Ogre Battle 64 Items FAQ

by MetroidMoo

Updated to v1.45 on Nov 15, 2003

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 =-              Ogre Battle 64: Person of Lordly Caliber (N64)           -=
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=-------------------------------------------------------------------------------
 =-   1)   VERSION HISTORY                                                   -=
=-------------------------------------------------------------------------------
VERSION 1.45 - NOVEMBER 15, 2003
  Revised the file's format, adjusted the number of characters per line, and
added/moved sections.

VERSION 1.35 - OCTOBER 15, 2002
  Updated contact information and made a few other changes.

VERSION 1.31 - JULY 25, 2001
  Changed posting notice.

VERSION 1.3 - MAY 20, 2001
  Added information on two swords and made some minor changes.

VERSION 1.25 - JANUARY 1, 2001
  Added information on the shop in Tremos Mts. I and more items.

VERSION 1.2 - DECEMBER 10, 2000
  Added information on a couple more items.
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VERSION 1.15 - DECEMBER 3, 2000
  Finished up the information on the birthday presents.

VERSION 1.11 - NOVEMBER 26, 2000
  Added the Centurion's equipment to the Class Equipment section.

VERSION 1.1 - NOVEMBER 23, 2000
  Added information and locations for more items.

VERSION 1.0 - NOVEMBER 11, 2000
  First version of the guide.

=-=
 =-   2)   ITEMS   -=
=-=

This section contains a list of items and information about each one.

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<   EXPENDABLE (CURATIVE)   >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

Heal Leaf

Effect: Restores 100HP to a character.
Target: Character
Description: Leaf of a curative herb that restores 100 Hit Points to a character.

Heal Seed

Effect: Restores 300HP to a character.
Target: Character
Description: Seed of a curative herb that restores 300 Hit Points to a character.

Heal Pack

Effect: Heals 150HP to all characters of a unit.
Target: Unit
Description: Curative herbs that restore 150 Hit Points to all members of a unit.

Power Fruit

Effect: Partially restores a unit's fatigue level.
Target: Unit
Description: Indigenous fruit that restores some stamina to all members of a unit.

Angel Fruit

Effect: Fully restores a unit's fatigue level.
Target: Unit
Description: Wondrous fruit brought to this world by an angel. Restores stamina to all members of a unit.

Revive Stone

Effect: Cures petrification for a character.
Target: Character
Description: Concoction made from cockatrice tail that cures petrification.

Altar of Resurrection

Effect: Revives a fallen character.
Target: Character
Description: Ancient altar that resurrects the dead.

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<   EXPENDABLE (SUPPLEMENTAL)   >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

Champion Statuette

Effect: Raises a character's EXP level by one.
Target: Character
Description: Statuette, modeled after a famous hero, that raises the owner's experience level.

Cup of Life

Effect: Increases HP for a character.
Target: Character
Description: Cup that increases Hit Points of the one who drinks from it.

Sword Emblem

Effect: Raises a character's strength.
Target: Character
Description: Emblem that compels the wearer's spirit and raises their strength.

Bracer of Protection

Effect: Raises a character's vitality.
Target: Character
Description: Bracers that raise vitality and enhance wearer's resistance to physical attacks.

Crown of Intellect

Effect: Raises a character's intelligence.
Target: Character
Description: Crown that communicates with the soul and raises the intelligence of a user.

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-----------------
Goblet of Destiny
-----------------
Effect: Increases (or decreases) a character's luck.
Target: Character
Description: Goblet that alters the destiny of the one who drinks from
             it.

--------------
Mirror of Soul
--------------
Effect: Raises a character's mentality.
Target: Character
Description: Mirror that reflects the inner self and raises the
             mentality of the user.

------------------
Stone of Quickness
------------------
Effect: Raises a character's agility.
Target: Character
Description: Magic stone that enhances the physical attribute and
             raises the agililty of the user.

--------------------
Crystal of Precision
--------------------
Effect: Raises a character's dexerity.
Target: Character
Description: Green crystal that heightens a character's concentration
             and raises dexerity.

--------------------
Scroll of Discipline
--------------------
Effect: Increases a character's alignment.
Target: Character
Description: Lawful scroll that raises the alignment of its reader.

------------
Urn of Chaos
------------
Effect: Decreases a character's alignment.
Target: Character
Description: Pandemonium contained in this urn lowers the alignment of
             the person who looks into it.

-------------
Flag of Unity
-------------
Effect: Boosts the compatibility of a unit's characters.
Target: Unit
Description: Flag emblazoned with the battalion's emblem that bolsters
             harmony within the unit.


<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<   EXPENDABLE (OTHER)                                                   >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
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Quit Gate
---------
Effect: Transports a friendly unit back to your starting stronghold.
Target: Unit
Description: Item that warps the fabric of space and transports an
             entire unit back to headquarters.

----------------
Silver Hourglass
----------------
Effect: Slows down time.
Target: N/A
Description: Magical hourglass that slows the passage of time.

-----------
Dowsing Rod
-----------
Effect: Finds a hidden item on the field map.
Target: N/A
Description: Pair of L-shaped sticks that points to the location where
             items are hidden.

--------------
Love and Peace
--------------
Effect: Can persuade an enemy character to join your army. But first,
        you must have already fought that enemy unit earlier. This may
        not work on all types of characters.
Target: Enemy Unit
Description: Potent magical item that persuades an enemy to join your
             army.


