



EPIC

3x5 (9 cells)

[illegible]

LEGENDARY

3x5 (9 cells)

[illegible]

SCYTHES & REAPERS (8 ITEMS)



Bone Scythe

RARE

Scythes & Reapers

3x4 (6 cells)

20g

Sweeps a broad area and hits every target inside it.



Harvest Scythe

RARE

Scythes & Reapers

3x4 (6 cells)

26g

Sweeps a broad area and hits every target inside it.

[illegible]



Grave Scythe

EPIC

Scythes & Reapers

3x4 (6 cells)

34g

Sweeps a broad area and hits every target inside it. Combat effects: 42% chance to add a bleed stack on hit (3 damage/s for 3s).

[illegible]

Thorn Scythe

EPIC

Scythes & Reapers

3x4 (6 cells)

38g

Sweeps a broad area and hits every target inside it. Combat effects: 50% chance to add a poison stack on hit (3 damage/s for 3.3s).

[illegible]



Vampiric Scythe

EPIC

Scythes & Reapers

3x4 (6 cells)

40g

Sweeps a broad area and hits every target inside it. Combat effects: heals from damage dealt.

[illegible]

Crescent Scythe

LEGENDARY

Scythes & Reapers

3x4 (6 cells)

46g

Strikes 2 times across a wide arc. Combat effects: can critically hit.

[illegible]



LEGENDARY

Scythes & Reapers

3x4 (6 cells)

58g

[illegible]

ANCIENT

Scythes & Reapers

3x4 (6 cells)

66g

[illegible]

NUNCHUCKS & FLAILS (9 ITEMS)



Wood Nunchucks

UNCOMMON

Nunchucks & Flails

3x2 (5 cells)

12g

Strikes 2 times across a wide arc.

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +4% damage from an adjacent potion • Gains +2% crit from an adjacent Invincibility Flask • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword • Gains +8% knockback from an adjacent axe

[illegible]

Iron Nunchucks

RARE

Nunchucks & Flails

3x2 (5 cells)

24g

Strikes 2 times across a wide arc. Combat effects: can stun.

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +4% damage from an adjacent potion • Gains +2% crit from an adjacent Invincibility Flask • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword • Gains +8% knockback from an adjacent axe

[illegible]



Jade Nunchucks

RARE

Nunchucks & Flails

3x2 (5 cells)

28g

Strikes 2 times across a wide arc. Combat effects: 35% chance to add a poison stack on hit (2 damage/s for 3.2s).

[illegible]

Ember Chucks

EPIC

Nunchucks & Flails

3x2 (5 cells)

30g

Strikes 2 times across a wide arc. Combat effects: 28% chance to add a burn stack on hit (3 damage/s for 2.2s).

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +4% damage from an adjacent potion • Gains +2% crit from an adjacent Invincibility Flask • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword • Gains +8% knockback from an adjacent axe

[illegible]



Chain Flail

EPIC

Nunchucks & Flails

3x2 (5 cells)

34g

[illegible]

Frost Flail

EPIC

Nunchucks & Flails

3x2 (5 cells)

34g

Strikes 2 times across a wide arc. Combat effects: can slow.

[illegible]



EPIC

3x2 (5 cells)

[illegible]

LEGENDARY

3x2 (5 cells)

[illegible]



Void Chucks

LEGENDARY

Nunchucks & Flails

3x2 (5 cells)

46g

Strikes 2 times across a wide arc. Combat effects: can critically hit, can stun.

[illegible]

WANDS (10 ITEMS)



Apprentice Wand

COMMON

Wands

1x2 (2 cells)

8g

Starter: Mage

Fires one projectile.





Earth Wand

UNCOMMON

Wands

1x3 (3 cells)

16g

Fires one projectile. Combat effects: can knock enemies back, can stun.

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +6% damage from an adjacent wand • Gains -4% cooldown from an adjacent staff • Gains +4% damage from an adjacent potion • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword

[illegible]

Ice Wand

UNCOMMON

Wands

1x3 (3 cells)

18g

Fires one ice projectile. Combat effects: can slow.

[illegible]



Spark Wand

UNCOMMON

Wands

1x2 (2 cells)

18g

Fires one projectile. Combat effects: can critically hit, repeats the full hit as chain lightning to up to 4 nearby targets, can stun.



Fireball Wand

RARE

Wands

1x3 (3 cells)

20g

Fires a fire projectile that explodes around its impact. Combat effects: adds a burn stack on hit (2 damage/s for 4.5s).

