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the next crowd you hit or block you will break discharges it. Utility4ElectricSteelRedstoneAlloyElectrumAmberSlashingCritical hits get 20% additional damage. Damage8MicaSlimeWhen the killing of a crowd or breaking a block, there is a small chance of a give birth to a baby (green) slime at the feet of the crowd, or instead of a broken block. Miscellaneous4Slime (Green)Slime (Blue)Slime (Pink)ReinforcedPink SlimeSpadesWhen you are in full health - a tool of normal damage/Why when you are at 1/2 heart and a tool of normal damage x 2.2Damage8PalisSpikyWhen mobs attack you while you hold the tool with Spiky feature attacker takes damage, equal damage. Defence6CactusSplinteringLevel 1: Adds 0.15 euros of damage for 7 consecutive hits, where it peaks at a loss of 0.9 euros. Level 2: Adds 0.3 euros of damage for 7 consecutive hits, where it peaks at a loss of 1.8 euros. Raw Damage4BoneDragon Bones (Cube) Bor NitrideSplintersWhen mining blocks or attacking enemies, there is a random chance that you will take the damage. It does LESS damage than punching, which is 0.5. Miscellaneous5SpongePillarHitting a person can make you feel Emboldened.Has about a 5% to 10% chance to give you resistance III. Status Effect5Knightly (Knightmetal)StarfishUse zlt:Keyboard; install a spawnpoint. When you want to take a murder hit, 32Enori crystals can be used from your teleportation inventory. Utility5EnoriSlifBlocking with battlesign inflicts 0.3 heart damage on the striker and also knocks them back. Defence3SteelBoronStoneboundThe reduce the strength of the instruments, the faster it mines. Despite the injunction, the tool doesn't actually reduce the damage from the attack. (mistake?) Mining Speed4ArdritePlasticLitherteStop Being selfishTy the other player to the attacker, the more damage the tool does. Not working on mobs, unable to check in Singleplayer.Damage6PladiumSuperheatDeals 35% bonus damage to enemies on fire. Damage6FieryMagma Slime (orange)SynergyWill repairs yourself, if you have Steeleaves in Hotbar. The more steeleaves you have in the hot panel, the faster it repairs. Durability5SteelFastTastyTool will use 5 durability to restore 0.5 points of hunger without saturation until your health is complete. Utility5Pig IronChocolateTerrafirmaHeals player during its conduct. Level 1 - 1/2 heart every 2 seconds, Level 2 - 1/2 heart every 1 sec, Level 3 - 1/2 heart every 0.5 seconds. The status of Effect6TerrastealEmeraldThaumic1 part with this trait is 5 additional modifier 3 parts with this trait of 2 additional modifiers. The modifiersThaumiumThermal InversionA applies slowdown for 2 seconds to mobs affected in all normal/hot biomes. It doesn't seem to do anything in cold biomes, despite the description. (mistake?) Effect3ConstantanTwilt Status No. 2 Mining Speed in Twilight Forest. No 2 Attack Damage (2 hearts) outside Twilight Forest. Raw Damage/ Mining Speed6Naga ScaleSteelEaterFieryKnightly the production rate is 1 for each level, which is higher than the required production level. Production Speed7EnergyAlloyDark SteelEnd SteelKnightslimeReinforcedPink Slime about 50% chance to give you a Regen 3 within 5 seconds of breaking into a block or attack. The status of Effect5ChocolateVanishingChance teleport enemies away. Utility3VibrantAlloyPulsatingIronVindictiveHas a 20% chance to heal a player with either 1 or 1/2 hearts for each stroke. Bonus damage against players who are unable to test in one player. The status of Effect7ErodiumEdicChaoticWell-EstablishedBlocks are mined and the crowds killed using this tool give a little more xp. Utility3CopperOsmiumWhisperingWill is sometimes spoken in the chat of random demonic messages. He doesn't do anything else. Miscellaneous1DemonicMetalPillarWitheringMobs hit with this tool will take 2 extra heart-wisdomers damage over 3 seconds. Effect5OriumUrnumVritileT Gets Modifier No.1. Using multiple pieces with Writable DO NOT add more than 1 extra modifier. Modifier3RedstoneAlloyPaperProsperityShardPricklyAfter hitting the target, the tool will cause a random amount of damage like a cactus (ignores armor). The more damage you do, the less likely it is. Damage1CactusArcaneHas a very small chance to repair the tool at 5 pounds of durability to use at night. Durability3AuriumVolumBERSEKERWhen is activated, multiplies the prey rate and damage by 4, but has a 20% chance of every 8 ticks damaging the maximum strength of the tool, and with another 80% chance, it simply damages the tool. When activated, it immediately removes 10 of the maximum strength of the tool. Click the right button to activate. Longevity/Speed Mining / Damage4AdmantBlindHas a small chance to use to give you blindness within 20 seconds. Damage1PromethiumBilzarZardFreezes air into blocks of ice, giving it a slowness of 3 (7%) for 12 seconds. Target also gets 7 ticks freezing damage (does 1 heart). Gives an additional rolback. Status Effect5Cae DragonstealBrightDuring day, every stroke, the tool will do between 100% (without increase) and 150% (50% more) damage. During the night, each kick, the tool will do between 100% (without contraction) and 70% (30% less) damage. Damage4LumixCascadeHas a small chance to break down to 25 nearby blocks during mining. Miscellaneous3SeismusCatcherHas a small chance to capture the crowd inside your instrument similar to it as the feature Of Portly Gentlemen wears, except you can't control when it happens. Miscellaneous2PromethiumCongeniaTool remembers the first crowd killed after the tool was made. Each hit since then, the tool will do 1x to 10x more damage per tick (depending on the hits). The tool will now do only 0.1x to 0.5x (10% to 50% more) damage to any other crowd. Damage9ValyriumCursedHas increases the chance, for an update (updates can be ticks, not sure) to damage the player 0 - 1/2 of the current health of the player. If a player is currently holding a damaged tool or weapon, the probability of a curse increases 10 times faster than if you don't hold it. Holding it means having him selected in a hotbar. Miscellaneous1PalladiumCurvatureHas about 5% chance of using you're five blocks away. It also causes any crowds killed with the tool was made. Each hit since then, the tool will do 1x to 10x more damage per tick (depending on the hits). The tool will now do only 0.1x to 0.5x (10% to 50% more) damage to any other crowd. 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