

Blaze & Blade (Import) Item List

by holypriest

Updated to v2.3 on Apr 16, 2003

This walkthrough was originally written for Blaze & Blade (Import) on the PSX, but the walkthrough is still applicable to the PC version of the game.

Sandy Saputra

Item List ver 2.3

dora_san@doramail.com

```
*** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **
=   =   =   =   =   =   =   =   =   =   =   =   =   =   =   =   =   =
*** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** ** **^
```

```
BBBBBB      LLL          AAAAA      ZZZZZZ      EEEEEEE
BBB BBB     LLL          AAAAAAA     ZZZ          EEE
BBB BBB     LLL          AAA AAA     ZZZ          EEE
BBBBBB      LLL          AAAAAAA     ZZ           EEEEE
BBB BBB     LLL          AAA AAA     ZZ           EEE
BBB BBB     LLLLLLL     AAA AAA     ZZZ          EEE
BBBBBB      LLLLLLL     AAA AAA     ZZZZZZ      EEEEEEE
```

```
###
## ##
## ##
### ##
## ##
### ###
## ##
### ##
```

```
BBBBBB      LLL          AAAAA      DDDDDD      EEEEEEE
BBB BBB     LLL          AAAAAAA     DDD DDD     EEE
BBB BBB     LLL          AAA AAA     DDD DDD     EEE
BBBBBB      LLL          AAAAAAA     DDD DDD     EEEEE
BBB BBB     LLL          AAA AAA     DDD DDD     EEE
BBB BBB     LLLLLLL     AAA AAA     DDD DDD     EEE
BBBBBB      LLLLLLL     AAA AAA     DDDDDD      EEEEEEE
```

```
EEEE TTTT  EEEE RRR    NN  NN  AAAA LL   QQQ   UU UU  EEEE  SSS  TTTT
EE     TT   EE   R RRR  NNN  NN  A  A  LL   QQ  QQ  UU UU  EE   SS  SS  TT
EEE    TT   EEE  R RRR  NN  N  NN  AAAA LL   QQ  QQ  UU UU  EEE  s   TT
EE     TT   EE   RRR    NN  NNN  A  A  LL   QQ  QQ  UU UU  EE   SS  SS  TT
EEEE   TT   EEEE  R  RR  NN   NN  A  A  LLLL  QQQ  Q  UUU  EEEE  SSS  TT
```

```
*** ** ** ** ** ** ** ** ** ** ** ** ** ** **^
=   =   =   =   =   =   =   =   =   =   =   =   =   =   =   =   =
*** ** ** **^
```

Game : Blaze and Blade: Eternal Quest
Category : Item List
Console : Playstation
Gamefaqs Username : holypriest

==+==+==+==+==+==+==

Version History

==+==+==+==+==+==+==

Ver 2.4 (Apr 16 2003)- Changed the format of the section Chest (III).

And also add the search function for the easiness in searching the section header. (using ctrl + F)
Add more items to part Item Location (II).
It may not be accurate. It's from a Japanese FAQ that I translated. I have not try it as the Bosses/enemies dropped it rarely.
A trick is also been added to part Tricks (XI).
Another added section is the mistranslation part.
Parts that are still not complete will be hopefully completed by the next update. Boy lots of work to do!
But don't worry, 'cause I enjoy it! It's just the time that is hard to manage.

- Ver 2.3 (Feb 7 2003)- Made a lil' correction & addition to some parts. Added new sections :
Item Potential (VII) and Cheat Code (XIII).
The older sections is placed to another section. Through some adjustments, able to make them neat and organised.
- ver 2.2 (Nov 3 2002)- Made some corrections in section V. Add a lot of info in Part IV. And I found many legendary equipments. And added some info in most part.
- ver 2.1 (Oct 24 2002)- Just as I realize that the second update has a tremendously terrible format, I change it as quick as possible. In Addition, I add in a little more information.
- ver 2.0 (Oct 23 2002)- Added new sections(and change the old section to another section). Edit some of the format. Additional info on most part. Made some corrections. Oh and I made this version history! The sections added are the Elements, Attribute,and Informations.
- ver 1.0 (Aug 10 2002)- Created the faq. Made the Introduction (I), Locations of Items(II), Chests(III), Dropped Items(IV), Special Effects(V), Buyable Items(VI), Tricks(VII), Credits(VIII), and Last Words(IX)

This document is Copyright 2002 Sandy Saputra

This document is for personal use only. Any kind of reproduction is forbidden. If you want to include this faq for your site, simply ask for my permission first, and it would likely to be answered.

Oh and any kind of change either partly or even a lil' bit is the same as violating my work, strictly not allowed.

=====
TABLE OF CONTENTS
=====

Contents	Searching Key
I. Introduction	(ITR)
II. Item Locations	(ILC)
III. Chests	(CHT)
IV. Dropped Items	(DRI)
V. Buyable Items	(BUI)
VI. Item Description	(ITD)
VII. Item Potential	(ITP)
VIII.Special Effects	(SPC)
IX. Equipment Element	(ELM)
X. Equipment Attribute	(ATR)

XI. Tricks	(TRC)
XII. Tips/Informations	(TPI)
XIII. Cheat Code	(CHC)
XIV. Asked Questions	(ASQ)
XV. Credits	(CRD)
XVI. Last Words	(LWD)

I. Introduction (ITR)

As you may know, many items can be found in many places. This faq is a guide for you to know at least one or two places to get the them. And also what items lies inside the chests. It is 98% accurate as I fill this faq when I am playing, but not always ^_^; so there are certain items that I forgot where I get it. So I hope you all enjoy this faq as much as I enjoy making it. Furthermore, this faq is not fully completed yet, but I'll make the update if I have the time.

As for the update, I apologize very much that it is not organized well. But the third update should make up for it. Enjoy!

BTW, this FAQ should ONLY be seen in either gamefaqs.com or neoseeker.com

II. Item Location (ILC)

Hmmmm, without doubt there are many other locations for these items to be found. But certain items, especially the Legendary Items, can only be found in that certain places. Like Calvin's Blade, it took me 20 tries to get this item. And I'm sure this item can only be found in the Red Dragon's lair. Just to make sure you know that a chest can have many items which you can only get it once in one trip. But some of them only have one, or maybe two or more.

To make it easier, I put an asterisk sign (*) after the name of the legendary item, and behind the description of the item if the item is breakable. And I also avoid items that is bought from the retired knight if possible, because many of them can be found through exploring dungeons and ruins or by slaying enemies.

Added(ver 2.4) There are 403 items in all and I have listed all of them here. 4 of them are still not proved yet though, they are: Dominion Dagger, Pavas Axe, Gray Arc, and Seraphim Shield.