<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<   VALUABLE (TREASURE)                                                  >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
---------------
Dark Invitation
---------------
Purpose: Send Magnus into Quelluan, Zenobian Border to receive the Ring
         of the Dead.
Target: N/A
Location: Enter Banna Barra, Celesis.
Description: Those who seek the ring of the lifeless, come to the
             tavern near the border.
             - Keeper of Dark Knowledge

-----------------
Letter from Gelda
-----------------
Purpose: Take it to Clemona, Blue Basilica to get the Dream Tiara.
Target: N/A
Location: Deliver the Package for Gelda.
Description: Letter from Gelda to the old man in Clemona. It is
             addressed, 'To whom I hold dear to my heart.'

-----------------
Package for Gelda
-----------------
Purpose: Take the package to Boolem, Crenel Canyon, then Elle, Zenobian
```

Border, and finally to Tristle, Soathon to get the Letter from
Gelda.
Target: N/A
Location: Enter Clemona, Blue Basilica.
Description: Package from an old gentleman in Clemona to Gelda. Its
content is unknown.

Dragon's Scale

Purpose: Drop this in Pinneg, Celesis to attract the Divine Dragon.
Target: N/A
Location: Enter Elaine, Fair Heights after you returned to Idorf,
Mylesia with the Dragon Armor and Helm.
Description: Charm given by the barkeep in Elaine. This is purportedly
a scale of the legendary Divine Dragon...

Condrite

Purpose: Take it to Kynora, Mount Ithaca to get the Dragon Armor.
Target: N/A
Location: Buy it in Melphy, Dardunnelles on the 6th of any month.
Description: Meteorite that fell the surface when this world came into
existence. Dragon Armor is made from it.

Bolt of Silk

Purpose: Take it to Billney, Tenne Plains to get the Pure-White Dress.
Target: N/A
Location: Buy it in Melphy, Dardunnelles on the 15th of any month.
Description: Fabric made from the silk of the Sphagnum moth.

```
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<   VALUABLE (PORTABLE)                                                  >>>
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```

Ansate Cross

Effect: Whenever a soldier is promoted, its gender will be the opposite
of the unit's leader. So having a male leader promotes soldiers
into Amazons, and a female leader promotes soldiers into
Fighters.
Target: Unit
Description: Cross that switches the gender of a soldier when promoted.

Censer of Repose

Effect: Causes a unit's fatigue level to restore faster when resting.
Target: Unit
Location: Received on Magnus's 40th birthday.
Description: Censer that generates refreshing scent and accelerates
recovery from fatigue.

Charge Horn

```
Effect: Access all interrupt commands at the start of battle.
Target: Unit
Location: Received on Magnus's 80th birthday.
Description: Horn used to command the troops in battle. All interrupt
             commands become available at the beginning of combat.

-------------------
Figurine of Seipher
-------------------
Effect: Causes a unit to move VERY fast.
Target: Unit
Location: Received on Magnus's 50th birthday.
Description: Figurine of Seipher, the eight-legged horse, that enables
             holder to travel at great speed.

-----------------
Manual of Warfare
-----------------
Effect: Doubles the amount of EXP a unit earns after battle.
Target: Unit
Location: Received on Magnus's 60th birthday.
Description: Manual written by a renowned military officer, that
             confers more experience gained in combat.

--------------
Marching Baton
--------------
Effect: Causes a unit's fatigue level goes up very slowly.
Target: Unit
Location: Received on Magnus's 30th birthday.
Description: Baton used to maintain cadence and reduce fatigue when
             marching.

-----------------
Mastaba's Barrier
-----------------
Effect: Prevents characters in a unit from turning into Zombies.
Target: Unit
Location: Received on Magnus's 70th birthday.
Description: Item known to prevent its owner from becoming undead...
             But, does it really?

--------------
Medal of Vigor
--------------
Effect: Doubles the amount of experience soldiers earn in battle,
        causing soldiers to be promoted much quicker.
Target: Unit
Location: Send Magnus into Edepar, Alba.
Description: Medal that strengthens the leadership of a unit and
             hastens the growth of its leader and soldiers.


=============================================================================
 =-   3)   WEAPONS                                                        -=
=============================================================================
This section contains statistics for the weapons.

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<<<   KEY                                                                  >>>
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<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
STR - Strength
VIT - Vitality
INT - Intelligence
MEN - Mentality
AGI - Agility
DEX - Dexerity

Strike - Strike Resistance
Wind   - Wind Resistance
Fire   - Fire Resistance
Earth  - Earth Resistance
Water  - Water Resistance
Holy   - Holy Resistance
Dark   - Dark Resistance


<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<   FAN                                                                  >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
----------
Battle Fan
----------
Stats: STR +4
Element: Physical
Description: Sturdy fan made of iron plates.

------
Caldia
------
Stats: STR +7, AGI +5, Holy -1, Dark +4
Element: Virtue
Description: Ceremonial heart-shaped fan.


<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<   DOLL                                                                 >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
----------
Marionette
----------
Stats: STR +5
Element: Physical
Description: Wooden doll, articulated with steel wires.

----
Fool
----
Stats: STR +7
Element: Physical
Description: Peculiar doll resembling a jester that conceals numerous
             weapons.

-------------
Heaven's Doll
-------------
Stats: STR +9, Holy -3, Dark +8
Element: Virtue
Description: Angel doll very popular among children.
```

Doll of Curse

Stats: Paralyze Effect, STR +10, Holy +8, Dark -3
Element: Bane
Description: A cursed soul is entrapped in this doll.

