

Progression

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Marie's Amazing Potions

Marie, the eccentric alchemist of Auglen, has discovered a way to distill **Calcified Time** into powerful infusions, permanently enhancing the player's resilience and combat capabilities. By spending **Calcified Time**, players can acquire these alchemical upgrades, giving them an edge in future runs.

These upgrades offer **permanent, run-enhancing benefits**, ensuring that each cycle through the time loop brings the player one step closer to breaking free.

Marie's Amazing Potions

Fortified Vitality

Increased max HP

Elusive Target

Additional Dash charges

Marie's Amazing Potions

Surging Fury

Increased M_{Ax} Rage Capacity

Primed for Battle

Start each encounter with partially filled Rage

Marie's Amazing Potions

Lingering Wrath

Slows Rage decay over time

Marie's Amazing Potions

Anger Management

Reduce rage cost of abilities

Second Chance

Death defiance

Elusive Infusion

Additional dash charges

Lehala's Remarkable Crocheting

Lehala, despite her injuries, spends her time in the hub crafting intricate **crocheted plushies** of enemies encountered throughout the world. These plushies serve as **protective charms**, reducing damage taken from specific enemy types.

Plushie Mechanics:

- Players can **purchase** with Calcified Time plushies representing different enemy types
- Only **one plushie** can be **active** at a time.
- Plushies can be **upgraded** (up to **3 ranks**) by **defeating enemies** of the corresponding type.
- Higher-ranked plushies provide **stronger damage reduction** against their associated enemy type.

Lehala's creations offer a **unique layer of progression**, allowing players to mitigate threats they struggle with while reinforcing the game's time-loop narrative—she remembers the threats, and so does her crochet hook.

Stanley's Timeless Insights

Wuhdo's Everburning Forge

Drunksail's Dickey Deals

Captain Mortimer Drunksail, a seasoned sailor and lover of both **rum and risk**, offers players the chance to gamble a **Calcified Time** in exchange for special **missions**. Completing these missions rewards players with **upgrade to dice system**, which can be used to **re-roll** various choices during a run.

Drunksail may not believe in the **time loop**, but he *definitely* believes in **luck!**

How it works?

- Players wager a **permanent resource** to accept a mission.
- Missions include challenges like:
 - **Complete 5 zones without getting hit.**
 - **Defeat 50 enemies.**
 - **Clear an encounter within a time limit.**
- **Dices** can be used to:
 - **Re-roll the type of reward behind a door.**
 - **Re-roll power choices when selecting a new ability.**

Progression

Each completed mission can:

- increases the **maximum dice capacity** by **1** (up to **10**).
- grant **bonus starting dice** (up to **3** at the beginning of a run).

Additional dices can be found as **rewards during runs**.