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +6% damage from an adjacent wand • Gains -4% cooldown from an adjacent staff • Gains +4% damage from an adjacent potion • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword

[illegible]



Prism Wand

RARE

Wands

1x3 (3 cells)

24g

Fires a projectile that explodes around its impact. Combat effects: can critically hit.

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +6% damage from an adjacent wand • Gains -4% cooldown from an adjacent staff • Gains +4% damage from an adjacent potion • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword

[illegible]

Thorn Wand

RARE

Wands

1x3 (3 cells)

24g

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +6% damage from an adjacent wand • Gains -4% cooldown from an adjacent staff • Gains +4% damage from an adjacent potion • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword

[illegible]



Venom Wand

EPIC

Wands

1x3 (3 cells)

22g

[illegible]

Blood Wand

EPIC

Wands

1x3 (3 cells)

30g

[illegible]



Gravity Wand

EPIC

Wands

1x3 (3 cells)

34g

Fires one projectile that flies until it leaves the screen, dealing 60% damage to every target it passes through. Its gravity field pulls enemies toward the projectile. Combat effects: can stun.

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +6% damage from an adjacent wand • Gains -4% cooldown from an adjacent staff • Gains +4% damage from an adjacent potion • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword

[illegible]

STAVES (10 ITEMS)



Oak Staff

UNCOMMON

Staves

1x3 (3 cells)

18g

Fires a projectile that explodes around its impact.

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +6% damage from an adjacent wand • Gains -4% cooldown from an adjacent staff • Gains +4% damage from an adjacent potion • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword

[illegible]



Glacial Staff

EPIC

Staves

1x3 (3 cells)

32g

Fires a ice projectile that explodes around its impact. Combat effects: can slow.

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +6% damage from an adjacent wand • Gains -4% cooldown from an adjacent staff • Gains +4% damage from an adjacent potion • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword

[illegible]

Inferno Staff

EPIC

Staves

1x3 (3 cells)

32g

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +6% damage from an adjacent wand • Gains -4% cooldown from an adjacent staff • Gains +4% damage from an adjacent potion • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword

[illegible]



Plague Staff

EPIC

Staves

1x3 (3 cells)

38g

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +6% damage from an adjacent wand • Gains -4% cooldown from an adjacent staff • Gains +4% damage from an adjacent potion • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword

[illegible]

Storm Staff

EPIC

Staves

1x3 (3 cells)

38g

Fires a projectile that explodes around its impact. Combat effects: can stun.

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +6% damage from an adjacent wand • Gains -4% cooldown from an adjacent staff • Gains +4% damage from an adjacent potion • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword

[illegible]



Warding Staff

EPIC

Staves

1x3 (3 cells)

38g

Fires a projectile that explodes around its impact.

[illegible]

Arcane Staff

EPIC

Staves

1x3 (3 cells)

40g

Fires a projectile that explodes around its impact. Combat effects: can critically hit.

[illegible]



LEGENDARY

Staves

1x3 (3 cells)

56g

1001

[illegible]

LEGENDARY

Staves

1x3 (3 cells)

58g

1111

[illegible]



LEGENDARY

Staves

1x3 (3 cells)

64g

Receives from Neighbors: Gains -8% cooldown from an adjacent glove • Gains +6% damage from an adjacent wand • Gains -4% cooldown from an adjacent staff • Gains +4% damage from an adjacent potion • Gains -5% cooldown from an adjacent Speed Potion • Gains +3% crit from an adjacent scroll • Gains -5% cooldown from an adjacent knife • Gains +5% damage from an adjacent sword

[illegible]

COMMON

Bows & Crossbows

2x3 (6 cells)

8g

Starter: Rogue

[illegible]



Hunter Bow

UNCOMMON

Bows & Crossbows

2x3 (6 cells)

18g

Starter: Ranger

Fires one projectile, piercing 2 targets. Gains an extra projectile at +5 and another at +10.

[illegible]

Crossbow

RARE

Bows & Crossbows

3x2 (6 cells)

18g

Fires one projectile.

[illegible]



Triple Strung Bow

RARE

Bows & Crossbows

2x3 (6 cells)

38g

[illegible]

Frostpiercer Bow

EPIC

Bows & Crossbows

2x3 (6 cells)

30g

[illegible]



Viperspine Bow

EPIC

Bows & Crossbows

2x3 (6 cells)

40g

[illegible]

Warbow

LEGENDARY

Bows & Crossbows

2x3 (6 cells)

46g

Fires a projectile that explodes around its impact. Combat effects: can critically hit, can knock enemies back.