Swords (warrior)

- Normal Sword = Initial
- Broad Sword = Lv6 Kobold, Wood of Ruins / Skeleton, Lab. of the Dead
- Long Sword = Secret Track near Woodcutter's Cabin, Woods of Ruins
- Bastard Sword = Blood Skeleton, Labyrinth of the Dead 1st Part
- Claymore = Blood Skeleton, Palace of Immrotals, Clock Tower.
- Sword of Bane = Living-Sword, Old Palace 2nd Part
- Silver Sword = Undead Knight, Labyrinth of the Dead 2nd Part
- Bloodsword = Durahan, Labyrinth of the Dead
- Ice Sword = Southwest chest, Ruins in the Lake
- Flame Sword = Black-Knight, Old Palace 2nd Part 5th Floor

Lightning Blade = Bat Medallion room, Palace of Immortals, Gold key room
 Earth Saber = Bat Medallion room, Palace of Immortals, Gold key room
 Damascus Blade = Living-Sword, Old Palace 2nd Part 5th Floor
 Sunblade = 7th Underlevel Abandoned Mine / Flare-Salamander, Cave of Red Dragon
 Darkblade = Cave of Red Dragon
 Guardian Sword = Living-Sword, Old Palace 2nd Part
 Durandal = 10 th under level Abandoned Mine
 Excalibur = Room after defeating Zombie Dragon
 Dragonbane = Left room of Treasure Chamber, Palace of Immortals 2nd Part
 Revatin = Efreets, The Hall of Demons, 2nd Floor (Sealed Cave)
 Answerer* = Black-Knight, Old Palace 2nd Part
 Mistortain* = After defeating the Red Dragon
 Fenris* = Cerberus, The Hall of Demons ,1st Floor (Sealed Cave)
 Calvin's Blade* = After defeating the Red Dragon

---*---*---*---*---*---*---*---*---*---*---

Priest's Wand/Hammer

---*---*---*---*---*---*---*---*---*---*---

Club = Initial
 Mace = Shaman-Goblin, Wood of Ruins, Green Goblin Work Area
 Flail = Shaman Goblin, Abandoned Mine 1st Part
 Warhammer = Northeast chest, The Clearing, Wood of Ruins
 Long Hammer = Southeast chest, The Clearing, Wood of Ruins
 Morning Star = Ritual Elexier area, Palace of Immortals
 Blessed Hammer = Before Durahan, Labyrinth of the Dead
 Wand of the Ancients = 7th under level, Abandoned Mine
 Wand of Devils = Undead-Master, Lab. of the Dead 2nd Part
 Ritual Hammer = Cave of Red Dragon
 Amber Wand = Ogre, Abandoned Mine 2nd Part
 Holy Wand = Labyrinth of the Dead 2nd Part
 Wish Hammer = Locked (rogue) room in the top after beating the
 Zombie-Dragon
 Gabriel = The Roadside Inn, locked room
 Wand of Justice = Room after defeating Zombie Dragon
 Hammer of Thor* = Efreets, The Hall of Demons ,2nd Floor (Sealed Cave)
 Seraphim Rod* = Undead-Master, Lab. of the Dead 2nd Part

---*---*---*---*---*---*---*---*---*---*---

Knives (rogue)

---*---*---*---*---*---*---*---*---*---*---

Dagger = Initial
 Gladius = Giant Ant, Wood of Ruins
 Daak = Sealed (elf) room in 2nd level, Old Palace 1st Part
 Defender = Giant-Scorpion, 4th under level Abandoned Mine
 Silver Dagger = Silver Wolf, Palace of Immortals
 Bandit Dagger = Chest in Valley of White Silver
 Cat's Claw = Kobold, Cage Area, Woods of Ruins
 Blood Dagger = Weretiger, Palace of Immortals, on the roof
 Orichalca Dagger = Cave of Red Dragon
 Blackjack = 7th under level Abandoned Mine 2nd Part
 Golden Harp = The Roadside Inn, locked room
 Mist Dagger = King Mummy room, right chest, 9th under level Labyrinth
 of the Dead
 Ringnail = Room after defeating Zombie Dragon
 Fabnihl* = After defeating the Red Dragon
 Death Sickle* = Dark-Angel, The Hall of Demons ,5th Floor (Sealed Cave)

rumored:

Dominion Dagger* = Troll, 10th Underlevel Boss, Abandoned Mine

-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*

Sorcerer's Wand

-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*

Wooden Wand = Initial
Iron Wand = Wood of Ruins, Green Goblin Work Area
Skull Wand = Shaman Goblin, Abandoned Mine
Pure Wand = Shaman Goblin, Old Palace 1st Part
Magic Wand = Palace of Immortals, Clocktower
Wand of Runes = Locked door that opens when Dark Elf is defeated, Old Palace 1st Part

Mithril Wand = Near upper portal in 7th
Skystone Wand = Cave of Red Dragon
Wand of Evil = Old Palace, 4th Floor, west chest.
Gaia Wand = Left room of Treasure Chamber, Palace of Immortals 2nd Part / Behemoth, The Underground Cave, Woods of Ruins

Moon Wand = Arch-Magi, Tower Annex, Old Palace 2nd Part
Godswand = Room after defeating Zombie Dragon
Crystal Wand = Retired Knight
Charmed Wand* = Bone Sigil room, Labyrinth of the Dead
Baphomet* = After defeating Red Dragon
Wand of Apollo* = Room of the 2 Hidden Spells, Old Palace 2nd Part

-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*

Bows (hunter)

-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*

Shortbow = Initial
Bow = 2nd floor sealed (elf) room, Old Palace 1st Part
Long Bow = In house (via secret track), The Great Waterfall of Maldo, Woods of Ruins

Trueheart = Goblin, Wood of Ruins, green goblin work area
Crossbow = Southeast chest, The Clearing, Wood of Ruins
Ranger's Bow = Palace of Immortals, Clocktower
Windbolt = Stalker, Old Palace 5th floor
Lightbolt = Cave of Red Dragon
Artemis = Room after defeating Zombie Dragon
Falconbolt = Left chest in Crystal Maze in the Old Palace 2nd Part
Elven Bow = Dark-Elf, Old Palace 1st / 2nd Part
Shadowbolt = Evil-Stalker, Sealed Cave
Compound Bow = 7th under level Abandoned Mine
Bolt of Larie* = Room of the 2 Hidden Spells, Old Palace 2nd Part
Perseus Bow* = Griffon, The Valey of White Silver

-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*

Rapiers (elf)

-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*

Shortsword = Initial
Rapier = Lizard-Man, Wood of Ruins / Kobold, Wood of Ruins
Wyvernstooth Rapier = Black-Lizard, Ruins in the Lake
Long Rapier = 2nd floor sealed (elf) room, Old Palace 1st Part
Poison Rapier = Holy Water Consecration Room, Lab. of the Undead
Silver Rapier = 2nd floor sealed (elf) room, Old Palace 1st Part
Mithril Rapier = Lizard-Man, Wood of Ruins / Crimson-Lizard, Old Palace
Thunderbolt = The room with barrels, 3rd floor west wing, Palace of immortals 2nd Part

Frostfurnace = Cave of Red Dragon
Inferno = Salamander, Cave of Red Dragon
Stone Foil = 7th under level, Abandoned Mine 2nd Part
Solitaire = Before Fighting the 2nd Dark Elf, Old Palace 2nd Part

Holy Rod = Cave of Red Dragon
Star Rod = Room after defeating Zombie Dragon
Rod of Ishtar = The Crystal Maze, Old Palace 2nd Part
Rhynoceros Rod = Frost-Salamander(2), Ice Grotto, Sealed Cave
Alchemist's Rod* = Dark-Wizard, Old Palace 2nd Part
Angel Rod* = Room of the 2 hidden spells, Old Palace 2nd Part

-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*

Armors (warrior & dwarf)

-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*

Bronze Armor = Guard-Golem, 2nd floor, The Old Palace
Chainmail Shirt = Secret track in the Great Waterfall of Maldo, Wood of Ruins

Breast Plate = Woodcutter's Cabin-Cellar, Wood of Ruins
Full Plate = Area before boss, Abandoned Mine 1st Part
Silver Armor = Room of 2 treasure chests with Queen's Robe, Palace of Immortals 1st Part

Knight's Armor = Area of device room, Old Palace 2nd Part
Mirror Armor = Wolf Medallion room, the Clock Tower, Palace of Immortals 1st Part

Black Armor = Black-Knight, Old Palace 2nd Part/Death-Knight, Sealed Cave

Master Plate = Green-Giant, Abandoned Mine 2nd Part 10th under level Abandoned Mine

Fata Morgana Armor = Locked door that opens when dark elf is beaten, Old Palace 1st Part

Anti-magic Armor = The Roadside Inn, locked room
Guardian Armor = Living-Armor, Old Palace 2nd part
Dragonscale = Dragon-Puppy, Abandoned Mine 1st Part / Ground Floor, West Wing, Plc. of Immortals 2nd Part