Lia Fail

Stats: STR +13, Holy -4, Dark +10
Element: Virtue
Description: Statue set with the Stone of Destiny that confines the
             sentience of a god.

Gallant Doll

Stats: STR +5, VIT +4, INT +4, MEN +4, AGI +4, DEX +4*
Element: Earth/Flame/Water/Wind**
Location: Received on Magnus's 20th birthday.
Description: Doll given as a birthday present. Its power reflects the
             battalion leader's.

* - The statistics of the Gallant Doll will increase as Magnus becomes
    more powerful.

** - The Gallant Doll's element is determined by the element you chose
     at the beginning of the game.

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<   STAFF   >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

Scipplay Staff

Stats: STR +1, INT +3
Element: Physical
Description: Staff carved from the Scipplay Cypress tree.

Arc Wand

Stats: STR +3, INT +5
Element: Physical
Description: Wand favored by experienced spellcasters, which enhances
             the user's magical ability.

Hemlock

Stats: STR +3, INT +11, MEN +1, Wind +6, Earth -2
Element: Earth
Description: Staff carved from an ancient tree, whose roots speard
             throughout the continent of Zeteginia.

Hraesvelg

Stats: STR +4, INT +7, Wind -3, Earth +8
Element: Wind
Description: Staff with a feather of the eagle Hraesvelg on its tip. It
grants the holder mastery over wind.

Phorusgir

Stats: STR +4, INT +10, Fire +8, Water -3
Element: Water
Description: Staff which converts the magical power of its wielder into
blades of ice.

Kerykeion

Stats: STR +4, INT +7, Holy +8, Dark -3
Element: Bane
Description: Staff of Hermes with two serpents intertwined around it.

Airgetlam

Stats: STR +5, INT +12, Holy -3, Dark +8
Element: Virtue
Description: Silver staff, told to have formed from the severed arm of
Nuadu, that heightens its wielder's wisdom.

Totila

Stats: STR +6, INT +8, Fire -3, Water +8
Element: Flame
Description: The staff that spews forth flame and incinerates evil.

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<   MACE   >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

Light Mace

Stats: STR +2, INT +3
Element: Physical
Description: Light, compact mace that is easy to wield.

Baldr Mace

Stats: STR +3, INT +5
Element: Physical
Description: Mace made of Baldr, a metal that increases one's magical
ability.