[illegible]

QUIVERS (2 ITEMS)



Arrow Quiver

UNCOMMON

Quivers

1x3 (3 cells)

18g

Starter: Rogue

A practical leather quiver.

[illegible]

Bloodfeather Quiver

EPIC

Quivers

1x3 (3 cells)

34g

A crimson-feathered hunter's quiver.

[illegible]

ARMORY — DEFENSIVE GEAR & SHIELDS — 52 Items

Body armor, helmets, active brace shields, gauntlets, greaves, and tactical belts.

BODY ARMOR (11 ITEMS)



Leather Vest

COMMON

Body Armor

2x3 (6 cells)

8g

Stitched leather.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]



Chain Hauberk

UNCOMMON

Body Armor

2x3 (6 cells)

18g

Riveted chain mail. Solid all-round defence.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask



Boneplate Vest

RARE

Body Armor

2x3 (6 cells)

24g

Overlapping bone plates. Efficient armor that also toughens its wearer. Sharp plates nick attackers.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Bandolier Vest

EPIC

Body Armor

2x3 (6 cells)

36g

A leather vest lined with throwing loops.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]



2x3 (6 cells)

36g

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask



EPIC

2x3 (6 cells)

42g

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

EPIC

2x3 (6 cells)

42g

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]



Shadow Mail

EPIC

Body Armor

2x3 (6 cells)

44g

Black ring mail over cloth.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Sunscale Cuirass

LEGENDARY

Body Armor

2x3 (6 cells)

46g

Gold scale armor.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Crystal Cuirass

LEGENDARY

Body Armor

2x3 (6 cells)

54g

A blue-white breastplate grown from cave crystal. Its facets reflect 25% of incoming projectiles.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask





LEGENDARY

Body Armor

2x3 (6 cells)

62g

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

(11 ITEMS)



COMMON

Helmets & Hoods

2x2 (4 cells)

5g

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

UNCOMMON

Helmets & Hoods

2x2 (4 cells)

12g

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]



Boarhide Helm

UNCOMMON

Helmets & Hoods

2x2 (4 cells)

16g

A tough hide helm with boar tusk guards.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Ranger Hood

RARE

Helmets & Hoods

2x2 (4 cells)

22g

A shadowed green hood with a light mail coif beneath.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Knight's Helm

RARE

Helmets & Hoods

2x2 (4 cells)

24g

Visored helm crowned with a red plume.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]



Duelist Mask RARE

Helmets & Hoods

2x2 (4 cells)

28g

A placement-focused item that supports the rest of the backpack.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Veil Hood EPIC

Helmets & Hoods

2x2 (4 cells)

30g

A dark hood and mask. 3s per upgrade. Its lining blunts poison.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]Warcaller Horn EPIC

Helmets & Hoods

2x2 (4 cells)

34g

A crested battle horn.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]



Warlord Helm

EPIC

Helmets & Hoods

2x2 (4 cells)

34g

A horned iron helm with a red crest.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Crystal Visage

EPIC

Helmets & Hoods

2x2 (4 cells)

36g

A faceted crystal faceguard. It halves direct ice-projectile damage and the strength of incoming ice slows.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Sun Helm

EPIC

Helmets & Hoods

2x2 (4 cells)

38g

A crested gold helm. Its plating reduces incoming fire damage.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

SHIELDS & BUCKLERS (7 ITEMS)



Buckler

COMMON

Shields & Bucklers

2x2 (4 cells)

8g

Starter: Summoner

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Round Shield

UNCOMMON

Shields & Bucklers

2x2 (4 cells)

16g

Starter: Ranger

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]



Kite Shield

RARE

Shields & Bucklers

2x2 (4 cells)

24g

Starter: Warrior

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Riposte Buckler

RARE

Shields & Bucklers

2x2 (4 cells)

28g

Starter: Rogue

Brace for 4s: +70% dodge and immunity to ranged damage. Cooldown begins when brace ends or a weapon attack cancels it. When its brace stops or reduces a hit, the next weapon hit is guaranteed critical.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]



EPIC

2x2 (4 cells)



Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

EPIC

2x2 (4 cells)

Starter: Mage



Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]



Crystal Bulwark

LEGENDARY

Shields & Bucklers

2x2 (4 cells)