Demonscale* = Durahan, Labyrinth of the Dead
Holy Armor* = Platinum-Knight, Path leading to the 2 hidden spell room, Old Palace 2nd Part
Pavas Armor* = Efreet, The Hall of Demons ,3rd Floor (Sealed Cave)

-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*

Light Armors (hunter, elf & rogue)

-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*

Leather Armor = Initial
Leather Buckler = Woodcutter's Cabin Cellar, Wood of Ruins / L20 Goblins, Abandoned Mine

Fine Leather = Goblin (which shoots arrows), green goblin work area, Wood of Ruins

Fine Shield = L30 Goblins, Old Palace 1st Part
Bandit's Shield = 2nd floor under level, Labyrinth of the Dead
Silver Shield = Locked Jail after Durahan, Labyrinth of the Dead 1st Part

Reflector = Bat Medallion room, Palace of Immortals, Gold key room.
Runic Shield = Living-Armor, Old Palace 2nd Part
Dark Shield = Old Palace 2nd Part, Tower Annex
Life Shield = Cave of Red Dragon
Elven Shield = Dark Elf, Old Palace 2nd Part
Holy Shield(ver1) = Secret room, The Lab. of the Undead
Sun Shield = The Roadside Inn, locked room
Moon Shield = Undead-Master, Labyrinth of the Dead 10th Underground Crypt

Elemental Shield* = Southeast chest, Ruins in the Lake/Efreet, Sealed Cave
Holy Shield(ver2)* = Gigantes, The Hall of Demons ,5th Floor (Sealed Cave)

-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*

Robes (priest,sorcerer,& fairy)

Robe = Initial
Fine Robe = Woodcutter's Cabin Cellar, Woods of Ruins
Bishop's Robe = Locked door that opens when Dark Elf is defeated, Old Palace 1st Part
Robe of Sorcery = Room of the lever in the 1st floor, Labyrinth of the Dead
Healing Robe = Bat Medallion room, Palace of Immortals, Gold key room
Queen's Robe = Area of 2 treasure chest with Silver Armor, Palace of Immortals 1st Part
Rune Robe = Living-Armor, Old Palace 2nd Part
Earth Robe = Wraith, Labyrinth of the Dead 1st &2nd Part
Shadow Robe = Ghost, Palace of Immortals
Holy Robe = Labyrinth of the Dead 2nd Part
Robe of Spirits = Cave of Red Dragon
Robe of the Elders = After defeating Red Dragon / Evil-Stalker, Sealed Cave
Guardian Robe(ver1)= Part of Sealed Cave after defeating Zombie Dragon(Rogue Lock Room)
Guardian Robe(ver2)= The Roadside Inn, locked room
Infernal Robe* = Vampire-Lord, Palace of Immortals 2nd Part
Phantom Robe* = Dark-Angel, The Hall of Demons ,5th Floor (Sealed Cave)
Robe of the Sages* = Dark-Angel, The Hall of Demons ,5th Floor (Sealed Cave)

Shields (warrior & dwarf)

Leather Shield = Initial
Round Shield = Abandoned Mine or Skeleton, Labyrinth of the Dead
Knight Shield = Skeleton, Labyrinth of the Dead
Reflective Shield = Locked door that opens when Dark Elf is defeated, Old Palace
Flame Shield = West chest in 4th Floor, Old Palace 2nd Part
Ice Shield = Cave of Red Dragon
Earth Shield = Black Lizard, Ruins in the Lake
Air Shield = Wind Fortress, Sealed Cave
Guardian Shield = Room after defeating Zombie Dragon / West chest, The Ancient Ruins
Lucifer Shield* = Greater-Demon, The Hall of Demons, 3rd Floor (Sealed Cave)

rumored:

Seraphim Shield* = Dark-Angel, The Hall of Demons, 5th Floor (Sealed Cave)

Clothings

Power Band = Ogre, 10th under level Abandoned Mine
Power Symbol = Black-Knight, Old Palace 2nd Part
Symbol of Darkness = Arch-Magi, Tower Annex, Old Palace 2nd Part
Silver Brooch = Right room in the treasure chamber, Palace of Immortals 2nd Part
Jewel Brooch = Lesser-Vampire, Palace of Immortals 2nd Part
Jewel Ring = Mummy & King Mummy, Labyrinth of the Dead 2nd Part
Resist Ring = A blue-floating mage, Old Palace 2nd Part
Protect Ring = Before boss, Abandoned Mine 1st Part
Merlin's Ring = Old Palace, Part before fighting the 2nd Dark Elf
Blessed Ring = Woodcutter's Cabin-Cellar, Wood of Ruins
Elemental Ring = Behemoth, Underground Cave, Wood of Ruins 2nd Part / The Ancient Ruins, western chest

Reflector Ring = Blue-Floating Mage, Old Palace 2nd Part
 Hermit's Ring = Labyrinth of the Dead 2nd Part
 Satan's Ring = Dark-Wizard, The Old Palace 2nd Part
 Philos Ring* = Secret room behind the save point in the 2nd Part of the Palace of Immortals

 Solomon's Ring* = Gigantes, The Hall of Demons ,4th Floor (Sealed Cave)
 Dropneal = After beating Red Dragon
 Leather Helmet = Abandoned Mine, Area that needs to be Lighted
 Iron Helmet = Red Knight, Palace of Immortals 2nd Part
 Silver Helmet = Left chest in Crystal Maze in the Old Palace 2nd Part
 Great Helmet = Green-Giant, Abandoned Mine 2nd Part 10th under level Abandoned Mine

 Winged Helmet = Griffon, The Valey of White Silver
 Witch's Hat = 2nd Floor barrier chest, Old Palace 1st Part
 Elven Hat = 2nd Dark-Elf, Old Palace 1st / 2nd Part
 Hunting Cap = Secret track near Woodcutter's Cabin, Wood of Ruins
 Silver Circlet = Holy Water Consecration room, Labyrinth of the Dead
 Queen's Circlet = Before Boss, Abandoned Mine 2nd Part / Succubus, Palace of Immortals 2nd Part

 Star Tiara = Succubus, Palace of Immortals 2nd Part
 Earth Tiara = Before Boss,10th under level Abandoned Mine / Succubus, Palace of Immortals 2nd Part

 Knight's Mask = The room after you fall, Labyrinth of the Dead 2nd Part
 Death Mask* = Gigantes, The Hall of Demons ,4th Floor (Sealed Cave)
 Rune Cape = Locked door that opens when Dark Elf is defeated, Old Palace 1st Part

 Summer Cape = Black Lizard, Old Palace 2nd Part 5th floor Old Palace
 Winter Cape = Snow Bear, Valley of the White Silver
 Spring Cape = Black Test Founder's Key chest, Woodcutter's Cabin Cellar, Wood of Ruins

 Autumn Cape = Before the 2nd Dark Elf part, Old Palace 2nd Part 5th floor

 Cloak = The treasure chest before the black chest river part, Abandoned Mine 1st Part

 Leather Cloak = Wyvern, Ruins in the Lake
 Thieves' Cloak = 2nd Floor near save point (Rogue Lock Room), Old Palace 1st Part / 5th Underlevel Abandoned Mine 1st Part

 Resist Cloak = 8th under level Abandoned Mine
 Crusader Cloak = Undead Knight, Labyrinth of the Dead 2nd Part
 Elven Cloak = Dark Elf, Old Palace 1st / 2nd Part
 Element Cloak = Before Boss, 10th under level Abandoned Mine
 Aqua Shawl = Ruins in the Lake
 Feather Mantle = Harpy, Palace of Immortal / Hippogriff, The Valley of White Silver