Gambantein

Stats: STR +3, INT +13, Holy -3, Dark +8
Element: Virtue
Description: Mace blessed by Holp, the god of wisdom, with the power to

```
             pulverize the forces of evil.

--------------
Celestial Mace
--------------
Stats: STR +4, INT +9, Holy -1, Dark +4
Element: Virtue
Description: Holy mace that emits white light from the jewel mounted in
             its head.


<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<   BOW                                                                  >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
---------
Short Bow
---------
Stats: STR +3
Element: Physical
Description: Small, light wooden bow that is portable and easy to
             handle, but lacks strength.

---------
Great Bow
---------
Stats: STR +4
Element: Physical
Description: Long bow reinforced with yak horn.

---------
Baldr Bow
---------
Stats: STR +6, INT +3
Element: Physical
Description: Bow made of Baldr, a metal that increases one's magical
             ability.

------
Ytival
------
Stats: STR +7, Holy -4, Dark +10
Element: Virtue
Description: Bow of pure silver, carried by the holy army when they
             descended from heaven.

----------------
Bow of Sandstorm
----------------
Stats: STR +8, Wind +8, Earth -3
Element: Earth
Description: Legendary bow of the ancient kingdom of Habiram. Its
             arrows never miss their mark, even in a sandstorm.

-------------
Composite Bow
-------------
Stats: STR +10
Element: Physical
Description: Bow made from many materials, giving it more flexibility
             and durabiliy.
```

```
-------------
Bow of Tundra
-------------
Stats: STR +14, Fire +8, Water -3
Element: Water
Description: Found within a massive block of ice, this bow freezes its
             target instantly.

-------------
Ji'ylga's Bow
-------------
Stats: Petrify Effect, STR +16, INT -2, Holy +10, Dark -4
Element: Bane
Description: Great bow made from the bone of Ji'lyga, who was promised
             eternal pleasure for his soul.


<<
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```
------
Stats: STR +13, Wind +4, Earth -1
Element: Earth
Description: It is said that the wielder of this claw attacks with
             ferocity of a wild beast.

----
Lfal
----
Stats: STR +14, Fire -1, Water +4
Element: Flame
Description: Demon's claw, tipped with a portion of hell's inferno.

-----
Vajra
-----
Stats: STR +17, INT +5, Holy -1, Dark +4
Element: Virtue
Description: Unique weapon that changes shape according to its
             wielder's will.


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```
--------
Stats: STR +14, Fire +8, Water -3
Element: Water
Description: Spear found in the lair of the dragon, Isebelg.

------------
Culnrikolnne
------------
Stats: STR +15, INT +2
Element: Physical
Description: Its spearhead is made of the horn of a unicorn, with
             divine inscriptions engraved in it.

-----------------
Lance of Longinus
-----------------
Stats: STR +16, Holy -1, Dark +4
Element: Virtue
Description: Lance of damnation that harms even the gods.

----------
Evil Spear
----------
Stats: STR +17, Holy +6, Dark -2
Element: Bane
Description: Spear of an evil deity that absorbs grief and despair, and
             grants power to its wielder.

----------
Holy Lance
----------
Stats: STR +18, Holy -3, Dark +8
Element: Virtue
Description: Lance of pure silver, carried by the holy army when they
             descended from heaven.

-----
Ignis
-----
Stats: STR +21, Fire -3, Water +8
Element: Flame
Description: Blazing spear tempered with the eternal flame of the
             netherworld.

-------
Brionac
-------
Stats: Sleep Effect, STR +24, INT +6, Holy +10, Dark -4
Element: Bane
Description: Rare magical spear with a will of its own.


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```
Description: Large axe resembling a scythe, sucks the soul from its
             foes.

----
Prox
----
Stats: STR +9, Fire -1, Water +4
Element: Flame
Description: Magical axe that spouts roaring flames at the wielder's
             will.

----------
Urdarbrunn
----------
Stats: STR +9, Fire +3
Element: Water
Description: Axe found in the fountain located at the very bottom of
             the world.

--------
Mjollnir
--------
Stats: STR +10, Wind -1, Earth +4
Element: Wind
Description: Colossal hammer of Thor, the thunder god.

--------
Sanscion
--------
Stats: STR +11, Wind +4, Earth -1
Element: Earth
Description: Hammer with the power of earth used by Galf, the general
             of the netherworld.

-----------
Paua Hammer
-----------
Stats: STR +13
Element: Physical
Description: Hammer that draws out the full potential of its wielder.

---------
Yggdrasil
---------
Stats: STR +18, Wind +10, Earth -4
Element: Earth
Description: Huge wooden club carved from the branch of Yggdrasil, the
             world tree.

---------
Heavy Axe
---------
Stats: STR +23
Element: Physical
Description: Steel axe capable of splitting a large tree in two with a
             single stroke.

--------------
Dagda's Hammer
--------------
```

```
Stats: Paralyze Effect, STR +26, Holy +15, Dark -5
Element: Bane
Description: Hammer which arose from the blood of Dagda, god of life
             and death. One of the Arcane Instruments of Bane.


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             nickname, Winter General.

-----------
Aqua Hammer
-----------
Stats: STR +15, Water -3
Element: Water
Description: The beautiful hammer told to have arisen from the tear of
             Basque, god of the sea.

-----
Euros
-----
Stats: STR +16, AGI +5, Wind -1, Earth +6
Element: Wind
Description: Hammer that holds the power of Euros, god of the east
             wind. One of the four Relics of Wind.

-----------
Axe of Wyrm
-----------
Stats: STR +18, Earth -3
Element: Earth
Description: Broad-bladed axe designed to slay dragons, often used for
             execution.

----------------
Celestial Hammer
----------------
Stats: STR +19, Holy -3
Element: Virtue
Description: Holy hammer engraved with the ten commandments of Filarhh,
             the sun god.

--------------
Bloody Cleaver
--------------
Stats: STR +21, Holy +10, Dark -4
Element: Bane
Description: Huge, blood-drenched cleaver.

--------
Gramlock
--------
Stats: STR +23, Fire -5, Water +15
Element: Flame
Description: The axe of flame forged at Muspellheim.


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-----
Estoc
-----
Stats: STR +6
Element: Physical
Description: Light, sharp-tipped sword with a knuckle guard on its
             hilt.

-------------
Peridot Sword
-------------
Stats: STR +7, Fire +4, Water -1
Element: Water
Description: Sword made from a frozen peridot.

---------------
Needle of Light
---------------
Stats: STR +7, Dark +3
Element: Virtue
Location: Buy it at Melphy, Dardunnelles on the 21st of any month.
Description: Thin blade of light created by the element of virtue.

-----------
Main Gauche
-----------
Stats: STR +8
Element: Physical
Description: Dagger used for parrying attacks. It has a peculiar shape,
             but is very easy to handle.

-------------------
Sword of Dragon Gem
-------------------
Stats: STR +13
Element: Physical
Description: Sword chiseled from a Dragon Gem, a jewel with the ability
             to communicate with dragons.


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------------------
Stats: STR +11
Element: Physical
Description: The legendary warsword of Sigurd.

--------
Kusanagi
--------
Stats: STR +11, Dark +2
Element: Virtue
Description: Sacred sword found in the tail of a dragon. It looks
             tarnished, but emits bright light when brandished.

---------
Matsukaze
---------
Stats: STR +12, DEX +4, Wind -1, Earth +4
Element: Wind
Description: Daito, exotic long sword of the East, with the power to
             create blades of wind.

---------------
Malachite Sword
---------------
Stats: STR +12, Fire +4, Water -1
Element: Water
Description: Sword forged in the netherworld that freezes what it hits.

---------
Kagari-bi
---------
Stats: STR +13, DEX +4, Fire -1, Water +4
Element: Flame
Description: Daito, exotic long sword of the East, that becomes
             engulfed in flame when brandished.

-------
Sigmund
-------
Stats: STR +14, Wind -3, Earth +8
Element: Wind
Description: Sword tempered with lightning by Thor.

--------
Durandel
--------
Stats: STR +14, Holy +8, Dark -3
Element: Bane
Description: The lost technology of the ancient Mistralians entrapped
             the power of bane in this sword.

-----------
Sonic Blade
-----------
Stats: STR +15
Element: Physical
Description: Legendary long sword carved from a scale of the elder
             dragon.

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```
Sword of Tiamat
---------------
Stats: STR +15
Element: Physical
Location: Defeat the Divine Dragon, Grozz Nuy, in Pinneg, Celesis.
Description: Dragon slayer made of Tiamat's fang.

-------
Yu-giri
-------
Stats: STR +17, Fire +8, Water -3
Element: Water
Description: Daito, exotic long sword of the East, whose blade is
             bedewed at all times.

-------
Balmung
-------
Stats: STR +19
Element: Physical
Description: Two-handed sword made from the claw of the evil dragon,
             Fafnir.

----------
Chaladholg
----------
Stats: STR +22, Holy -4, Dark +10
Element: Virtue
Description: Holy sword, also known as the Demon Slayer, for beheading
             countless evil beings.

----------
Ogre Blade
----------
Stats: STR +25, INT -4, Holy +15, Dark -10
Element: Bane
Description: Gigantic weapon forged by the Ogre; its form is too
             irregular and unrefined to be acknowledged as a sword.


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```
-----------
Stats: STR +7, VIT +5, Wind +4, Earth -1
Element: Earth
Description: Sword chiseled from an ancient boulder, believed to
             contain the spirit of a god.

--------
Falchion
--------
Stats: STR +8
Element: Physical
Description: Curved single-edged sword with a broad blade designed to
             slash the opponent.

------------------
Sword of Firedrake
------------------
Stats: STR +8, Fire -1, Water +4
Element: Flame
Description: A dragon slayed made from the scale of a firedrake.

---------
Glamdring
---------
Stats: STR +9, Water +3
Element: Flame
Description: Forged by an Elven blacksmith, the blade of this sword
             emits an unceasing red glow.

-------------
Blessed Sword
-------------
Stats: STR +9, INT +3, Dark +3
Element: Virtue
Description: Baldr sword blessed by a priest.

----------
Sum Mannus
----------
Stats: STR +11, Wind -1, Earth +4
Element: Wind
Description: Sword of lightning made from the scale of a thunder
             dragon.

---------
Ice Blade
---------
Stats: STR +13, Fire +4, Water -1
Element: Water
Description: Sword chiseled from unmelting ice.

----------
Dainslaif
---------
Stats: STR +14, Holy +4, Dark -1
Element: Bane
Description: Bloodthirsty sword which urges the wielder to fight.

---------------
Noish's Promise
```

