

Item and Equipment Descriptions

Flavor Text

Weapons & Gear

1. **Rustwood Dagger** - *A crude, twisted blade resting on a handle of worn-out wood. Its rotting nature suggests that it's victims would die from disease if not from bleeding out. Any wielder of such a blade would either be shunned or too desperate to care.*
2. **Ashglass Gauntlet** - *A transparent glass gauntlet that, though looks fragile, will never shatter. Its ashy tint and fiery glow signals that it's origins are of the ashes of Mount Torcanum. Only the bravest would dare risk getting into a bar fight with the gauntlet's wielder.*
3. **Lantern of Hollow Light** - *A faint silver light emanates from the lantern. Created and commanded by the Archmagus Renoit, the lantern reveals the arcane secrets of its creator. Wars have started over this ancient instrument, and all have ended by the Archmagus' hand.*
4. **Glimmershard Axe** - *A bright, dazzling battleaxe that reflects light in strange ways. The shards that make up the axe's blade blinds its enemies while also providing a sharp, unyielding cleaver. Kill viciously and look good doing it.*
5. **Veilcloak** - *A hooded cloak that seems to fade at the edges when the wearer moves, providing its owner a greater opportunity to dodge attacks. Bounded to the in-between, this cloak has made followers of the Veil legendary in the world of shadows.*
6. **Bonefang Bracers** - *Bracers made from the teeth of a long-extinct predator, rumored to bite back to harm any attackers. Not the most inviting thing to wear, but it sends the right message for anyone bent enough to put it on.*
7. **Plasma Glaive** - *A modular energy glaive that ignites with blue plasma when swung. The chosen weapon of the Sovereign Guards. In a time when blasters are the common choice, the Guards' glaive is a mark of their mastery to make their enemies quiver, even from a distance.*
8. **Grav-Boots Mk. IV** - *Boots that manipulate local gravity, letting the wearer take impossibly high leaps. The fourth and latest version of Orion Innovations Grav-Boots. Its newest capabilities allow its wearers to see the world from the eyes of a bird, if you have the money.*
9. **Nanoweave Vest** - *Reactive armor that can temporarily harden in response to incoming fire. Commonly found protecting the bodies of the soldiers, this vest is a military-grade armor that has served the Nova Legion faithfully for decades.*

Potions & Consumables

1. **Bitter Draught** - *A foul-tasting potion that grants strength to its user at a nasty cost. Bubble, boil, broil, and toil. This foul drink gives its participant the strength of a magnaliphant, or perhaps it just makes its user so driven to remove its taste that they're able to do anything.*
2. **Echofruit** - *When eaten, it repeats the last words spoken nearby by the living and the dead. Everyone says that nature outlasts man...but man always leaves an impact. These fruits that remain beyond time are engrained with the echoes of humanity.*
3. **Frozen Tear** - *The tear of a frost wyvern. Consume it to heal, or throw it to wound. Though majestic in the sky and formidable in battle, wyverns are like any other mortal creature. They feel pain and cry tears when felled. Tears that can heal or harm a soul.*
4. **Discoberry Jam** - *Restores energy but causes vivid, sometimes prophetic visions. Made by mixing heartleaf herbs and anything else one can find. Usually for those who need a boost in battle or who want an entertaining night.*
5. **Siltwater Tonic** - *A murky liquid that grants temporary underwater. A simple mixture, but somehow has a horrid taste of sticky seaweed and stale water. A great effect with a repugnant aftertaste.*
6. **Charcoal Candy** - *Sweet and crunchy, temporarily strengthening resistance to fire. Deliciously made using sugar, jam, and a pinch of molten rock. Strangely, has nothing to do with charcoal, but the name sells well.*
7. **Neuroboost Capsule** - *A tiny pill that accelerates neural activity for heightened reflexes. A small yet powerful pill that gives its user exactly what they need, whether it's fighting at a bar or robbing a bank. Though, the aftereffects can be eye-opening.*
8. **Synth-Sustenance Pack** - *Instant nutrient gel that replenishes energy without hydration. Need a quick jolt? This gel will provide everything you need to keep working. No need to look at the ingredients, just use and smile on forward.*
9. **Fireflux Vial** - *a molten compound that can instantly set a small area ablaze or burn away refuse. A dangerous combination, as evident by the glowing orange-red light and fiery veins of light pulsing through the liquid. Not a delicious fruity drink to consume, unless brave or stupid.*

Magical Curios

1. **Whispering Coin** - *Flip it, and it whispers a secret truth... but not always the users. These coins are not used as a currency but as a tool by the Tuan de Cortha, the Masters of the Untold. Use with caution or be burdened by knowledge.*
2. **Stitcher's Needle** - *Use to repair equipment. Many doubts its ability, but adventurers know never to leave the safety of their homes without the restoring magic of the Stitcher. Who is the Stitcher? Probably just someone who cares much about clothes.*
3. **Pocket Sundial** — *Tells the time of day. A preferred tool for the underground mites who live most of the lives beneath the surface. To trade with surface-dwellers, they created this tool to tell them when the markets above are open*
4. **Thread of Twilight** - *A spool of dark thread that can stitch together broken objects... or broken promises. The power of the Night Spinner courses through the thread, with the ability to tie anything and everything together...but threads can be snipped.*
5. **Pocket Storm** - *A tiny cloud contained in a glass orb, capable of unleashing a sudden downpour in a small area. A skilled wizard can conjure rain and lightning. An artist can capture such power in their pocket.*
6. **Compass of Forgotten Paths** - *A small, tarnished compass that doesn't point north, but instead drifts toward places overlooked or forgotten. The greatest tool of the First Adventurer who found life wherever they were lost.*
7. **Chrono-Anchor** - *A small device that briefly slows the local flow of time around it. Compact, powerful, and dangerous. Messing with time is never good, but it sure is fun.*
8. **Holo-Phantom Sphere** – *Projects 3D illusions of yourself at its location. That's right. You can be in two place at once!*
9. **Phase Shard** - *A small crystal that lets matter partially phase, allowing one to pass through solid surfaces for a short time. No need to die, just use this shard and becoming a living ghost! For a short time.*