 Gauntlets = Goblin-Leader, Abandoned Mine 1st Part
 Knight's Gauntlet = Goblin-Leader, Abandoned Mine 1st Part
 Gauntlets of Strength = West chest in 4th Floor, Old Palace 2nd Part
 Silver Gauntlets = Goblin-Leader, Abandoned Mine 1st Part
 Wing Gauntlets = The Roadside Inn, locked room
 Leather Gloves = Secret track in the Great Waterfall of Maldo, Wood of Ruins

 Rune Gloves = Labyrinth of the Dead 2nd Part
 Strong Gloves = Area that needs to be lighted, Abandoned Mine 1st Part
 Feather Gloves = Harpy, Palace of Immortals 1st Part
 Holy Gloves = Bone Sigil room, Labyrinth of the Dead
 Magic Pentagonagram = The Roadside Inn, locked room
 Princess' Pentagonagram = Vampire-Lord, Palace of Immortals 2nd Part
 Devil's Horn = Shadow-Demon, Among the Summoned, Old Palace 2nd Part
 Minotaur Horn = 8th under level Abandoned Mine
 Dragon Horn = After defeating Red Dragon

Dragon Tail	= Wyvern, Ruins in the Lake
Dragon Scales	= Abandoned Mine
Basilisk Scales	= Basilisk, Sealed Cave, part after Zombie Dragon / Basilisk, Desert Valley, Wood of Ruin
Dragon Amulet	= Wyvern, Ruins in the Lake
Light Amulet	= Abandoned Mine, area that needs to be lighted
Healing Amulet	= Black Test Founder's Key chest, Woodcutter's Cabin Cellar, Wood of Ruins
Rune Amulet	= Locked door that opens when Dark Elf is defeated, Old Palace 1st Part
Talisman	= Zombie, Labyrinth of the Dead
Luck Talisman	= Fairy Chest, Abandoned Mine
Healing Talisman	= Woodcutter's Cabin Cellar, Woods of Ruins
Dominion Feather	= Wind Fortress, Sealed Cave*
Cross	= Holy Water Consecration room, Lab. of the Dead 1st Part
Misty Pendant	= Shadow, Palace of Immortals 2nd Part / 7th under level Abandoned Mine
Fire Necklace	= The Labyrinth of the Undead.
Earth Necklace	= Abandoned Mine, area that needs to be lighted
Water Necklace	= Ruins in the Lake
Wind Necklace	= Griffin, Valley of White Silver
Light Necklace	= Will-O-The-Wisp, Canyon Path/Isle of Ruins, Wood of Ruins
Dark Necklace	= Black Lizard, Ruins in the Lake
Holy Necklace	= Holy Water Consecration room, Labyrinth of the Dead
Evil Necklace	= Arch-Magi, Old Palace 2nd Part
Necklace of Wonders	= The Roadside Inn, locked room
Bronze Medal	= Glow Moss area, Abandoned Mine 1st Part
Silver Medal	= Glow Moss area, Abandoned Mine 1st Pat
Gold Medal	= Glow Moss area, Abandoned Mine 1st Part
Lucky Earrings	= 9th under level Abandoned Mine 2nd Part
Crystal Earrings	= 6th under level Abandoned Mine 2nd Part
Blue Ear-stud	= Locked door that opens when Dark Elf is defeated, Old Palace 1st Part
Red Ear-stud	= Locked door that opens when Dark Elf is defeated, Old Palace 1st Part
Fine Scarf	= Skeleton, Labyrinth of the Dead
Silver Anklet	= Silver Wolf, Clock Palace, Palace of Immortals 1st Part
Feather Anklet	= Griffon, The Valey of White Silver
Knight's Banner	= Red Knight, Palace of Immortals 2nd Part
Elder's Tablet	= Locked door that opens when Dark Elf is defeated, Old Palace 1st Part
Shaman's Tablet	= East chest, The Ancient Ruins / Vampire-Lord, The Palace of Immortal.
Berserker Bones	= Hell-Ogre, Sealed Cave, part after defeating Zombie Dragon
Sol Crown	= King Mummy room, left chest, 9th Under level Labyrinth of the Dead
Moon Crown	= Sealed (elf) room in Ritual Elexier area, Labyrinth of the Dead
Mystical Veil	= Succubus, Wind Fortress-Sealed Cave
Shadow Veil	= Blood Shadow, Sealed Cave
Beauty Veil	= Succubus, Sealed Cave, Wind Fortress
Fine Shoes	= Clearing, Woods of Ruins
Feather Shoes	= Harpy, Palace of Immortals 1st Part / Hippogriff, The Valley of White Silver
Hovering Shoes	= 6th under level Abandoned Mine, chest in the top of the poisonous earth
Leather Boots	= Abandoned Mine, area that needs to be Lighted
Fine Boots	= 5th under level Abandoned Mine, before boss

Iron Boots = 6th under level Abandoned Mine
 Quick Boots = Revenant, Labyrinth of the Dead 2nd Part
 Winged Boots = The Roadside Inn, locked room
 Elven Boots = Dark Elf, Old Palace 1st / 2nd Part
 Fool's Puppet = Before Durahan, Labyrinth of the Dead
 Dancing Doll = Before Durahan, Labyrinth of the Dead
 Thief's Badge = 2nd floor locked (rogue) door Old Palace 1st Part
 Technique Book = The Roadside Inn, locked room
 Renugeton = Left chest in Crystal Maze in the Old Palace 2nd Part
 Almander = The Roadside Inn, locked room
 Bahil = Room of the 2 Hidden Spells, Old Palace 2nd Part
 Water Mirror = Secret track in the isle of ruins, Wood of Ruins
 Mirror of Truth = 6th under level Abandoned Mine

rumored:

Gray Arc = Metal-Slime, The Ancient Ruins

>From this section onwards, the asterisk (*) sign means that the item is durable (has the percentage of destruction). But if there is no asterisk sign, the item is single-used.

--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*

Items

--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*

Cure Potion = Ghoul, Labyrinth of the Dead / Most poisonous enemies
 eg. Big-Viper & Giant-Centipede
 Healing Pin = The Roadside Inn, Chest *
 Healing Potion = Most slimes, bears, & wolves
 Life Potion = Most slimes, bears, & wolves
 Mind Potion = Gargoyle, The Ancient Ruins
 Wizard's Potion = Vampire-Bat, Palace of Immortals 2nd Part
 Healing Stone = Room after defeating Zombie Dragon*
 Magical Stone = Room after defeating Zombie Dragon*
 Ambrosia = After defeating Zombie Dragon
 Elixir = After defeating Zombie Dragon
 Fine Oil = Mummy, Labyrinth of the Dead
 Blood Oil = Vampire-Bat, Palace of Immortals 2nd Part
 Blood Extract = Most Bears
 Spirit Extract = Lesser-Vampire/Vampire, Palace of Immortals 2nd Part /
 Giant-Spider, Abandoned Mine
 Miracle Powder = Woodcutter's Cabin Cellar, Woods of Ruins*
 Fairy Powder = Gremlin, Sealed Cave
 Fairy Wings = Gremlin, Sealed Cave*
 Fairy Perfume = Fairy Chest, Abandoned Mine
 Healing Perfume = The Sealed Room in 2nd floor, Palace of Immortals
 Recovery Perfume = The Sealed Room in 2nd floor, Palace of Immortals
 Empress' Perfume = The Sealed Room in 2nd floor, Palace of Immortals
 Energy Crystal = Room after defeating Zombie Dragon*
 Energy Flask = Wraith, Labyrinth of the Dead*
 Rope of Return = Retired Knight or Ghoul, Labyrinth of the Dead
 Wings of Seraphim = Near Boss, Abandoned Mine 2nd Part
 Wings of Lucifer = Dark-Angel, The Hall of Demons ,5th Floor (Sealed Cave)
 Fate Coin = Demons/Undead (except:Vampires,Ghosts,Succubus)
 Material Magic = Gargoyle, Old Palace, Crystal Maze
 Material Flame = Salamander, Cave of Red Dragon
 Material Earth = Cave-Scissors & Killer-Fish, Abandoned Mine 2nd Part
 Material Water = Ruins in the Lake
 Material Wind = Stalker, Old Palace 2nd Part
 Material Light = Flare Salamander, Cave of Red Dragon
 Material Darkness = Chimera, The Ancient Ruins

