

[flare, game](#)

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Flare

- <https://flarerpg.org/2012/12/17/20121217/>
- <https://flarerpg.org/faq/#emptyrean-animal-figs>
- Trader:
 - Undead Trader:
 - Hyperspace → Nazia Underground → Southern Ridge → Mog Caverns
 - Hyperspace → Dilapidated Sewers → Black Oak Farm → Southern Ridge → Mog Caverns
 - Martigan:
 - Oasis
 - Abasi Travelling Merchant:
 - Hyperspace → Underworld Stronghold Barracks → Halls Of Infinity

Where are the four wooden animal figurines?

- Bear: Given as a reward for completing the “Brother?” quest in Grot Lagoon / Lake Kuuma.
- Owl: Found on in a chest after traveling through the Nazia Mines.
- Cat: On the altar at the end of Fort Nasu.
- Turtle: Given as a reward for completing the “Fallen Comrades” quest in Oasis.
 - Hyperspace → Underworld Catacombs → Underworld Mines → Oasis
- https://www.reddit.com/r/flare/comments/94idbu/looking_for_help_withininfo_about_uniqueset_items/

Each boss/miniboss has their own unique item that they can drop. The only exception is the bosses in the final area, which each drop 3 items of a larger set. Here's a list:

- Tier 1
 - Krolan - Krolan's Hammer
 - Goblin Chief - Goblin Branch
 - Ardwen - Ardwen's Gloves
 - Geno - Blood Tunic
 - Cid - Dark Steppers
 - Seagate - Seagate's Tri-pants
- Tier 2
 - Gruzza - Amir Blade
 - Prioss - Huntsman Bow
 - Antlion Queen - Greed Cowl
 - Zola - Battle Leathers
 - Kylana - Escape Boots
 - Mez - Mez's Wraps
- Tier 3
 - Xonun - Lost Totem
 - Mog - Mog's Axe
 - Buchi - Guardsman's Cuirass
 - Nishi - Inferno Pendant
 - Cyl - Alchemist's Skirt
 - Metzger - Metzger's Battlemace
- Tier 4
 - Arzoz - Soulband
 - Vohn - Fleshband
 - Ogel - Underworld Cloak, Underworld Platemail, Underworld Boots
 - Rakk - Underworld Armguards, Underworld Greaves, Underworld Tome
 - Lezaith - Underworld Blade, Underworld Bow, Underworld Sceptre

All these items have a 1% drop rate. That is, for each piece of loot that gets dropped when they die, there will be a 1% chance it will be a unique item. I actually don't think item find bonuses have enough of an effect on this. The bonus is applied as a percentage of a percent. So 100% bonus (so 200% total) item find would be required to give the uniques a 2% drop rate. It's more effective for the magic/rare items that have higher base drop rates.

The most active community is the [forums on OpenGameArt](#). I too wish the community was more active on the subreddit, as it has a nicer posting UI and threaded discussions.

There are descriptions of all the stats if you mouse over them in the Character menu. Poise is the chance for you to avoid “stumbling” when taking a hit. This means that you won't enter the “hit” animation and thus won't have your attack interrupted.

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