

ITEM DESCRIPTIONS (UK English)
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A small item description based on the first weapon from *Silent Hill 2*.

Copper Pipe

This may look like an ordinary copper pipe – weathered and rusted from the transportation of fluids you would never want to think about – but this weapon will save your hide over and over again.

If you can collect the set or other pipes of the same size and threading, you might be able to assemble a rusty monster slayer of moderate power.

Adds +1 to attack
Adds -3 to agility
Item trait: unbreakable

Cheeseburger

A Belgian-made smash burger, consisting of two fresh and lightly seasoned ground steak patties nestled between toasted buns. The strips of crisp bacon, tomato, lettuce, and finely chopped onions were smothered by two melted slices of cheddar cheese.

Eating it will heal you, but at the cost of your cholesterol.

Adds +5 to health
Item trait: consumable

Ancient Revolver

Found in the Barberton Makhonjwa Mountains of Southern Africa, this piece of weaponry is strikingly similar to a modern revolver, but further analysis pre-dates it by any other tool on record. Oddly, the cylinder only has three chambers, each of varying size. The hammer has been recently modified to reduce the intense recoil on the user when firing.

Adds +15 to attack
Adds -1 to agility
Adds -5 to health (kickback)
Item trait: tainted