Material Holy = Black Lizard, Ruins in the Lake
Material Evil = Spirit Ball, 10th under level Abandoned Mine
Jewel Box = Black Test Founder's Key chest, Woodcutter's Cabin
Cellar, Wood of Ruins
Silent Box = Labyrinth of the Dead 2nd Part*
Pandora's Box = 9th under level Abandoned Mine 2nd Part
Terror Card = Old Palace 2nd Part, near the place where you get the
Dark Elf Sigil
Tarot Card = Old Palace 2nd Part, near the place where you get the
Dark Elf Sigil
Blood Pen = Vampire / Lesser-Vampire, Palace of Immortals 2nd Part
Feather Pen = Hippogriff, Valley of White Silver/Vampire or Lesser-
Vampire, Palace of Immortals 2nd Part
Sheep Flute = Harpy, Palace of Immortals*
Herbal Candy = Area near the falling rocks, Abandoned Mine 1st Part
Tasty-drops = 4th under level Abandoned Mine
Berserker Drug = Killer-Bee, Wood of Ruins*
Red Spice = Giant-Centipede, Abandoned Mine 1st Part
Fortune Clock = Middle treasure chest in treasure chamber, Palace of
Immortals 2nd Part
Mysterious Clock = Before Boss, 10th under level Abandoned Mine*

**_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_**

Jewels

**_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_**

Fire Jewel = Salamander, Cave of Red Dragon*
Fire Orb = Salamander, Cave of Red Dragon
Ice Jewel = Frost-Salamander, Abandoned Mine 2nd Part / Ruins in
the Lake*
Frost Orb = Ruins in the Lake / Snow Bear, Valley of White Silver
Wind Jewel = Wyvern, Ruins in the Lake*
Thunder Orb = Harpy, Palace of Immortal
Earth Jewel = Boss, Wood of Ruins 1st Part / the same place as
getting cloak* / Metal-Ball, The Ancient Ruins
Earth Orb = Owlbear, Wood of Ruins
Light Orb = Flare-Salamander, Cave of Red Dragon
Rainbow Orb = The Sealed (elf) Room in 2nd floor, Palace of Immortals
Dark Orb = Spirit Ball, 10th under level Abandoned Mine / Shadow,
Palace of Immortals 2nd Part
Holy Water = Holy Water Consecration room, Labyrinth of the Dead
Holy Orb = Holy Water Consecration room, Labyrinth of the Dead
Holy Lamp = Locked door that opens when Dark Elf is defeated, Old
Palace 1st Part*
Judge's Scale = Labyrinth of the Dead 2nd Part, Among the Souls*
Elemental Orb = Flare-Salamander, Cave of Red Dragon / Ruins in the
Lake
Phantasm Orb = Zombie Dragon, Sealed Cave
Crystal Orb = The room with the lever in the very 1st part, Labyrinth
of the Dead
Orb of Evil = The 2 minions of Zombie Dragon, Sealed Cave / Durahan,
Labyrinth of the Dead

**_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_**

Ashes

**_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_**

Red Ash = Blood Skeleton, Labyrinth of the Dead / Ogre, Abandoned
Mine 2nd Part
Gray Ash = Zombie, Labyrinth of the Dead / The Valley of White
Silver
Blue Ash = Arch-Magi, Old Palace 2nd Part

~The Great Waterfall of Maldo~

Secret (hun) Track :

*chest inside the house:

- Leather Gloves
- Bow
- Chainmail Shirt
- Long Bow

*chest behind the house:

- Fine Oil
- Sage
- Rope of Return
- Feather Cloak

~Boathouse at Lakeside~

-Isle of Ruins-

Chest in the secret track (southeast isolated area):

- Silver Dagger
- Aqua Shawl
- Water Mirror
- Rune Robe
- Viking Axe

~The Forest~

Chest in the secret track near woodcutter's cabin :

- Hunting Cap
- Healing Stone
- Silver Anklet
- Skull Wand
- Crossbow

~The Cabin's Cellar~

Black chest (need Test Founder's Key):

- Jewel Box
- Fine Boots
- Quick Boots
- Healing Amulet
- Blessed Ring
- Protect Ring
- Spring Cape

Chest beside the black chest:

- Miracle Powder

Green chest in the right: war & dwf - Breastplate
rog, elf, & hun - Leather Buckler
pri, sor, & fai - Fine Robe

~The Clearing~

Secret Track chests

*southwest :
-Fine Robe
-Fine Shoes
-Round Shield

*southeast :
-Long Hammer
-Crossbow
-Great Axe
-Crystal Rod
-Wyvernstooth Rapier

*northwest :
-Ambrosia
-Wings of Seraphim
-Miracle Powder

*northeast :
-Pure Wand
-Bastard Sword
-Warhammer

=====
The Abandoned Mine
=====

~The Abandoned Mine~

++++++
Part 1
++++++

-1st under level-

Fairy Chest :
-Fairy Wings
-Fairy Perfume
-Fairy Powder
-Silver Rod
-Luck Talisman
-Fey Rod

Second Chest :
-Mind Potion
-Herbal Candy
-Healing Potion
-Gauntlets

-2nd under level-

Chest in the Glow Moss area :
-Bronze Medal
-Silver Medal
-Gold Medal

Chest in the area that needs to be lighted :
*chest near the starting point :
-Skull Wand

- Light Amulet
- Leather Boots
- Leather Helmet

*chest near the room of goblins :

- Healing Potion
- Strong Gloves
- Earth Orb
- Earth Necklace

Chest in the room of goblins :

- Skull Wand
- Light Amulet
- Leather Helmet

-3rd under level-

Chest before the part of river black chest :

- Earth Jewel
- Cloak
- Leather Boots

Black Chest :

- Crystal Orb
- Wings of Seraphim

Chest in the room near save point:

- Round Shield

-4th under level-

First Chest :

- Wind Jewel
- Ice Jewel
- Tasty-drops
- Ambrosia

Last Chest :

- Life Potion
- Dragon Scales
- Water Necklace

-5th under level-

First Chest :

- Fine Boots
- Aqua Shawl
- Protect Ring
- Resist Ring
- Power Band

Chest in the room : war & dwf - Full Plate
 sor & fai - Robe of Sorcery
 pri - Bishop's Robe
 rog - Thieves Cloak
 elf - Elven Cloak
 hun - Leather Cloak

++++++

Part 2

++++++

-6th under level-

First chest :

-Fate Coin

Chest on the top of poisonous earth :

-Magical Stone

-Healing Stone

-Hovering Shoes

-Crystal Earrings

Another chest :

-Iron Boots

-Luck Talisman

-Mirror of Truth

-Water Mirror

-7th under level-

First Chest (around 8 Cave-Scissors waiting for you):

-Blackjack

-Wand of the Ancients

-Stone Foil

-Sunblade

Second Chest (near the upper red portal):

-Compound Bow

-Poison Axe

-Mithril Wand

-Earth Rod

Chest nearest to the save point :

-Misty Pendant

-Blessed Ring

-Healing Amulet

-Ice Shield

-8th under level-

Chest in the southeast area :

-Silver Circlet

-Robe of Spirits

-Fata Morgana Armor

-Life Shield

Chest near the end of the 8th under level :

-Holy Lamp

-Phantasm Orb

-Resist Cloak

Chest in the isolated area (northwest) :

-Elixir

-Ambrosia

-9th under level-

Chest in the isolated area in the Southeast :

