

# Items

- **Cutting tool:** Can [break](#) iron bars and other light-resistant materials.
- **[Door Explosive / C4](#)**
- **[Door Repair Kit](#)**
- **EMP:** An item which destroys all keycards in the world when triggered. This includes all items which have a keycard functionality, such as writable keycards, replica keycards, and any other types of keycards.
- **Flashlight:** Gives you night vision and prevents and allows to see in the castle's basement when the light is off.
- **[Gate Cannon](#)**
- **Keycard (writable):** A [keycard](#) where permissions can be added to or removed from at the Keycard Manager villager. Also known as "Keycard".
- **Keycard (other):** Other [keycards](#) for the doors, which are not writable keycards. Those keycards are gamemode-dependent. An example is the "Replica Keycard" from Conquest.
- **Old pickaxe:** Can be used to obtain coal ore in the mine.
- **Siege Tower:** Spawns a tower in front of the castle wall get on the castle walls. Can be destroyed by destroying any block of it.
- **TNT:** When placed, it triggers immediately and explodes. Available with variable amount of power.
- **[Replacement camera](#)**
- **Wall breaker:** [Breaks](#) damaged parts of the castle wall
- **[Wall Repair Kit](#)**

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