

Atk :765
Acy :1
Def :1
Run :1
Type :--

Opuscule <Book>

A book from a subterranean library destroyed millenia ago.

Atk :60
Acy :30
Def :0
Run :0
Type :--

Porno Magazine <Book>

Better hide this from your parents!

Atk :3
Acy :10
Def :0
Run :0
Type :--

Rabionis <Book>

A book with pages yellowed by age. Its text is written in blood.

Atk :70
Acy :10
Def :0
Run :0
Type :--

Seventh Sun <Book>

A book written in a long forgotten eastern language.

Atk :500
Acy :10
Def :0
Run :50
Type :--

Tome <Book>

A book full of notes and magical research.

Atk :20
Acy :10
Def :0
Run :0
Type :--

Tractate <Book>

A book covered in the hides of various animals.

Atk :120
Acy :10
Def :0
Run :0
Type :--

Yellow Kings <Book>

A book with red pages written in a bright yellow ink.

Atk :60
Acy :0
Def :1
Run :0

Def :0
Run :0
Type :--

Glaive <Spear>

A pole with a sabre blade on the tip.

Slice:210
Stab :424
Acy :0
Def :0
Run :0
Type :--

Gungnir <Spear>

Odin's spear used during Ragnarok. It seems to have a life of its own...

Slice:96
Stab :122
Acy :5
Def :1
Run :5
Type :--

Halbert <Spear>

The halbert combines the best qualities of the axe and spear.

Slice:105
Stab :105
Acy :5
Def :0
Run :0
Type :--

Mecha-Halbert <Spear>

A strange mechanical weapon of unique design.

Slice:200
Stab :210
Acy :6
Def :0
Run :0
Type :--

Naginata <Spear>

A lightweight polearm in the Japanese style.

Slice:600
Stab :900
Acy :60
Def :0
Run :0
Type :--

Polearm <Spears>

A blade on the end of a pole.

Slice:850
Stab :150
Acy :0
Def :0
Run :0
Type :--

Tidal Axe <Spears>

A halbert with enchanted water forged into its steel.

Slice:840
Stab :640
Acy :10
Def :0
Run :0
Type :Water

(S W O R D S)----- (S W O R D S)
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Damascus <Sword>  
A light, quick sword. It is flexible but durable.  
Slice:350  
Stab :315  
Acy :5  
Def :0  
Run :0  
Type :--  
Acquire: Miguel Village in the future

Demon Hand <Sword>  
This sword gets blacker with every deadly blow it delivers.  
Slice:1300  
Stab :1100  
Acy :10  
Def :0  
Run :0  
Type :Darkness  
Acquire: Use a Rune Bottle on a ?Weapon (dropped in Moria Gallery)

Destroyer <Sword>  
A sword that consumes TP, but increases critical hit rate.  
Slice:630  
Stab :290  
Acy :10  
Def :0  
Run :0  
Type :--  
Acquire: Freezekill in the Future

Dragon Tooth <Sword>  
A sword made from the tooth of a giant dragon.  
Slice:220  
Stab :750  
Acy :30  
Def :0  
Run :0  
Type :Earth  
Acquire: Use a Rune Bottle on a ?Weapon (dropped in Volt's Cavern)

Duelist's Sword <Sword>  
A sword presented by kings in knighthood ceremonies.  
Slice:800  
Stab :780  
Acy :10  
Def :0  
Run :0  
Type :Earth  
Acquire: Use a Rune Bottle on a ?Weapon (Ayflite's Treasure Quest)

Epee <Sword>

A rapier. It is sharper and lighter than most.

Slice:8

Stab :26

Acy :25

Def :0

Run :0

Type :--

Acquire: Alvanista in the Past

Eternal Sword <Sword>

A sword that embodies all the mysteries of time and space.

Slice:910

Stab :910

Acy :10

Def :0

Run :0

Type :--

Acquire: Take the Flamberge and Vorpall swords to the Heimdal Stone  
in the Treant's Forest in the Future

Excalibur <Sword>

A sword given to an ancient paladin by God.

Slice:1390

Stab :1390

Acy :50

Def :0

Run :0

Type :Darkness

Acquire: Use a Rune Bottle on a ?Weapon (Moria Gallery - Future)

Flamberge <Sword>

Odin's legendary weapon. Fire envelopes the blade.

Slice:900

Stab :900

Acy :10

Def :0

Run :0

Type :Fire

Acquire: Received after defeating Flambelk at Odin's Tower

Flaming Sword <Sword>

This blade burns victims with a searing flame.

