

# The list of ranks and functions of the treasures in Cookie Run: Kingdom

Treasures in Cookie Run: Kingdom are items for battle, which can help in a variety of ways. They can be active (must be touched by the player to make them active) or passive (continuously active or automatically activated).

To unlock the treasures, the player must first pass stages 2-17 and open a treasure chest first.

People can get treasure from gacha using 1 treasure ticket or 200 crystals. Treasure tickets can be obtained through special events, the Bear Jelly Train, or from the Rewards Shop.

Treasures have 3 levels of rarity, Common, Rare and Epic, indicating how often they appear in the gacha and how long it takes to level up. Learn the list of ranks and how to use treasures below to improve combat effectiveness in Cookie Run: Kingdom.



## The list of treasures in Cookie Run: Kingdom

Rank	Treasure	Description
S	Gatekeeper Ghost's Horn	Great for all players and works. Strengthen defense.
S	Old Pilgrim's Scroll	An ideal treasure for any construction. Increased attack for all cookies. Bring one to every battle if you can.
S	Squishy Jelly Watch	Reduce the cooldown of all cookies. Easy to level up as a regular treasure. Great addition to any build.

S	Sugar Swan's Shining Feather	Great in the arena and PvE. Revive a fallen ally. The respawn cookie can use the skill immediately, so it's a great addition to the squad.
A	Bear Jelly's Lollipop	Great addition to the highest attack stat cookie. It is possible to create a one-shot build. Especially useful in arenas, boss battles and when combined with Slingshot.
A	Grim-Looking Scythe	Increases critical damage significantly. It is not the best addition to the squad but is quite useful without a good defence.
A	Librarian's Enchanted Robes	Suitable for increasing attack speed and healing. Great addition to team building in PvP or arena.
A	Pilgrim's Slingshot	Quite useful, especially in boss fights as it lowers the defense of enemies behind for a while.
A	Bookseller's Monocle	Debuff and heal cookies. Quite useful without a strong recovery cookie.
A	Seamstress's Battery Cushion	Increases both attack and duration of summoned creatures. Combined with Old Pilgrim's Scroll, this treasure can improve ATK by more than 60% and increase the damage of Summoned Cookies.
REMOVE	Blind Healer's Staff	Heals the cookie with the lowest health for a short time with a certain percentage. Better at leveling up, so not particularly useful in battle.
REMOVE	Elder Pilgrim's Torch	Only really useful when added with other things that increase attack and defense.
REMOVE	Miraculous Ghost Ice Cream	Lowers opponent's defense, can be very useful if timed but not as good as Slingshot.
REMOVE	Priestess Cookie's Paper Charm	Deals damage and reduces buffs of the nearest enemy. Useful when only recovery cookies are left in the team. It is not the first choice to build.
REMOVE	Sacred Pomegranate Branch	Absorbs some damage, acts as a small shield. The cooldown is long so only really use it when necessary.
REMOVE	Durianeer's Squeaky Flamingo Tube	Increase the HP of cookies with the highest HP. Can be useful by enhancing tank type cookies. However, it takes some time to level up.
OLD	Jelly Worm's Sticky Goo	Grants a very short time of penetration to a cookie. Only really good when used properly with perfect timing in PvE.
EASY	Cheesebird's Coin Purse	Only good as an add-on to go with better treasures while experiencing story mode.
EASY	Ginkgoblin's Trophy Safe	Like above, only really useful for players who are in story mode.

## The basic ability of the treasures

### Gatekeeper Ghost's Horn

While Gatekeeper Ghost's Horn is one of the most popular and easiest treasures in Cookie Run Kingdom, it's also one of the best treasures in the entire game. The effect is very simple, all it does is increase the defense of each team Cookie for the entire battle.



That's why making Gatekeeper Ghost's Horn a very useful item. It is relatively easy to obtain with Treasure Gacha, the game can easily level up and take the meager defense of +30% to as high as +45.4% without any difficulty.

1. Base Effect: Increases the defense of all Cookies by +30%.

## Squishy Jelly Watch

Squishy Jelly Watch reduces the cooldown of all Cookies in the party and can also be easily obtained in Treasure Gacha with free Treasure Tickets obtained through events, mail, or redeeming Cookie Run codes: Kingdom.



After getting Squishy Jelly Watch to a certain high level, the player can feel the effect when turning it on or off. This treasure makes a huge difference in tough situations across the game's many modes.

1. Base Effect: Reduces the cooldown of all Cookies by -10%.

## Grim-looking Scythe

The effect of Grim-looking Scythe works similarly to Gatekeeper Ghost's Horn, except that instead of being defensive, it permanently increases Cookie's team's chance to crit.



While the Grim-looking Scythe is quite rare and a bit harder to obtain, even its lowest stat boosts can be of great help when paired with the right team and Cookie.

1. Basic Effect: Increases the crit chance for all Cookies by +10%.

## **Bear Jelly's Lollipop**

Bear Jelly's Lollipop is another treasure that's not easy to get but helps a lot. It is more selective because it only enhances a specific Cookie, but the support is significant. It powers up the strongest Cookie of the bunch at 5-second bursts, but those 5 seconds deliver even more impact with each level up.



Combining Bear Jelly's Lollipop, Gatekeeper Ghost's Horn and Grim-looking Scythe is a dangerous combination that can make for a great team, with the ability to beat almost any opponent.

1. Basic Effect: Powers up Cookie with the highest attack for 5 seconds by +20% ATK and Chance to increase crit by +20%.

## **Bookseller's Monocle**

Since Bookseller's Monocle can only be obtained through the Gacha Guild, it is one of the game's rarest treasures. Its effect removes any debuffs that hurt the party and also restores HP.



With a squad with good Healing Cookies and other suitable treasures, the whole party will have a chance to outmaneuver the opponent without losing any HP.

1. Basic Effect: Removes debuff, restores 15% + Max HP when active, cooldown: 23 seconds, charging time: 17 seconds.

## Blind Healer's Staff

Blind Healer's Staff comes with complex effects or two effects for a treasure, and while handy, only a few really stand out from the rest.



Blind Healer's Staff is one of them, as it heals the Cookie with the lowest HP multiple times over a 5 second period. This can help a wide range of team members. This treasure provides a huge help, even at the grassroots level.

1. Basic Effect: Heal for the Cookie with the lowest HP on the team for +55% + of the team's total ATK, charge time: 11 seconds, cooldown: 18 seconds.

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