48g

Brace for 8.5s: +58% dodge and immunity to ranged damage. Cooldown begins when brace ends or a weapon attack cancels it. While braced, incoming projectiles have a 50% reflection chance, plus 5% per upgrade tier.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

GLOVES & GAUNTLETS (9 ITEMS)



Leather Gloves

COMMON

Gloves & Gauntlets

3x2 (5 cells)

4g

Snug leather. Slight grip on a weapon.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Iron Gauntlets

COMMON

Gloves & Gauntlets

3x2 (5 cells)

9g

Banded iron. Solid grip.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]



Steel Gauntlets

UNCOMMON

Gloves & Gauntlets

3x2 (5 cells)

18g

Polished steel with gold knuckles.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Duelist Gloves

RARE

Gloves & Gauntlets

3x2 (5 cells)

22g

Gold-trimmed gloves that keep the grip light and quick.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Spiked Gauntlets

RARE

Gloves & Gauntlets

3x2 (5 cells)

24g

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]



Ember Gauntlets

RARE

Gloves & Gauntlets

3x2 (5 cells)

28g

Warm plated gloves with leather palms. Lighter armor, better dodge.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Storm Gauntlets

EPIC

Gloves & Gauntlets

3x2 (5 cells)

30g

Steel gauntlets crackling with static.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]



Gloves & Gauntlets

3x2 (5 cells)

32g

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

EPIC

Gloves & Gauntlets

3x2 (5 cells)

38g

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

BOOTS & GREAVES (9 ITEMS)



Leather Boots

COMMON

Boots & Greaves

2x2 (3 cells)

6g

Soft leather. Quiet steps.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Iron Sabatons

UNCOMMON

Boots & Greaves

2x2 (3 cells)

14g

Banded iron foot armour. The rivets and edges punish anything that strikes them.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Mithril Greaves

RARE

Boots & Greaves

2x2 (3 cells)

28g

Silvery-blue alloy. Light as cloth.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]



Shadow Boots

EPIC

Boots & Greaves

2x2 (3 cells)

30g

Soft black boots with violet buckles. They barely touch the ground.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Trailblazer Boots

EPIC

Boots & Greaves

2x2 (3 cells)

30g

A placement-focused item that supports the rest of the backpack.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Lava Sabatons

EPIC

Boots & Greaves

2x2 (3 cells)

32g

Heavy side-view sabatons with ember seams. Incoming fire effects expire in half the time.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]



Stone Greaves

EPIC

Boots & Greaves

2x2 (3 cells)

32g

Restores 1 armor every 5s.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Windrunner Boots

EPIC

Boots & Greaves

2x2 (3 cells)

34g

Side-view blue boots with winged heel guards.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Opal Greaves

EPIC

Boots & Greaves

2x2 (3 cells)

42g

Crystal greaves shaped like a real side-view boot. Their facets reduce ice-projectile damage and soften ice slows.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

BELTS & SASHES (5 ITEMS)



Leather Belt

COMMON

Belts & Sashes

2x1 (2 cells)

8g

A worn leather belt with spare loops for vials.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

Rope Belt

UNCOMMON

Belts & Sashes

2x1 (2 cells)

10g

A simple braided rope cord.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]



UNCOMMON

Belts & Sashes

2x1 (2 cells)

16g

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

RARE

Belts & Sashes

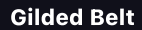
2x1 (2 cells)

24g



Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask

[illegible]

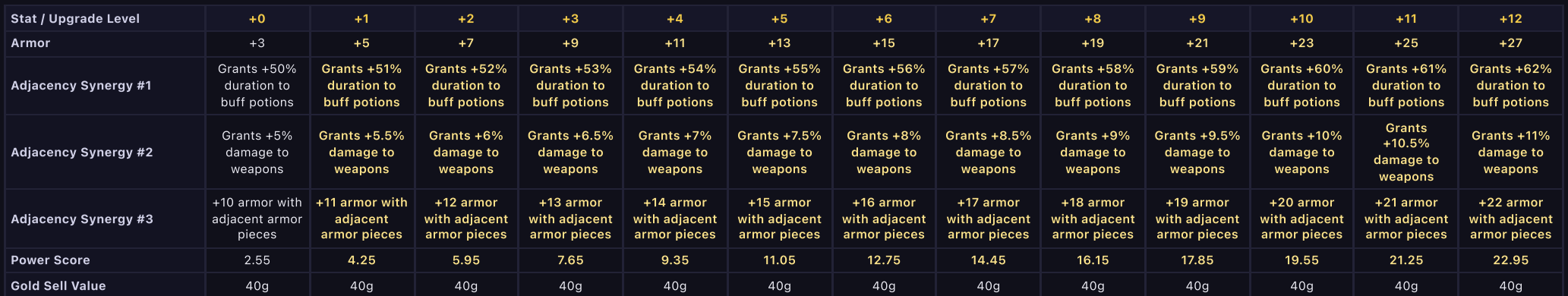


Belts & Sashes

40g

A gold-chased ceremonial belt fit for a lord. 5 percentage points per upgrade.