Slice:580

Stab :595

Acy :20

Def :0

Run :0

Type :Fire

Acquire: Buy as a ?Weapon in Olive Village (Future)

Holy Sword <Sword>

A sword enchanted by high priests.

Slice:480

Stab :480

Acy :30

Def :0

Run :0

Type :Light

Acquire: Buy as a ?Weapon at Alvanista in the future

Ice Coffin <Sword>

A sword containing the soul of a slain ice dragon.

Slice:595

Stab :580

Acy :10

Def :5

Run :0

Type :Water

Acquire: Buy as a ?Weapon at Ary in the future

Ice Scimitar <Sword>

A sword with a blade as cold as ice.

Slice:108

Stab :60

Acy :15

Def :0

Run :0

Type :Water

Knight's Sabre <Sword>

A sword used by Euclid's elite black armored guards.

Slice:15

Stab :8

Acy :10

Def :0

Run :0

Type :Fire

Laser Blade <Sword>

A technological creation that creates a blade of light energy.

Slice:850

Stab :650

Acy :60

Def :0

Run :0

Type :Light

Longsword <Sword>

A standard longsword about three feet in length.

Slice:5

Stab :5

Acy :0

Def :0

Run :0

Type :--

Lucky Blade <Sword>

A sword that increases the holder's luck.

Slice:800

Stab :800

Acy :80

Def :0

Luck :50

Type :--

Moon Falux <Sword>

A sword with a faint glow to it.

Slice:260

Stab :200  
Acy :10  
Def :0  
Run :0  
Type :Light

Muramasa <Sword>

This blade is so sharp, no pain is felt from the wounds it inflicts.

Slice:910  
Stab :780  
Acy :100  
Def :5  
Run :0  
Type :Earth

Rapier <Sword>

A sword designed to stab enemies.

Slice:2  
Stab :9  
Acy :20  
Def :0  
Run :0  
Type :--

Sabre <Sword>

A slashing sword.

Slice:8  
Stab :5  
Acy :0  
Def :0  
Run :0  
Type :--

Saint's Rapier <Sword>

A holy sword used by crusading paladins.

Slice:300  
Stab :1600  
Acy :10  
Def :0  
Run :0  
Type :Light

Sharp Sabre <Sword>

A sabre capable of delivering a thin slice.

Slice:25  
Stab :18  
Acy :0  
Def :0  
Run :0  
Type :--

Sinclair <Sword>

A well-made sabre.

Slice:424  
Stab :220  
Acy :0  
Def :0  
Run :0  
Type :--



Type :--

Cloak <Armor>

A thick warm cloak.

Def :3

Run :0

Type :--

Dark Robe <Armor>

The dark robe of a witch.

Acy :15

Def :50

Run :15

Type :Earth,Water,Fire,Lightning

Gaia Armor <Armor>

Armor created by golem blacksmiths.

Def :60

Run :0

Type :Water, Fire, Lightning, Light, Dark

Mytril Mesh <Armor>

Chain mail made of Mythril, an enchanted silver.

Def :18

Run :0

Type :Holy

Plate Mail <Armor>

Interlocking metal plates to cover the entire body.

Def :4

Run :0

Type :--

Ring Mail <Armor>

Discs of metal woven together provide excellent protection.

Def :7

Run :0

Type :--

Silver Cloak <Armor>

A cloak woven from silver threads.

Def :12

Run :25

Type :--

Splint Mail <Armor>

A shirt of plates and rings covers the upper body.

Def :9

Run :0

Type :--

Star Cloak <Armor>

A cloak that glows like the clouds in the night sky.

Def :55

Run :0

Type :Water,Darkness

Tunic <Armor>

A leather tunic.

Def :18







Type :--

Knight Helm <Helmet>

A standart issue helm for knights.

Def :10

Run :0

Type :--

Leather Hat <Helmet>

A leather cap.

Def :1

Run :0

Type :--

Mage Ribbon <Helmet>

An imbued ribbon.

Def :25

Run :0

Type :--

Mitre <Helmet>

A hat worn by clerics and priests.

Def :3

Run :5

Type :--

Paladin Helm <Helmet>

A helm kings give to knights who have been decorated in battle.

Def :19

Run :0

Type :--

Panama Hat <Helmet>

A hat for naturalists.

Def :5

Run :5

Type :--

Rare Helm <Helmet>

Houses the soul of Aegis, an ancient blacksmith.

Def :20

Run :0

Type :Thunder

Ribbon <Helmet>

A pink ribbon.

Def :2

Run :0

Type :--

Silk Hat <Helmet>

A stylish, well-made hat.