-Black Ash

-Feather Pen

- Minotaur Horn
- Lucky Earrings

Chest in the area of iron wire stepping place :

- Material Magic
- Pandora's Box
- Silent Box

Chest found after falling from iron rack :

- Material Magic
- Judge's Scale
- Ambrosia

-The Ruins Within the Earth-

First Chest :

- Princess Locket
- Element Cloak
- Queen's Circlet
- Durandal

Chest near boss :

- Mysterious Clock
- Wings of Seraphim
- Elemental Orb
- Earth Tiara
- Robe of the Elder

~Sealed Cave~

Chest in the 2nd floor. right at the center :

- White Ash
- Blue Ash
- Runic Robe

Chest in the room after defeating Zombie Dragon:

*southwest :

- Energy Crystal

or

- war: Excalibur
- pri: Wand of Justice
- rog: Ringnail
- sor: Godswand
- hun: Artemis
- elf: Valkyrie
- dwf: Berserker
- fai: Star Rod

+ You will get Energy Crystal from the southwest chest if you use the trick of "Lots of Item"(see section VIII). For example, I have my Katran as the Leader,Devonius as the second player, and Velorius as the third player. I opened the chest with Devonius and saved that Devonius. So when I reload using the same Leader (Katran), Devonius, and other character that will open the chest, the chest will still contain item, but will be giving you Energy Crystal instead of the weapon. But if the Devonius is not used, you will get the weapon instead of the energy crystal.Is it clear? Sorry, I can't find better way to explain...

*northwest :
-Energy Crystal
-Elixir
-Magical Stone
-Guardian Shield

*southeast :
-Energy Crystal
-Ambrosia
-Healing Stone
-Merlin's Ring

*northeast :
-Energy Crystal

-The Accursed Place-

Chest in the locked (rogue) room :

-Elixir
-Guardian Robe(ver1)
-Crystal Orb
-Wish Hammer

-Wind Fortress-

Chest in the room near the windy area:

-Material Wind
-Air Shield
-Dominion Feather
-Thunder Orb

=====
The Old Palace
=====

~The Ancient Tower~

++++++
Part 1
++++++

-2nd under level-

Chests of the door that opens when the 1st Dark Elf is defeated

*chest after you pass the green moving flats :

-Red Ear-stud
-Blue Ear-stud
-Protect Ring
-Power Symbol
-Fata Morgana Armor
-Elder's Tablet

+To get the chest easily, have a fairy to cast haste / quick and use the fairy to jump over the green flats vertically (straightforward).

*chest in the room in the middle part :

^east :
-Life Potion

^west :
-Wizard's Potion

*chest in the furthest room (End) :

^left :
-Miracle Powder
-Ambrosia
-Reflective Shield

^right :
-Robe of Sorcery
-Bishop's Robe
-Reflective Shield
-Holy Lamp

*chest that need to jump over gray stepping pillar:

-Rune Cape
-Rune Amulet
-Wand of Runes
-Elder's Tablet
-Rune Gloves
-Runic Shield

-1st under level-

Left locked (rogue) room chest :

-Recovery Perfume
-Healing Stone
-Elixir

-2nd floor-

Sealed (elf) room :

*Right:
-Fate Coin
-Battle Axe
-Hand Axe
-Fine Axe
-Daak

*Left :
-Bow
-Wyvernstooth
-Rapier
-Silver Rapier
-Long Rapier

Locked (rogue) room :

-Thieves' Cloak
-Silver Dagger
-Thief's Badge

Chest that is surrounded by purple barrier :

-Witch's Hat
-Talisman
-Healing Amulet
-Misty Pendant

-3rd floor-

Chest in the north room :

-Knight's Armor

-4th Floor-

Chest in the west room :

-Gauntlets of Strength
-Flame Shield
-Technique Book
-Thunderbolt, Lightbolt
-Wand of Evil

++++++

Part 2

++++++

~The Ancient Tower~

-5th floor-

Chest in the sealed (elf) room near the portal to 5th floor:

-Rune Cape
-Spring Cape
-Summer Cape
-Merlin's Ring
-Element Cloak

Chest in the sealed (elf) room above the snowy area :

-Solitaire
-Vampire Rod
-Life Eater

~Tower Annex~

-Floating Tower-
-Upper Level-

Chests in the locked (rog) room :

*Left :

-Material Wind
-Material Magic
-Material Evil
-Material Dark
-Material Flame
-Material Holiness
-Material Light
-Material Earth

*Middle:

-Terror Card
-Tarot Card

*Right:

-Dark Shield
-Blood Dagger

~Crystal Maze~

Chests

*left :

- Silver Helmet
- Falconbolt
- Renugeton
- Magic Pentagram

*Right:

- Talisman
- Wings of Seraphim
- Quick Boots
- Healing Amulet
- Rod of Ishtar

~Among the Summoned~

Chest in the 2 hidden spells room :

- Dominion Feather
- Bolt of Larie
- Angel Rod
- Philos Ring
- Bahil
- Wand of Apollo

*This room doesn't appear on the map. You need to jump over through the wall to the north in the location of where you fight the Dark-Wizard. The chest contains many legendary items, but hard to get. It often gives you Dominion Feather/Bolt of Larie. Here is the history of how many times I got from the chest: 13 x Dominion Feather, 8 x Bolt of Larie, 5 x Angel Rod, 2 x Philos Ring, 2 x Bahil, and 1 x Wand of Apollo. And to open the chest, I was using my male rogue with 182 Luck and in the level of 152.

=====
The Labyrinth of the Dead
=====

~Underground Crypt~

+++++++

Part 1

+++++++

-1st Underlevel-

Chest in the first room which has lever :

- Crystal Orb

Chest in Bone Sigil room :

- Healing Amulet
- Holy Gloves
- Charmed Wand
- Half-moon Axe

*Need the bone sigil in the 10th floor right room casket

Chest which room has some mechanism :

-Robe of Sorcery

-2nd Underlevel-

The only chest:

-Life Potion

-Wizard's Potion

-3rd Underlevel-

Chest near the entrance :

-Bandit Shield

Chest in the east part :

-Elixir

-Cross

-Blood Pen

-Blue Ash

-White Ash

-Holy Water Consecration Room-

Chest near the entrance :

-Holy Water

-Cross

-Poison Rapier

Chest in one of the 4 purifying rooms :

-Holy Orb

-Silver Circlet

-Holy Necklace

-5th Underlevel-

First Chest :

-Dancing Doll

-Fool's Puppet

-Blessed Hammer

-Flame Rod

-Silver Axe

-Silver Sword

Chest in the prison (need 2 players and a rogue) :

-Berserker Bone

-Silver Armor

-Judge's Scale

-Minister

++++++

Part 2

++++++

-6th Underlevel-

Chest in the center :

-Fire Necklace

-Water Necklace

-Wind Necklace

-Earth Necklace

Northeast chest :

- Life Potion
- Energy Crystal
- Crystal Orb

West chest :

- Life Potion
- Elixir

South chest :

- Miracle Powder

-7th Underlevel-

Chest in the northwest (area of 3rd Hal) :

- Holy Robe
- Holy Wand
- Holy Necklace

Chest after you fall (trap) from the area of 3rd Hall :

- Hermit's Ring
- Knight's Mask

Chest beside those two (In the area of 2nd Hall) :

- Rune Gloves
- Dropneal
- Solitaire
- Life Eater

-8th Underlevel-

1st chest (secret room)*:

- Holy Shield(ver1)
- Holy Armor
- Robe of the Elders
- Dominion Feather

Chest in the steep area :

- Material Flame
- Material Earth
- Material Magic
- Material Dark

Chest near the exit :

- Silent Box
- Jewel Box
- Green Ash
- Blue Ash
- Judge's Scale
- Durandal

Among the Souls** : Ambrosia, Wings of Seraphim, Judge's Scale

* The secret room is located in the very first screen when you are in the 8th underlevel. Just go to the corner and notice the strange wall. Go into it and you will enter to the secret room.