Receives from Neighbors: Gains +2 armor from an adjacent Stone Skin Flask



POTIONS & FLASKS (12 ITEMS)



Potions & Flasks

1x2 (2 cells)

5g

Starter: Summoner

Restores 8 HP per use.

Receives from Neighbors: Gains +3 max HP from an adjacent potion



COMMON

Potions & Flasks

1x2 (2 cells)

8g

Increases damage by 25% for 10s.

[illegible]

COMMON

Potions & Flasks

1x2 (2 cells)

8g

Increases attack speed by 30% for 7.2s.

[illegible]

UNCOMMON

Potions & Flasks

2x2 (4 cells)

12g

Restores 18 HP per use.

Receives from Neighbors: Gains +3 max HP from an adjacent potion





Speed Potion

UNCOMMON

Potions & Flasks

2x2 (4 cells)

18g



Increases attack speed by 50% for 10.8s.

[illegible]

Damage Potion

RARE

Potions & Flasks

2x2 (4 cells)

20g



Increases damage by 50% for 12s.



Stone Skin

RARE

Potions & Flasks

1x2 (2 cells)

24g

Reduces incoming damage by 45% for 5.5s.

[illegible]

Apothecary Satchel

RARE

Potions & Flasks

2x2 (4 cells)

28g

Restores 7 HP per use.

[illegible]



RARE

Potions & Flasks

2x2 (4 cells)

28g

Receives from Neighbors: Gains +3 max HP from an adjacent potion



EPIC

Potions & Flasks

1x2 (2 cells)

30g

Grants invincibility for 2.8s.

[illegible]

EPIC

Potions & Flasks

2x2 (4 cells)

38g

Reduces incoming damage by 50% for 8s.

[illegible]



Invincibility Flask

ANCIENT

Potions & Flasks

2x2 (4 cells)

70g

Grants invincibility for 5.6s.



Stat / Upgrade Level	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12
Cooldown	30s	29.1s	28.2s	27.3s	26.4s	25.5s	24.6s	23.4s	22.2s	21s	19.8s	18.6s	17.4s
Active Buff	Invincible (5.6s)	Invincible (5.6s)	Invincible (5.6s)	Invincible (5.6s)	Invincible (5.6s)	Invincible (5.6s)	Invincible (5.6s)	Invincible (5.6s)	Invincible (5.6s)	Invincible (5.6s)	Invincible (5.6s)	Invincible (5.6s)	Invincible (5.6s)
Charges	4	4	4	4	4	4	4	4	4	4	4	4	4
Adjacency Synergy #1	Grants +3 max HP to health potions	Grants +3 max HP to health potions	Grants +3 max HP to health potions	Grants +3 max HP to health potions	Grants +3 max HP to health potions	Grants +3 max HP to health potions	Grants +3 max HP to health potions	Grants +3 max HP to health potions	Grants +3 max HP to health potions	Grants +3 max HP to health potions	Grants +3 max HP to health potions	Grants +3 max HP to health potions	Grants +3 max HP to health potions
Adjacency Synergy #2	Grants +2% crit to melee weapons	Grants +2.5% crit to melee weapons	Grants +3% crit to melee weapons	Grants +3.5% crit to melee weapons	Grants +4% crit to melee weapons	Grants +4.5% crit to melee weapons	Grants +5% crit to melee weapons	Grants +5.5% crit to melee weapons	Grants +6% crit to melee weapons	Grants +6.5% crit to melee weapons	Grants +7% crit to melee weapons	Grants +7.5% crit to melee weapons	Grants +8% crit to melee weapons
Power Score	9.24	9.37	9.5	9.65	9.8	9.96	10.14	10.4	10.68	11	11.36	11.76	12.21
Gold Sell Value	70g	70g	70g	70g	70g	70g	70g	70g	70g	70g	70g	70g	70g

FOOD & RATIONS (5 ITEMS)



Apple

COMMON

Food & Rations

1x1 (1 cell)

3g

Starter: Warrior, Ranger

Restores 4 HP per use.