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---------------
Stats: STR +15, MEN +11
Element: Physical
Location: Received on Magnus's 99th birthday.
Description: The altered form of a young man, who transformed himself
             to search for the lost soul of his true love.

--------------
Adamant Katana
--------------
Stats: STR +16, Wind +8, Earth -3
Element: Earth
Description: Broad-bladed sabre tempered in the eastern kingdom of
             Zipang.

----------
Evil Blade
----------
Stats: Sleep Effect, STR +17, Holy +8, Dark -3
Element: Bane
Description: Fiendish sword used by the swordsmen of the netherworld.

---------
Flamberge
---------
Stats: STR +18
Element: Physical
Description: A greatsword with an undulating blade, often used for
             ceremonial purposes.

----------
Laevateinn
----------
Stats: STR +18, Fire -3, Water +8
Element: Flame
Description: The flaming sword of Surt, said to consume the world by
             fire at the time of Ragnarok.

--------------
Nephrite Sword
--------------
Stats: STR +18, Fire +8, Water -3
Element: Water
Description: Sword made of jade which contains the power of unholy
             water.

---------
Penitence
---------
Stats: STR +18, Holy -1, Dark +4
Element: Virtue
Description: Holy sword said to have been brought from the heavens by a
             fallen angel.

-----
Notos
-----
Stats: STR +19, AGI +5, Wind -2, Earth +7
Element: Wind
Description: Sword that holds the power of Notos, god of the south
```

wind. One of the four Relics of Wind.

Oracion

Stats: STR +21, Holy -3, Dark +8
Element: Virtue
Description: A shining sword of virtue which grants the wielder the ability to communicate with the gods.

Fafnir

Stats: STR +22
Element: Physical
Description: The sword used by an ancient hero to slay the evil dragon Fafnir.

<<

```
Stats: STR -2, INT +10, Fire +10, Water -5
Element: Drakonite
Location: Near Caralla, Argent.
Description: Rare tome written by the ancient Drakonites. It
             instanteously freezes the atmosphere.

------------
Book of Bane
------------
Stats: INT +5, Holy +4, Dark -1
Element: Bane
Description: Book of incantations that channels the power of Asmodee,
             the god of bane, into magical spells.

-------------
Book of Water
-------------
Stats: INT +4, Fire +4, Water -1
Element: Water
Description: Book of incantations that channels the power of the water
             god, Grueza, into magical spells.

-------------
Book of Earth
-------------
Stats: INT +4, Wind +4, Earth -1
Element: Earth
Description: Book of incantations that channels the power of the earth
             god, Berthe, into magical spells.

-------------
Book of Flame
-------------
Stats: INT +4, Fire -1, Water +4
Element: Flame
Description: Book of incantations that channels the power of the flame
             god, Zoshonel, into magical spells.

------------
Book of Wind
------------
Stats: INT +4, Wind -1, Earth +4
Element: Wind
Description: Book of incantations that channels the power of the wind
             god, Harnella, into magical spells.


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 =-   4)   ARMOR                                                          -=
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This section contains statistics for the armor.

