

# Object Descriptions

(50 Character Limit)

## Weapons



Revolver

+ *Lightweight, Medium RPM, Low damage*

*“What it lacks in damage it makes up for in flair.”*



Shotgun

+ *Heavyweight, Low RPM, high damage*

*“They won’t know what hit ‘em.”*



Machine Gun

+ *Medium weight, High RPM, Medium damage*

*“Everyone’s favourite not-so-little friend.”*



Morning Star

+ *Crushing damage bonus*

*“The spikes might be overkill.”*



Javelin

+ *Piercing damage bonus*

*“Has far-reaching consequences.”*



Greatsword

+ *Slashing damage bonus*

*“Slow, but devastating.”*

## Apparel



Robes of Unbecoming

+ *Invisibility*

*“Unflattering but mercifully imperceivable.”*



Elven Light Boots

+ *Stealth bonus*

*“Quieter than silence.”*



Ancient Shield

+ *Constitution bonus*

*“There’s some fight in her yet.”*



Cowboy Hat

+ *Charisma bonus, Riding skill bonus*

*“There’s a new sheriff in town.”*



Bobble Hat

+ *Intimidation penalty, Cold resistance bonus*

*“It jiggles!”*



Halo

+ *Persuasion bonus, Disables ‘lie’ dialogue options*

*“Wearable by only the most angelic.”*

## Consumables



Everwort Potion

+ *Restores 200 mana over 15 seconds.*  
*“Bitter aftertaste.”*



Sunroot Potion

+ *Instantly restores 40% of maximum health.*  
*“The liquid is an unappetizing golden-yellow.”*



Elixir of the Swift Craftsman

+ *Grants +50 to all craft skills for 10 minutes.*  
*“Better work fast!”*



Eclair

+ *Restores 15 hunger, Increases comfort*  
*“The sausage’s chocolaty cousin.”*



Uncooked Spaghetti

+ *Decreases comfort*  
*“You probably shouldn’t eat this. Right?”*



Oat Milk

+ *Restores 10 hunger, Increases comfort*  
*“Remember to shake it first.”*