Stat / Upgrade Level	+0
Cooldown	1.5s
Heal / Use	+4 HP
Charges	3
Power Score	4.78
Gold Sell Value	3g



Banana

COMMON

Food & Rations

2x2 (3 cells)

3g

Restores 5 HP per use.



Stat / Upgrade Level	+0
Cooldown	1.5s
Heal / Use	+5 HP
Charges	3
Power Score	5.8
Gold Sell Value	3g



Bread

COMMONFood & Rations1x1 (1 cell)4g

Restores 4 HP per use.



Stat / Upgrade Level	+0
Cooldown	2s
Heal / Use	+4 HP
Charges	3
Power Score	4.78
Gold Sell Value	4g



Roasted Meat

COMMONFood & Rations1x1 (1 cell)6g

Restores 12 HP per use.



Stat / Upgrade Level	+0
Cooldown	2.2s
Heal / Use	+12 HP
Charges	1
Power Score	4.78
Gold Sell Value	6g



Cheese Wheel

COMMONFood & Rations2x2 (4 cells)7g

Restores 7 HP per use.



Stat / Upgrade Level	+0
Cooldown	1.7s
Heal / Use	+7 HP
Charges	3
Power Score	7.65
Gold Sell Value	7g

SCROLLS (3 ITEMS)



Scroll of Upgrade

EPICScrolls1x1 (1 cell)30g

Drag onto an item to upgrade its tier.



Stat / Upgrade Level	+0
Special Effect	Upgrades 1 item by +1 Tier
Gold Sell Value	30g



Scroll of Replenish

EPIC

Scrolls

2x2 (4 cells)

35g

Fully restores HP and every potion charge in the backpack.



Scroll of Big Bang

EPIC

Scrolls

2x2 (4 cells)

40g

Annihilates every normal enemy on screen and removes 20% of the current boss's maximum HP.



THROWABLES (12 ITEMS)



Thrown Rock

COMMON

Throwables

1x1 (1 cell)

3g

Starter: Warrior

Fires one projectile. Combat effects: can knock enemies back, can stun.

[illegible]



Shuriken

COMMON

Throwables

1x1 (1 cell)

6g

Fires one projectile. Combat effects: can critically hit.

[illegible]

Throwing Knife

COMMON

Throwables

1x1 (1 cell)

9g

Fires a projectile that explodes around its impact. Combat effects: 50% chance to add a bleed stack on hit (4 damage/s for 2.5s).

[illegible]



Caltrops

UNCOMMON

Throwables

1x1 (1 cell)

12g

Fires a projectile that explodes around its impact. Combat effects: 60% chance to add a poison stack on hit (3 damage/s for 3s).

[illegible]

Boomerang

UNCOMMON

Throwables

1x2 (2 cells)

14g

Fires one projectile.

[illegible]



Iron Bolas

UNCOMMON

Throwables

1x2 (2 cells)

16g

Fires a projectile that explodes around its impact. Its gravity field pulls nearby enemies inward before impact. Combat effects: can knock enemies back, can slow.

[illegible]

Fire Bomb

UNCOMMON

Throwables

1x1 (1 cell)

18g

Fires a fire projectile that explodes around its impact. Combat effects: adds a burn stack on hit (4 damage/s for 4s).

[illegible]



Poison Dart

UNCOMMON

Throwables

1x1 (1 cell)

18g

Fires one poison projectile. Combat effects: 85% chance to add a poison stack on hit (3 damage/s for 3.2s).

[illegible]

Throwing Tomahawk

UNCOMMON

Throwables

1x2 (2 cells)

18g

Fires a projectile that explodes around its impact. Combat effects: can critically hit, 75% chance to add a bleed stack on hit (5 damage/s for 3s).

[illegible]



Javelin RARE

Throwables

1x3 (3 cells)

22g

Fires one projectile. Combat effects: can critically hit, can knock enemies back.

[illegible]

Heavy Boulder

RARE

Throwables

2x2 (4 cells)

24g

Fires a projectile that explodes around its impact. Combat effects: can knock enemies back.