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<<<   KEY                                                                      >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
STR - Strength
VIT - Vitality
INT - Intelligence
MEN - Mentality
AGI - Agility
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DEX - Dexerity

Strike - Strike Resistance
Wind   - Wind Resistance
Fire   - Fire Resistance
Earth  - Earth Resistance
Water  - Water Resistance
Holy   - Holy Resistance
Dark   - Dark Resistance


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             snow.

---------
Hachigane
---------
Stats: Strike +2
Element: Physical
Description: Headband adorned with iron plates to protect its wearer.

-----------
Hannya Mask
-----------
Stats: MEN +2, AGI +2, Strike +3
Element: Physical
Description: The mask of Hannya, female demon portrayed as the
             incarnation of agony, hatred, and rage.

------------
Ice Bandanna
------------
Stats: Strike +3, Fire +5, Water -2
Element: Water
Description: Magical bandanna woven with the breath of a snow spirit.

--------------
Celestial Veil
--------------
Stats: Petrify Invalid, INT +4, Strike +4, Holy -4, Dark +8
Element: Virtue
Description: Beautiful veil that protects the wearer from darkness.

----------
Red Branch
----------
Stats: DEX +10, Strike +5, Wind -1, Earth +4
Element: Wind
Location: Send Liedel into Inze, Fair Heights.
Description: Hat with red brances attached like antlers. It sharpens
             the wearer's concentration.


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-----------
Dragon Helm
-----------
Stats: Strike +4, Fire +4
Element: Physical
Location: Go into Idorf, Mylesia to learn about the Dragoon equipment.
          Enter Burgunny, Gunter Piedmont during the night. Then enter
          it again during the day. Go to Senal, Volmus and return to
          Burgunny. Visit Burgunny another time (during the day) to buy
          a Dragon Helm.
Description: Sturdy helm made of dragon skull. Very effective against
             dragon attacks.

-----
Armet
-----
Stats: Strike +4
Element: Physical
Description: Iron helm that covers the entire head; it offers good
             protection, but decreases visibility.

----------
Baldr Helm
----------
Stats: INT +1, Strike +5
Element: Physical
Description: Helm made of Baldr, a metal that increases one's magical
             ability.

-------------------
Helm of Thunderclap
-------------------
Stats: Strike +6, Wind -2, Earth +8
Element: Wind
Description: Helm fabled to have originated from the war cry of the
             thunder god, Thor.

--------------------
Helm of the Fearless
--------------------
Stats: STR +20, AGI -15, DEX +5, Strike +6, Holy +3, Dark -1
Element: Bane
Location: Send Asnabel into Kinseya, Gunther Piedmont.
Description: Helm worn a swordmaster who has vanquished one hundred
             opponents.

-----------
Freude Helm
-----------
Stats: Sleep Invalid, MEN +2, Strike +7, Holy -4, Dark +10
Element: Virtue
Description: Holy helm, blessed by Filarhh the sun god, that repels the
             power of evil.

---------
Ogre Helm
---------
Stats: STR +5, INT -5, Strike +8, Holy +10, Dark -5
Element: Bane
Description: Helm forged by the Ogre; It is very heavy, but provides
```

exceptional protection.

<<

```
             Earth.

Crystal Guard
-------------
Stats: Strike +12, Fire +8, Water -3
Element: Water
Description: Beautiful shield made of a transparent crystal-like
             substance.

--------------
Saint's Shield
--------------
Stats: Paralyze Invalid, Strike +16, Holy -5, Dark +15
Element: Virtue
Description: Shield inscribed with King Oberon's name, granting
             additional protection to the wielder.

------------
Tower Shield
------------
Stats: Strike +16
Element: Physical
Description: A cumbersome rectangular shield which, in return, provides
             good protection.


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```
Terra Shield
------------
Stats: Strike +8, Wind +8, Earth -3
Element: Earth
Description: Small shield of the Dryad, the forest nymph, that
             increases the power of the Earth.

----------
Ice Shield
----------
Stats: Strike +8, Fire +8, Water -3
Element: Water
Description: Small shield made by Firbolg, the frost giant, that
             increases the power of water.


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```
Stats: INT +5, Strike +4
Element: Physical
Description: Expensive coat made from the fur of a carnivorous beast.

------------
Feather Suit
------------
Stats: INT +7, Strike +5, Wind -2, Earth +6
Element: Wind
Description: Magical suit woven with feathers of the fabled giant
             condor, grants the protection of wind to the wearer.

--------
Heat-Tex
--------
Stats: INT +7, Strike +5, Fire -2, Water +6
Element: Flame
Description: Crimson garment created with high-tech magic and a new
             synthetic material.

------------
Forest Tunic
------------
Stats: INT +7, Strike +5, Wind +6, Earth -2
Element: Earth
Description: Dark-green tunic tailored by the elves. It makes the
             wearer difficult to find in the forest.

----------
Misty Coat
----------
Stats: INT +7, Strike +5, Fire +6, Water -2
Element: Water
Description: Mystical coat decorated with blue crystals that hold the
             magical power of water.

--------
Stardust
--------
Stats: INT +8, Strike +7, Holy -3, Dark +8
Element: Virtue
Description: Beautiful dress bejeweled with fragments of a shooting
star.


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Element: Physical
Description: Garment commonly worn by clerics, providing peace and
             serenity to its wearer.

----
Robe
----
Stats: Strike +2
Element: Physical
Description: Long, flowing robe. It is thin and light, but not very
             durable.

