

List of all the items you can find in the game (so far)

## ITEMS

### The discover deck

Allows you to discover **normal things** (items, npc, locations, spells, abilities and even quests)

Things you can discover with the discover deck:

Nothing — sometimes there's just nothing there :)

Weaver armour

Weaver face mask

Weaver gloves — these are made of bark and leaves = “nature”

Weaver shin guards

Weaver weapon(s) — bow, crossbow, dagger, darts, sling

Noari breastplate

Noari helm

Noari gauntlets — these are metal and steel

Noari greaves

Noari weapon(s) — scepters, maces, hammers, swords, rifle (unique)

HB leather armour

HB leather mask

HB leather gloves — these are leather and cloth

HB leather greaves

HB weapon(s) — short / long staff, daggers

Ammunition — darts, arrows, bullets, stones (for sling), bolts

Potions — life / stamina

Most of these, and also T1 enemies, go in the Discover deck.

## The explore deck

Allows you discover **rare and unique things** (items, npc, locations, spells, abilities and even quests)

Things you can discover with the explore deck:

Nothing — sometimes there's just nothing there :)

Piece of null blade

Piece of null moon

Lense — allows you to increase ranged attack line of sight

Spells (coming soon)

Abilities

Amal

Pits (you find 1 HB here)

Citadel (where you find 1 Noari)

Moon steps (another 1 Noari)

Living Wilds (dangerous to go inside, you find Weavers)

Around the map you will also find 1 or 2 other Weaver / Noari / HB

## **Rare and unique weapons**

Nigh sting — rare weapon used by Weavers, adds poison damage (1 tick per turn for 3 turns)

Rifle — extra rare, made by Noari, uses bullets of some kind.

Bounce glaive — if 2 targets are in LoS, you can hit both because it bounces off them and then comes back to you.

Heart piercer — ignores 1 point of the defence dice (if the npc or boss rolls 3 defence, this ignores 1 of those; if the npc rolls 1 defence, then all of this damage goes through of course)

The explore deck also does 2 things the discover deck does not:

1. Shuffles the world
2. Gives you the option to manifest potions or ammo...at the risk of Seeker