Items and equipment guide, intermediate

Temporary items

Grenades, debuffs and needles. The one-use items that can swing a fight, what each kind does and how to use them well.

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Introduction

Temporary items go in your temporary weapon slot and are used up when you use them in a fight. Some deal damage, some weaken your opponent, and some strengthen you. Used at the right moment, a cheap temporary item can win a fight you would otherwise lose.

How it works

The official wiki divides temporary items into four groups. The temporary items directory lists every one.

Damaging. Thrown or exploding items such as the Grenade, HEG, Nail Bomb, Molotov Cocktail and Throwing Knife. The Molotov Cocktail burns, dealing damage over time; some missions fail if damage over time is used. Temporary Mastery merits make damaging temporary weapons stronger.

Debuffing. These weaken the opponent, and their effects multiply together. Used on your first turn, they also improve your stealth.

Item	Effect
Pepper Spray, Concussion Grenade	Opponent's dexterity to a fifth for 15 to 20 seconds
Flash Grenade	Opponent's speed to a fifth for 15 to 20 seconds
Tear Gas	Opponent's dexterity to a third for 120 to 180 seconds
Smoke Grenade	Opponent's speed to a third for 120 to 180 seconds
Bolas	Opponent misses their next 3 turns

Buffing (needles). These strengthen you. Tyrosine raises your dexterity by 500% for 120 seconds; Serotonin raises your defence by 300% for 120 seconds. You can only use needles after completing the Bachelor of Biology, and the Sports Medicine course makes them 10% stronger. Needle effects add together and are lost if you are hospitalised. Needles are sold at the Pharmacy.

Decorative. Items such as the Glitter Bomb and Party Popper only make a splash on screen.

Helmets. Some helmets block certain debuffing items. The wiki's armour page has a table of which.

Step by step

1 Choose a temporary item that fits your plan: damage to finish fast, a debuff against a strong opponent, or a needle to survive.

2. Equip it in your loadout before the fight.
3. Use debuffs early: on the first turn they also help your stealth, and short-lasting effects need to be used before the turns that matter.
4. Check whether your opponent's helmet blocks the item you plan to use.

Examples

- Against an opponent who dodges a lot, Tear Gas cuts their dexterity to a third for two to three minutes, most of a fight.
- A player who has finished the Bachelor of Biology uses Tyrosine to make their dexterity five times higher for two minutes while defending a key target.

Advanced tips

- Because debuffs multiply, two different debuffs on the same stat stack strongly.
- Factions often keep a stock of temporary items in the temporary armoury for wars.

Common mistakes

- **Saving the item for later** and losing the fight first.
- **Using needles before qualifying.** They require the Bachelor of Biology.
- **Using a Molotov Cocktail on missions** that forbid damage over time.

Sources

Torn wiki: Temporary: https://wiki.torn.com/wiki/Temporary, retrieved 2026-11-23

Torn wiki: Armor: https://wiki.torn.com/wiki/Armor, retrieved 2026-11-23

Torn wiki: Merit: https://wiki.torn.com/wiki/Merit, retrieved 2026-11-23

Torn wiki: Education: Perks: https://wiki.torn.com/wiki/Education_Perks, retrieved 2026-11-23

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