---------------
Magician's Robe
---------------
Stats: INT +5, Strike +3
Element: Physical
Description: Robe woven with the threads of Baldr, a metal that
             increases one's magical ability.

----------------
Vestment of Wind
----------------
Stats: INT +5, Strike +4, Wind -4, Earth +10
Element: Wind
Description: Replica of the robe worn by the Skyfarer, in an ancient
             relief.

-----------------
Vestment of Flame
-----------------
Stats: INT +5, Fire -4, Water +10
Element: Flame
Description: Cloak covered with firedrake scales, protecting the wearer
             from cold.

-----------------
Vestment of Earth
-----------------
Stats: INT +5, Strike +4, Wind +10, Earth -4
Element: Earth
Description: Magical garment that imparts the power of earth to the
             wearer.

-----------------
Vestment of Water
-----------------
Stats: INT +5, Strike +4, Fire +10, Water -4
Element: Water
Description: Garment worn by priests of Titania, Queen of the fairies,
             blessed by the water elemental.

----------------
Robe of the Wise
----------------
Stats: INT +6, Strike +5
Element: Physical
Description: Robe with crystals attached to it, heightening its
             wearer's magical ability.
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------------
Phoenix Robe
------------
Stats: INT +7, Strike +5, Fire -5, Water +15
Element: Flame
Description: Robe woven with feathers of the immortal Phoenix.

-------------
Cloak of Oath
-------------
Stats: INT +7, MEN +5, Strike +5, Holy -4, Dark +10
Element: Virtue
Description: Cloak worn by those who dedicate their lives as a saint.

-----------------
Bloodstained Robe
-----------------
Stats: INT +10, MEN +5, Strike +6, Holy +15, Dark -5
Element: Bane
Description: Robe drenched with demon's blood, shrouding everything
             near it in darkness.


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very heavy but provides excellent protection.

Wind Armor

Stats: Strike +17, Wind -3, Fire +8
Element: Wind
Description: Magical full-body armor that protects its wearer with a strong whirlwind.

Breidablick

Stats: Strike +17, Fire +8, Water -3
Element: Water
Description: Mist emitted from this full-body armor hides its wearer from sight.

Rune Plate

Stats: INT +3, Strike +18, Holy -4, Dark +10
Element: Virtue
Description: Baldr armer engraved with runic inscriptions.

Southern Cross

Stats: Strike +20, Holy -1, Dark +3
Element: Virtue
Location: First, you must have the Dream Tiara, the Ansate Cross from Karya, Zenobian Border, Pedras of Bane and Virtue, and a high Chaos Frame. Then enter Vulge, Latium to learn about an angel that appears in a church. Send Magnus into Gothpicci (also in Latium) between 12AM and 4AM. If you have met the requirements, an archangel will give you the Southern Cross armor.
Description: Armor said to have been worn by the ancient gods. It is decorated with the Southern Cross.

Armor of Death

Stats: Strike +21, Holy +15, Dark -5
Element: Bane
Description: Full-body armor known to gradually absorb the life essence of its wearer.

Ogre Armor

Stats: STR +10, INT -5, Strike +25, Holy +8, Dark -4
Element: Bane
Description: Full-body armor forged by the Ogre; it is very heavy, but provides exceptional protection.

