

Item Descriptions - Untitled Horror Game

Semi-Automatic Pistol - CLASS Redeemer Pistol

A small, easy to use semi-automatic pistol with average firing power but great munition variety. Used exclusively by the members of CLASS during missions. This is an old model.

Pistol Ammunition Box - Chimera Cartridge Box

A worn-down box of ammunition containing pistol rounds with special status effects. Has a small chance of containing ammo for other guns.

Key Item - Antler Seed

A covenant with eldritch unknowables. It slurs cruel whispers into your ears. Hurts to look at. Those who swear the oath become Pronged Ascendants, lost in the mind of the divine.

Improvised Weapon - Unfinished Jawchete

Made from the jawbone of a slain beast. Devastating in close-quarters combat, has a chance of getting stuck in an enemy.

Ornate Opium Pipe - Blessed Pipe

A pipe filled with a relaxing, sacred chloroform. Consume to increase Sanity Rating and decrease Stress Rating.

Consumable Healing Item - First Aid Medkit

Medicine that heals all wounds. An all-purpose cure for wounds, restoring damaged nerves, muscles and broken bones. Smells faintly of cinnamon and old books.

Key Item - Traces Of Huthlava

A pendant with a glass orb at its center, holding the faint echoes of a blood-drenched deity. Its eyes are without shape. Phantasms swirl and bubble inside. Stop reading, keep moving.

Key Item - Jupiter Ring (Left Hand)

A golden ring with a jewel in the center, red like a storm. It feels blasphemous to wear it, for you know very well who holds its twin.

Consumable - Locket Of Monsters

An ugly locket. Inside, a parliament of flesh and tendrils resides. Open to find the weakness of any monster/boss, cuts down your Sanity Rating. Usable only twice every story chapter.

Key Item - Cold Iron Dagger

A dagger made from cold iron. A metal of entropy and anathema to chaos. Deadly to faeries.