[illegible]



War Chakram

RARE

Throwables

2x2 (4 cells)

26g

[illegible]

🌟 RELICS — SUMMONS, ARTIFACTS & ELEMENTAL GLYPHS — 27 Items

SUMMON CONTRACTS & RELICS (8 ITEMS)



Squire Contract

EPIC

Summon Contracts & Relics

2x3 (6 cells)

42g

Starter: Summoner

Summons 1 Pocket Squire for up to 30s.





Rat-King Bell

EPIC

Summon Contracts & Relics

3x2 (6 cells)

44g

Summons 3 Rat Swarms for up to 17s.

[illegible]

Ember Imp Cage

LEGENDARY

Summon Contracts & Relics

2x2 (4 cells)

46g

Summons 2 Ember Imps for up to 19s.

[illegible]

Wolf Totem

LEGENDARY

Summon Contracts & Relics

2x2 (4 cells)

48g

Summons 2 Spirit Wolves for up to 24s.

[illegible]



Ward Sprite Lantern LEGENDARY

Summon Contracts & Relics

2x2 (4 cells)

52g



Summons 1 Ward Sprite for up to 34s.



Clay Golem Core **LEGENDARY**

Summon Contracts & Relics

2x3 (6 cells)

58g



Summons 1 Clay Golem for up to 36s.

[illegible]

Clockwork Rookery **LEGENDARY**

Summon Contracts & Relics

3x2 (6 cells)

62g



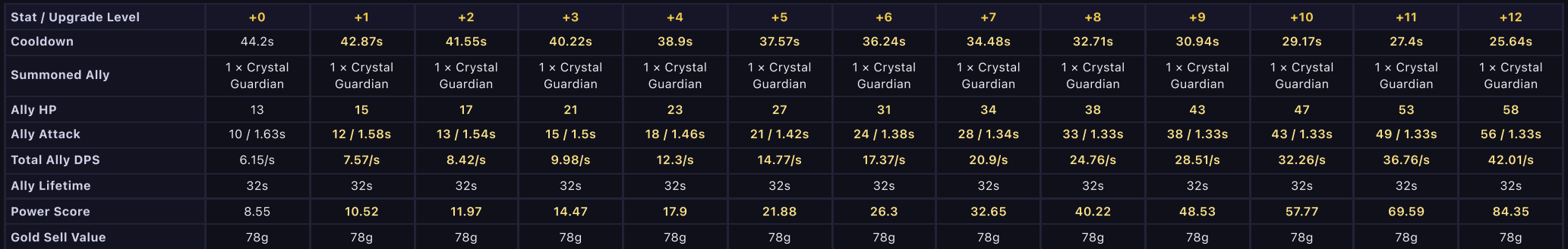
Summons 1 Clockwork Archer for up to 28s.

[illegible]



2x3 (6 cells)

78g

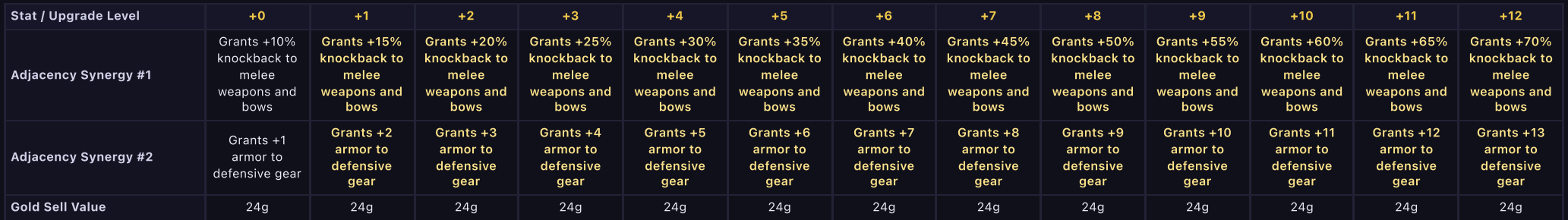
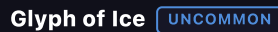


Glyph of Force

1x1 (1 cell)

24g

An impact rune pressed into dark stone.



1x1 (1 cell)

24g

A frost-cut rune tablet.

[illegible]



Aether Lens

UNCOMMON

Artifacts & Glyphs

2x2 (4 cells)

34g

Their effects last 10% longer at +0, plus 3.5 percentage points of duration per upgrade.

[illegible]

Glyph of Storm

RARE

Artifacts & Glyphs

1x1 (1 cell)

30a

A lightning-split rune tablet.