Diadora's Song

Stats: Strike +26

```
Element: Physical
Location: Received on Magnus's 90th birthday.
Description: Armor imbued with the spirit of a girl separated from her
             lover. Her sorrowful singing can be heard within it.


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Hwail Mail

Stats: Strike +15, Fire +10, Water -4
Element: Water
Description: Armor modeled after Hwail, an enormous aquatic monster that dwells in the Sea of Oberro.

Bloodstained Armor

Stats: Strike +17, Holy +15, Dark -5
Element: Bane
Description: Armed dyed with black blood to gain the power of darkness. Evil spirits accompany the armor.

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```
Scale Armor
-----------
Stats: Strike +7
Element: Physical
Description: Leather armor strengthened with wyvern's scales.

-------------
Thunder Chain
-------------
Stats: Strike +8, Wind -2, Earth +5
Element: Wind
Description: Chain mail charged with lightning that protects its wearer
             by periodically discharging eletricity.

-------------
Flame Leather
-------------
Stats: Strike +8, Fire -3, Water +8
Element: Flame
Description: Leather armor branded with the seal of flame. It protects
             its wearer with a magical coat of fire.

---------
Ice Chain
---------
Stats: Strike +8, Fire +5, Water -2
Element: Water
Description: Froze chain mail that protects its wearer by emitting
             breaths of cold.

-----------
Terra Armor
-----------
Stats: Strike +9, Wind +8, Earth -3
Element: Earth
Description: Hard leather engraved with the symbol of earth. It
             provides its wearer with the power of earth.


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Dark - Dark Resistance

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Provides protection from thunder and lightning.

Blue Sash

Stats: MEN +1, Strike +1
Element: Physical
Description: Piece of cloth draped across the shoulders. It is a traditional Indigan attire.

Dream Tiara

Stats: INT +4, Holy +8, Dark -3
Element: Virtue
Location: Deliver the Letter from Gelda to Clemona, Blue Basilica.
Description: Crown that rewards its wearer with a noble heart and healthful body.

Elder's Sign

Stats: Paralyze Invalid, INT +6, Holy -4, Dark +10
Element: Virtue
Description: Charm that grants its wearer vast amounts of knowledge, told to be as ancient as the gods themselves.

Feather of Archangel

Stats: INT +12, Holy -5, Dark +15
Element: Virtue
Description: Feather that bestows the protection of an archangel upon its owner.

Firecrest

Stats: Strike +20, Wind +20, Fire +20, Earth +20, Water +20, Holy +20, Dark +20
Element: Physical
Location: Northwest of Queshay, Vert Plateau.
Description: Legendary red gem that holds the spirit of the Divine Dragon.

Glass Pumpkin

Stats: Holy +1
Element: Physical
Description: Magic pumpkin created by Deneb, the beautiful witch of Zenobia.

Ring of Branding

Stats: STR -6, INT +13, Holy +8, Dark -6
Element: Bane
Description: Unholy ring used to brand sinners with the insignia of the demon.

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-----------------
Ring of Eloquence
-----------------
Stats: STR -10, INT +10
Element: Physical
Description: Magic ring that increases the potency of its wearer's
             incantations.

----------------
Ring of the Dead
----------------
Stats: INT +6, Holy -4, Dark +10
Element: Bane
Location: Deliver Dark Invitation from Banna Barra, Celesis to
          Quelluan, Zenobian Border to receive the ring.
Description: Magic ring requisite to becoming immortal.

------
Rosary
------
Stats: STR +3, Dark +2
Element: Virtue
Description: Silver cross and beads carried by priests.

-----
Tunic
-----
Stats: Strike +3
Element: Physical
Description: Sleeveless cloak worn over armor for decorative purpose.

--------------
Valiant Mantle
--------------
Stats: Strike +3
Element: Physical
Description: Durable mantle made of thick leather. Much effort is
             required to pierce it.


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               | Pointy Hat         |     100 Goth |
--------------- -------------------- --------------
Sorceress      | Scipplay Staff     |     20 Goth  |
               | Witch's Dress      |     80 Goth  |
               | Spellbook          |    100 Goth  |
               | Amulet             |     40 Goth  |
--------------- -------------------- --------------
Cleric         | Light Mace         |     30 Goth  |
               | Cleric's Vestment  |     50 Goth  |
               | Rosary             |     50 Goth  |
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	Hard Leather	150 Goth
	Plumed Headband	60 Goth
Dragon Master	Estoc	250 Goth
	Scale Armor	200 Goth
	Plumed Headband	60 Goth
Freya	Thunder Spear	320 Goth
	Baldr Mail	250 Goth
	Buckler	40 Goth
	Armet	120 Goth
Siren	Arc Wand	150 Goth
	Fur Coat	250 Goth
	Spellbook	100 Goth
	Amulet	40 Goth
Princess	Battle Fan	N/A
	Pure-White Dress	N/A
	Spellbook	100 Goth
	Dream Tiara	N/A
Priest	Baldr Mace	180 Goth
	Robe of the Wise	300 Goth
	Rosary	50 Goth
Centurion	Baldr Sword	150 Goth
	Plate Armor	230 Goth
	Kite Shield	70 Goth
	Armet	120 Goth

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CLASS NAME	EQUIPMENT	COST OF ITEM
Hawkman	Halt Hammer	110 Goth
	Leather Armor	60 Goth
	Bandanna	20 Goth
Vultan	Baldr Club	220 Goth
	Hard Leather	150 Goth
	Hachigane	40 Goth
Raven	Baldr Axe	300 Goth
	Hard Leather	150 Goth
	Armet	120 Goth

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Bandanna.............20
Iron Helm............30
Hachigane............40
Short Sword..........20
Short Bow............30
Leather Whip.........60
Halt Hammer..........110
Iron Claw...........170
Round Shield.........20
Old Clothing.........10
Torn Cloth...........10
Ninja's Garb.........50
Leather Armor........60
Chain Mail..........120


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Bone Helm.............50
Jin-gasa..............50
Rapier................30
Halt Hammer...........110
Bastard Sword........180
Spellbook............100
Cloth Armor...........20


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Great Bow.............90
Marionette...........120
Baldr Sword..........150
Book of Wind.........200
Book of Flame........200
Book of Earth........200
Book of Water........200
Annihilation......30,000*
Round Shield..........20
Leather Armor.........60
Witch's Dress.........80
Chain Mail...........120
Hard Leather.........150

* - The Book of Annihilation's cost starts at 30,000 Goth, and its
price goes up by 20 Goth as each full day passes. The highest the price
can ever be is 60,000 Goth.


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Arc Wand.............150
Thunder Spear........320
Spellbook............100
Buckler..............40
Magician's Robe......120
Baldr Mail...........250
Amulet...............40


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Large Shield.........180
Tower Shield.........350
Plate Mail...........210
Heavy Armor..........650


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```
Location: Lobini

------------------------
Item               Price
------------------------
Baldr Helm...........170
Baldr Sword..........150
Glamdring............400
Blessed Sword........400
Flachion.............400
Sum Mannus...........500
Kite Shield..........70
Baldr Shield.........250
Plate Armor..........230
Baldr Armor..........420


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```
Location: Castle Renevue

------------------------
Item               Price
------------------------
Hachigane.............40
Hannya Mask..........180
Iron Claw............170
Baldr Claw...........280
Cyanic Claw..........320
Ninja's Garb..........50
Hwail Mail...........900


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Naga Ring.....250
Snow Orb.....250

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in the FAQ, it WILL be ignored.

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