

Item Name	Effect	Mechanics	Meta	Flavor Text	Notes
Floating Lantern	Shield	Generates a shield that absorbs all damage from one hit. Regenerates after each combat island.	Echo	A small lantern enchanted with everlasting flame. Such lanterns could be found all over the Kingdom of Eile before the fall, guiding lost fae home and lighting the sky like stars on important occasions. This one had not been lit since Beira's coronation.	First Flashback: Thawne comforts Beira at her coronation, which arrived swiftly and with little warning following the sudden death of Beira's mother.
Stormglobe	Temporary Node	After dashing, leave behind a temporary Faerie Ring.	Echo	A snowstorm contained in a sphere . Motes of light twinkle within. It was said that the Queen of Spirits had no choice but to embody the form of Winter for the good of the kingdom; however, with the world frozen over, the other fae court's powers were diminished. Their representative pleaded with Beira to end the winter, to no avail.	Second Flashback: Beira and Thawne argue over fae politics. Thawne leaves, rejected and enraged.
Spirit Queen's Crown	All Stat Up (Extra)	All of Beiras stats receive a small bonus.	Echo	A delicately crafted crown. Though left behind in the corruption, it remains untainted. The original Spirit Queen wrought the crown, fashioning the crystals from her own fading body. It has been passed down from mother to daughter since time immemorial.	Third Flashback: A bloody revolution has begun, with Thawne at the center. A reveal: Thawne is the primary antagonist.
Stuffed Fawn	Lifesteal	Dealing damage heals Beira, but her Maximum Hearts are halved.	Echo	A handmade stuffed toy in the shape of a fawn. The edges of its fur are charred and one button eye hangs slightly loose. It was the Spirit Queen's first gift, from her first friend—and the beginning of quite the collection.	Fourth Flashback: A young Thawne gives a gift to a much younger Beira, marking the beginning of a beautiful friendship.
Glain (celtic word, meaning crystal)	Dash Damage Up	Beira does more damage.		A broken crystal pendant that gives off a faint scent of mint. Breathing in the scent invigorates fae with a cold rush. Glain was distributed to royal guards on night watch to keep them alert. The Spirit Queen would also made use of these when work piled up.	
Windup Ring	Speed Up	Beira becomes faster.		A gold ring with a small windup knob. Twisting it makes a soft tune play. The more the ring is wound, the more energetic the tune becomes. Messages embedded in the melody reached the fae faster than any courier.	
Brigberry Charm	Health Up	Beira gains an extra heart.		A small, spiky fruit with a sickly sweet scent and a powerful aura . The scent is inexplicably reminiscent of scraped knees and maternal disapproval.	
Corroded Gauntlet	Base Aura	Enemies take damage upon entering a small radius around Beira.		A corroded gauntlet wrought from darkwood. Instead of carrying weapons, the spirit queen's guards could freely mold the armor into thorns for combat. Although they were almost impervious to blades and arrows, they were powerless against the rot.	
Vengeful Earring	Autoshot	Dashing fires a projectile that follows nearby enemies.		A small, twisted scrap of metal that was once a butterfly earring. Butterfly earrings were created in spiritually bonded pairs. When worn, they would point the wearer in the general direction of the other earring. This particular earring is damaged beyond use.	
Hand Mirror	Backshot	Dashing fires a projectile behind Beira.		An ornate hand mirror. Golden vines swirl around the frame. The object triggers a memory of a much larger reflection. The Spirit Queen believed appearances to be everything. Every fae resembled their domain. Or maybe their domain resembled them.	
Onyx Arrowhead	Frontshot	Dashing fires a projectile in front of Beira.		The remains of an iridescent arrow. The edges are still razor sharp. The Spirit Queen was known to receive such gifts from fae who traveled the mortal plane. They often fixated on elements of destruction, hoping such gifts would symbolize the strength of their loyalty. The Queen herself never understood the need for weaponry.	

Splintered Staff	Shockwave	Upon dashing, Beira summons an explosion at her starting position.		Shrapnel from what was once a sturdy wooden staff. A bright red ember still burns at its center. Such hardy flames could only be created by the Archfae of the Sun. On special occasions, he was known to make much larger displays: chandeliers, bonfires, and dancing rings in various colors to celebrate the Spirit Queen.	
Damaged Sundial	Time Bomb	Dashing summons a delayed explosion.		An old relic from the mortal world used to tell time. In the faewild, each domain experienced time quite differently. The north, ruled by the Archfae of Night, was covered in unending darkness. The gleaming daylight to the south indicated it was under the Archfae of the Sun's protection. Consequently, the fae preferred to use terms like "dayward" and "nightward" when providing directions.	
Will-o'-the-wisp	Circling Wisps	(Passive) A circle of damaging wisps periodically forms around Beira.		A cluster of dancing wisps of light. Will'o'the'wisps were a small, mindless fae known for their unruliness. Even the Spirit Queen had little control over them. One thing was known for certain—if there was a path to be followed, they would light the way.	
Scorching Tear	Fire Dash	Beira's dash now burns enemies.		A small bead of golden light. When powerful fae cry, their tears may crystallize under intense spiritual pressure. This one likely came from a high-ranking fire spirit.	
Perfect Snowflake	Frost Dash	Beira's dash now freezes enemies.		A perfectly preserved snowflake from the dead of winter. It should have melted long ago, but appears to be locked in time—a remnant of the prior Spirit Queen's power.	
Lightning Wand	Lightning Dash	Beira's dash now electrocutes enemies.		A wand made of rough, dark crystal, crackling with energy. Less skilled fae often used such tools to better channel their elements. This wand seems to have been shaped from lightning striking sand.	
Flower Crown	All Stat Up	All of Beiras stats receive a moderate bonus.		An intricately woven crown of blue and yellow flowers. When Beira was a child, she often wore flower crowns to mimic her mother, Epoch. During her coronation, such crowns were worn by the masses in support of the new queen.	
Miniature Sun	Fire Damage Up	Beira's burning effects do more damage.		A small sun that burns almost as bright as the real one. It exudes a warm comforting glow, much like its maker, the Archfae of the Sun. One of the only fae in the High Court loyal to Beira, it is almost certain that he, too, perished during the fall.	
Ice Flower	Frost Upgrade	Beira's frost effects make enemies slower.		Smooth ice shaped to resemble a delicate flower. Despite its fragile appearance, the handicraft is surprisingly durable, like most fae creations. Bouquets of ice flowers were common gifts in the Kingdom of Eile for birthdays or weddings.	
Storm Belt	Lightning Damage Up	Beira's lightning effects do more damage.		A fashionable belt woven from lightning by the Spirit Queen. It crackles with energy. Wearing it would stir up rainclouds when the sun became unbearable, and wielding it like a whip would summon powerful tempests.	
Bottled Lightning	Stun Upgrade	Beira's stun effects last longer.		A bolt of lightning trapped in enchanted glass. A trending fae decoration that fell out of favor when a few broken bottles began a string of wildfires.	
Pocket Scales	Alchemy	Beira's favours are converted into bonus health, but she can no longer gain Favours.		A set of collapsible brass scales designed for easy transport. Rather than concerning themselves with physical materials, fae scales were affixed with charms that measured favours and spiritual power.	
Wind Chimes	Invincibility	Beira is invulnerable when dashing, but her damage is reduced significantly.		Haunting chimes fashioned from solidified mist. These instruments could be found near temples and cemeteries. It was said that their soft tinkling chimes heralded the spirits of fae passed.	