[illegible]

Venom Glyph

RARE

Artifacts & Glyphs

1x1 (1 cell)

30a

A serpent rune steeped in venom. 3s per upgrade, and deal 3% more damage per upgrade.

[illegible]



Volatile Whetstone

RARE

Artifacts & Glyphs

1x1 (1 cell)

62g

Their 5% slower recovery stays fixed.

[illegible]

Guardian Totem

RARE

Artifacts & Glyphs

1x2 (2 cells)

65g

A placement-focused item that supports the rest of the backpack.



Glyph of Fire

EPIC

Artifacts & Glyphs

1x1 (1 cell)

24g

An ember-cut rune tablet.

[illegible]



EPIC

Artifacts & Glyphs

1x1 (1 cell)

38g

A crimson oath carved in ironstone.

[illegible]

EPIC

Artifacts & Glyphs

2x2 (4 cells)

42g

Starter: Mage

A placement-focused item that supports the rest of the backpack.

[illegible]

EPIC

Artifacts & Glyphs

2x2 (4 cells)

42g

Revives once at 35% HP, grants 2s of invincibility, then is consumed.



EPIC

Artifacts & Glyphs

2x3 (6 cells)

48g

Each upgrade adds 5 percentage points of damage and 3 percentage points of attack speed.

[illegible]



War Banner

EPIC

Artifacts & Glyphs

1x2 (2 cells)

70g

A battle standard charged with martial force.

[illegible]

Clockwork Charm

LEGENDARY

Artifacts & Glyphs

1x1 (1 cell)

55g

A placement-focused item that supports the rest of the backpack.



Hourglass of Haste

LEGENDARY

Artifacts & Glyphs

1x2 (2 cells)

60g

Quicksilver sand races between its chambers.



Stat / Upgrade Level	+0
Adjacency Synergy	Grants -30% cooldown to items with a cooldown
Gold Sell Value	60g



Celestial Armillary

LEGENDARY

Artifacts & Glyphs

3x2 (6 cells)

66g

Restores 1 HP every 5s.

[illegible]



Duelist Relay

ANCIENT

Artifacts & Glyphs

1x1 (1 cell)

68g

A paired fencing token.



Stat / Upgrade Level	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12
Adjacency Synergy #1	Grants +12% damage to knives	Grants +15% damage to knives	Grants +18% damage to knives	Grants +21% damage to knives	Grants +24% damage to knives	Grants +27% damage to knives	Grants +30% damage to knives	Grants +33% damage to knives	Grants +36% damage to knives	Grants +39% damage to knives	Grants +42% damage to knives	Grants +45% damage to knives	Grants +48% damage to knives
Adjacency Synergy #2	Grants -12% cooldown to swords	Grants -14% cooldown to swords	Grants -16% cooldown to swords	Grants -18% cooldown to swords	Grants -20% cooldown to swords	Grants -22% cooldown to swords	Grants -24% cooldown to swords	Grants -26% cooldown to swords	Grants -28% cooldown to swords	Grants -30% cooldown to swords	Grants -32% cooldown to swords	Grants -34% cooldown to swords	Grants -36% cooldown to swords
Gold Sell Value	68g	68g	68g	68g	68g	68g	68g	68g	68g	68g	68g	68g	68g



Marksman Charm

ANCIENT

Artifacts & Glyphs

1x1 (1 cell)

70g

A wind-etched hawk charm.



Stat / Upgrade Level	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12
Adjacency Synergy	Grants +25% damage to thrown weapons & bows	Grants +28% damage to thrown weapons & bows	Grants +31% damage to thrown weapons & bows	Grants +34% damage to thrown weapons & bows	Grants +37% damage to thrown weapons & bows	Grants +40% damage to thrown weapons & bows	Grants +43% damage to thrown weapons & bows	Grants +46% damage to thrown weapons & bows	Grants +49% damage to thrown weapons & bows	Grants +52% damage to thrown weapons & bows	Grants +55% damage to thrown weapons & bows	Grants +58% damage to thrown weapons & bows	Grants +61% damage to thrown weapons & bows
Gold Sell Value	70g	70g	70g	70g	70g	70g	70g	70g	70g	70g	70g	70g	70g



Catalyst Stone

ANCIENT

Artifacts & Glyphs

1x1 (1 cell)

80g

A dense stone built to sustain alchemical reactions.



Stat / Upgrade Level	+0
Adjacency Synergy	Makes adjacent weapons, potions, food & active items auto-trigger when ready
Gold Sell Value	80g