**When you reach the room where there is a reading that focus you on a platform of Among the Souls, you need to have at least 2 characters

and 2 Joystick. Have that 2 characters step on it to get to the room containing the chest.

-9th Underlevel-

Chest in the locked(rogue) room :

-Elixir

Chest in the top before the 10th under level :

-Crystal Orb

-Holy Orb

King Mummy room chests (after the 4th occultism room)

*Left :

-Ritual Hammer

-Sol Crown

*Right:

-Elixir

-Mist Dagger

=====
The Palace of Immortals
=====

++++++

Part 1

++++++

~East Wing~

-Ground Floor-

Gold key room (red & blue notch) :

-Crystal Orb

-Holy Orb

-Orb of Evil

Bat Medallion room : war - Ice Sword

- Flame Sword

- Lightning Blade

- Earth Saber

dwf - Flamespitter

rog, elf,& hun - Reflector

-2nd Floor-

Storage room in the sealed(elf) room(northeast):

-Empress' Perfume

-Healing Perfume

-Recovery Perfume

-Fairy Perfume

-Rainbow

-3rd Floor-

Chest in the sealed (elf) ritual elixer area :

-Jewel Ring

- Moon Crown
- Jewel Box
- Star Tiara
- Earth Tiara

Chest in the ritual elixer area

*right :

- Silver Anklet
- Protect Ring
- Gold Medal
- Silver Brooch

*Left :

- Morning Star
- Cat's Claw
- Silver Sword
- Wyvernstooth Rapier
- Silver Brooch

The Clocktower :

- Ranger's Bow
- Water Rod
- Magic Wand
- Poison Axe

~Fantastic Palace~

-The Clocktower-

The only chest(Wolf Medallion room):

- Silver Armor
- Silver Dagger
- Mirror Armor
- Earth Robe
- Magic Pentagram

-4th Floor-

Chests

*Right:

- Queen's Robe

*Left :

- Silver Armor

++++++

Part 2

++++++

~West Wing~

-Ground Floor-

The Treasure Chamber

*Right :

- Tarot Card
- Silver Brooch

*Middle :

- Fortune Clock
- Jewel Box,

*Left :

- Dragonbane
- Amber Wand
- Blood Dagger
- Gaia Wand
- Falconbolt
- Chaos Rapier
- Frost Axe
- Rainbow Rod

*In this room, you can only open one chest of the three chests in a trip. If you open the other chests after you open one chest of that room, 2 Marble-Gargoyles & 2 Red Knights will come out. You need an elf to open the sealed door leading to the treasure chamber and need a rogue to open each doors in the treasure chamber.

Chest in the southern part :

- Summer Cape
- Winter Cape
- Autumn Cape
- Spring Cape

Chest in the secret room behind the save point:

- Crystal Orb
- Mysterious Clock
- Fortune Clock
- Philos Ring

Room that has up and down moving platform:

- Recovery Perfume
- Crusader Cloak

Room to the right of the above room (see map)*:

- Moon Shield
- Robe of the Elders
- Dragonscale
- Crusader Cloak

* To gain access to this room, you must at first go to the room that has 2 levers. Turn both lever to south and the door leading to that room is now opened.

-2nd Floor-

In the water :

- Life Potion
- Wizard's Potion
- Holy Water
- Jewel Box

*Not a chest actually, but when you jump in you got an item. Near the chest containing Blue Dragon Key, in the water which beside has a tablet saying "Take care that you don't fall in!"

-3rd Floor-

Chest in the eastern room that has many barrels :

- Material Wind
- Thunderbolt

=====
The Valley of White Silver
=====

The only chest :

- Rope of Return
- Bandit Dagger
- Gray Ash
- Jewel Box

=====
The Ruins in the Lake
=====

Chest

*Southeast :

- Material Water
- Ice Jewel
- Frost Orb
- Aqua Shawl
- Elemental Orb
- Element Cloak
- Elemental Shield

*Southwest :

- Ice Shield
- Ice Sword
- Water Necklace
- Blue Ear-stud

*Northeast :

- Material Water
- Ice Jewel
- Frost Orb
- Aqua Shawl

*Northwest :

- Material Water
- Frostfurnace

=====
The Ancient Ruins
=====

This section is contributed by James, a huge thanks for this. Without him, maybe this section will never here. There are 2 chests here. To get to the room, you need to jump to the second layer in the first screen(press R1 & R2 for better view). After that, you will notice that there are 6 pillars. 2 in the east, another 2 in the west and another 2 in the north. The ones you will need to concentrate is the west and the east. The 2 pillars in the east that you need to notice is the broken one. The wall that you can go through is just right beside the broken pillar. Do the same thing to the another. Once again, A big thanks to James!

East chest :
-Reflector Ring
-Merlin's Ring
-Dropneal
-Guardian Armor
-Guardian Robe(ver1)
-Shaman's Tablet
-Sun Shield

West chest :
-Material Magic
-Guardian Shield
-Guardian Sword
-Elemental Ring

=====
The Cave of Red Dragon
=====

Weapon chest : war - Darkblade
 pri - Ritual Hammer
 rog - Orichalca Dagger
 sor - Skystone Wand
 hun - Lightbolt
 elf - Frostfurnace
 dwf - Poison Axe
 fai - Holy Rod

Armor chest : war & dwf - Ice Shield
 pri, sor,& fai - Robe of Spirits
 rog, hun,& elf - Life Shield

Black chest :
-Fire Material
-Dropneal
-Dragon Horn
-Robe of the Elders
-Baphomet
-Mistortain
-Fabnihl
-Calvin's Blade

IV. Dropped Items

Well, after the update, it's no longer far from complete. :) But the items dropped is exceptional, I wouldn't know if I have got all the items of those enemies or not. But still, I'm trying my best...

in this section, certain enemies can be found in more than one area(i.e. Zombies : can be found in the Palace of Immortals & Labyrinth of the Dead). The term "comp:" means the enemy that can only be found during the boss fight(helping the boss). But I won't list the normal enemy that appear with the boss in "comp:". Oh yeah, it stands for companion.

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
The Wood of Ruins
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

~The Wood of Ruins~

A wooded area in the east of Foresia. It is said that ruins exist in these woods which no man has ever explored.

First Area : Giant-Ant, Giant-Beetle, Kobold
Boathouse at Lakeside : Wingfish, Kobold, L6. Kobold
Isle of Ruins : Lizard-Man, Black-Lizard, Will-O-The-Wisp,
Poison Flower, Trent
The Great Waterfall of Maldo: Giant-Snake, Killer_Bee,
The Swarm : Wing-Fish, Giant-Club
The Forest : Killer-Bear, Killer_Bee, Lizard-Man
The Clearing : Killer Bear, Killer_Bee, Lizard-Man,
Owlbear (boss)
The Canyon Path : Black-Lizard, Trent, Poison-Flower,
Will-O-The-Wisp
The Desert Valley : Dessert-Lizard, Giant, Wurm
The Underground Cave : Behemoth (boss)

Name: Giant-Ant
Desc: A big green & yellow ant
Drop: Healing Potion, Gladius,

Name: Giant-Snake
Desc: A green snake
Drop: Cure Potion,

Name: Giant-Beetle
Desc: A brown flying beetle
Drop: Healing Potion,

Name: Kobold
Desc: A red kobold wearing yellow cloth
Drop: Healing Potion, Lavender, Fine Leather, Rapier, Round Shield,
Cat's Claw

Name: L6. Kobold
Desc: A red kobold wearing red cloth
Drop: Broad Sword, Life Potion, Rapier, Leather Buckler, Round Shield,
Cat's Claw