Def :12

Run :0

Type :--

Star Cap <Helmet>

An enchanted cap to protect the wearer.

Def :16

Run :0





Just pop this up and watch yourself gain 10 pounds!

Max Food:2000

Cheese <Food>

A standard hunk of cheddar.

Max Food:400

Chicken <Food>

A meat for the health concious.

Max Food:100

Creamy Cheese <Food>

A nice cammembert.

Max Food:20

Dragon Steak <Food>

This beef has been spiced to taste like dragon meat.

Max Food:2000

Egg <Food>

An egg. One of the ingredients of oden.

Max Food:80

Japanese Apple <Food>

This is a very special apple!

Max Food:1000

Mackerel <Food>

A mackerel. Smells kinda funny.

Max Food:2000

Miso <Food>

It's miso. One of the ingredients of oden.

Max Food:1000

Oden <Food>

A tasty bowl of oden!

Max Food:22200

Pork Roast <Food>

Pork. The other white meat.

Max Food:1000

Pudding <Food>

A potato based pudding. It's very sweet!

Max Food:60

Radish <Food>

A potent flavored vegetable. One of the ingredients of oden.

Max Food:100

Seafood <Food>

A sushi grab-bag!

Max Food:300

Seaweed <Food>

It's seaweed. One of the ingredients of oden.

Max Food:2

Sirloin Steak <Food>



Green Torch <Supply>

A torch with a green flame. Gives off a soft green light.

Guinness <Supply>

A trading good. Now THIS is beer. "A Guinness a day is good for you".

Holy Bottle <Supply>

A bottle containing holy essence to ward off enemies.

Hourglass <Supply>

Use this to stop enemies from moving around for a while.

Ivory Tusk <Supply>

A trading good. The ivory from a dead boar.

Lavender <Supply>

This mythical herb increases one's Strength rating by 1.

Lemon Gummy <Supply>

A lemon flavored gelatin medicine. Restores 60% of your HP.

Life Bottle <Supply>

The water of life revives a dead ally.

Lipstick <Supply>

Use this to make your lips sexy! Try flirting at shops!

Lotus Perfume <Supply>

Makes you more alluring. Use it to get a 50% discount at stores!

Mah Jong Tile <Supply>

Great for a quick game or to throw at some enemies!

Medicinal Herb <Supply>

A trading good. An ancient Chinese remedy.

Medicine Bottle <Supply>

Cures poison, but reduces your Strength by 20% if used in battle.

Mixed Gummy <Supply>

A strange flavored gelatin medicine. Restores 30% of your HP and TP.

Miracle Gummy <Supply>

A great flavored gelatin medicine. Restores 60% of your HP and TP.

Orange Gummy <Supply>

An orange flavored gelatin medicine. Restores 30% of your TP.

Painting <Supply>

A trading good. A traditional Japanese painting.

Pick-axe <Supply>

Use to break down thin stone walls.

Pine Gummy <Supply>

A pine flavored gelatin medicine. Restores 60% of your TP.

Red Lantern <Supply>

A lantern with a red flame. Gives off a soft red light.

Red Lavender <Supply>

This mythical herb increases one's Strength rating by 2.

Red Sage <Supply>

This mythical herb increases one's HP rating by 10%.

Red Savory <Supply>

This mythical herb increases one's TP rating by 10%.

Red Verbana <Supply>

This mythical herb increases one's Agility rating by 2.

Remedy Bottle <Supply>

A cure-all medicine for ailments.

Rope <Supply>

A must-have for anyone venturing into caves or climbing mountains!

Rune Bottle <Supply>

Use this to identify unknown items or transform some items.

S-Flag <Supply>

A trading good. A flag with a large 'S' painted on it.

Sage <Supply>

This mythical herb increases one's HP rating by 5%.

Sake <Supply>

A trading good. An excellent Japanese plum wine.

Savory <Supply>

This mystical herb increases one's TP rating by 5%.

Scout Orb <Supply>

An orb that can repel or attract enemies.

Sefira <Supply>

Increases your EXP and gold gained in battle by 10%.

Sefira+1 <Supply>

Increases the gold and EXP you gain in battle by 20%.

Skeleton Key <Supply>

Opens several doors in Thor.

Soup Pot <Supply>

A trading good. A soup pot.

Spy Lens <Supply>

Use this to see the HP, TP and other information on enemies.

Verbana <Supply>

This mystical herb increases one's Agility rating by 1.

Whale Meat <Supply>

A trading good. Whale meat is a delicacy!

Yellow Cake <Supply>

A trading good. It's really explosive stuff!



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Credits  
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Thanks to CjayC

Thanks to you

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