Name: Goblin
Desc: A green colored goblin throwing arrows
Drop: Mace, Lavender, Trueheart, Warhammer

Name: Shaman-Goblin
Desc: A green colored goblin casting magics
Magic: Stone Bullet, Magic Missile
Drop: Iron Wand, Jewel Rod, Sage

Name: Killer_Bee
Desc: A flying yellow bee
Drop: Berserker Drug, Healing Pin

Name: Giant-Club
Desc: A purple giant crab
Drop: Healing Potion, Material Water

Name: Killer-Bear
Desc: A big brown bear

6th Underlevel : Killer-Fish, Cave-Scissors, Spirit-Ball, Blue-Slime
7th Underlevel : Cave-Scissors, Blue-Slime, Cave-Bear, Frost-Salamander(1)
8th Underlevel : Cave-Bear, Ogre, Blue-Slime, Spirit-Ball
9th Underlevel : Cave-Bear, Ogre, Blue-Slime, Spirit-Ball
The Ruins Within the Earth : Spirit-Ball, Ogre, Green-Giant

~The Sealed Cave~

1st Level : Spirit-Ball, Evil-Stalker, Gray-Arm, Gremlin, Blood-Shadow
Evil-Harpy

2nd Floor : Evil-Stalker, Gremlin, Gray-Arm, Death-Knight

3rd Floor : Evil-Stalker, Gremlin, Gray-Arm, Death-Knight, Blood-Shadow

4th Floor

-The Sages' Gate-

The Sages' Gate : Zombie-Dragon, Evil-Ball

The Accursed Place: Basirisk, Hell-Ogre, Hell-Hound, Gremlin

Ice Grotto : Succubus, Frost-Salamander(2), Gremlin

The Flaming Pit : Hell-Ogre, Hell-Hound, Salamander, Flare-Salamander

Wind Fortress : Hell-Ogre, Succubus

The Hall of Demons: Gorgon, Hell-Hound, Cerberus(Boss)

-2nd Floor : Efreet(Boss)

-3rd Floor : Greater-Demon(Boss)

-4th Floor : Gigantes(Boss)

-5th Floor : Dark-Angel(Boss)

-The Audience Hall: Harbinger(Boss)

Name: Giant-Bat

Desc: A gray big flying bat

Drop: Healing Potion, Blood Oil

Name: Big-Viper

Desc: A red poisonous snake

Drop: Cure Potion, Life Potion, Blood Extract

Name: Giant-Spider

Desc: Yellow topped spider with red head

Drop: Cure Potion, Spirit Extract,

Name: Giant-Centipede

Desc: A dark red poisonous centipede

Drop: Cure Potion, Life Potion, Red Spice

Name: Giant-Scorpion

Desc: A pink-purple scorpion. It's poisonous!

Drop: Cure Potion,

Name: L20. Goblin

Desc: An orange colored goblin throwing arrows.

Drop: Lavender, Fate Coin, Leather Buckler, Chainmail Shirt

Name: Shaman-Goblin

Desc: An orange colored goblin casting magics

Magic: Sleep, Healing, Stone Bullet

Drop: Flail, Fate Coin, Sage, Skull Staff, Heavensage

Name: Goblin-Leader

Desc: An armored goblin with big head

Drop: Gauntlets, Knight's Gauntlets, Silver Gauntlets

Boss: Baby Dragon (Dragon-Puppy when you use the Detect Enemies/Mirror of Truth)

Desc: A magenta colored dragon that can use fire breath

Drop: Dragon Tail, Dragon Scales, Dragon Amulet, Dragon Horn, Fire Orb
Dragonscale

Name: Killer-Fish

Desc: A golden wing fish

Drop: Material Earth, Material Wind

Name: Cave-Scissors

Desc: A golden giant crab

Drop: Great Axe, Cure Potion, Material Water, Material Earth, Elixir

Name: Cave-Bear

Desc: A gray colored bear

Drop: Healing Potion, Blood Extract, Life Potion

Name: Spirit-Ball

Desc: An evil elemental version of Will-O-The-Wisp

Drop: Material Evil, Dark Orb

Name: Frost-Salamander (1)

Desc: A blue dragon carrying a spear

Magic : Magic Missile, Blizzard

Drop: Ice Jewel, Frost Orb, Blue-Earstud, Mist Dagger

Name: Frost-Salamander (2)

Desc: Same as the first one

Drop: Material Water, Water Necklace, Blue-Earstud, Ice Shield,
Elemental Shield, Rhinoceros Rod

Name: Blue-Slime

Desc: A blue colored slime

Drop: Healing Potion, Life Potion

Name: Ogre

Desc: Has pink skin, wielding a stone axe.

Drop: Life Potion, Power Band, Ouga Axe, Red Ash

Name: Green-Giant

Desc: A green giant that wields an axe

Drop: Material Evil, Executioner, Fate Coin, Great Helm, Master Armor,
Life Eater, Gulwick

Boss: Troll

Desc: A green bald big headed Troll

Drop: Fate Coin, Healing Amulet, Strong Gloves

Name: Gray-Arm

Desc: A gray wyrm

Drop: Wind Jewel, Dragon Tail, Dragons Scales, Dragon Amulet

Name: Evil-Stalker

Desc: A black version of Stalker

Magic: Heavy Slow, Quick, Lightningbolt, Thunderbolt, Magic Missile,

Drop: Material Evil, Orb of Evil, Robe of the Elders, Shadowbolt

Name: Gremlin

Desc: A green version of Goblin-Fly

Magic: Poison Cloud, Sleep, Charm

Drop: Fairy Wings, Fairy Powder, Fey Rod, Fairy Perfume

Name: Blood-Shadow

Desc: The red version of Shadow

Magic: Dark Wave, Silence, Death Spell

Drop: Shadow Robe, Shadow Veil

Name: Hell-Harpy

Desc: A black skinned harpy with golden hair

Drop: Mind Potion, Fate Coin, Feather Mantle, Feather Shoes, Sheep Flute, Feather Gloves

Name: Hell-Ogre

Desc: A black ogre

Drop: Ouga Axe, Berserker Bones, Cure Potion, Red Ash, Green Ash, Material Evil

Name: Hell-Hound

Desc: A black wolf

Drop: Fine Oil, Lavender, Life Potion, Material Flame, Fire Necklace, Silver Anklet

Name: Death-Knight

Desc: A black armored knight

Drop: Gauntlets of Strength, Black Armor, Chaos Rapier, Darkblade, Symbol of Darkness, Fate Coin

Name: Basirisk

Desc: Just like Dessert-Lizard in gray

Drop: Earth Shield, Basilisk Scales, Golden Harp, Material Earth

Name: Succubus

Desc: A charming vampire lady

Magic: Resist, Protection, Explosion, Charm, Silence, Dark Breath

Drop: Earth Tiara, Beauty Veil, Mystical Veil, Star Tiara, Artemis, Moon Crown

Boss: Zombie-Dragon

Desc: A bone only big dragon (He probably died of starving)

Drop: Energy Crystal, Orb of Evil, Fortune Clock

Comp: Evil-Ball

Desc: A red flying ball

Drop: Orb of Evil, Terror Card, Material Evil, Red Ash

Name: Gorgon

Desc: A very dangerous big enemy that has petrify breath

Drop: Devil's Horn, Minotaur Horn, Fennel, Black Ash, Healing Stone, Dark Shield

Boss: Cerberus (Carberos when using the Detect Enemies spell/M.of Truth)

Desc: A three headed giant dog (known as the gate keeper?)

Drop: Spirit Robe, Flamespitter, Gray Ash, Flame Shield, Fenris

Boss: Efreet

Desc: A legless (any such word?) winged boss covered in fire

Magic: Blaze, Explosion

Drop: Wizard's Potion, Queen's Robe, Resist Ring, Protect Ring, Reflector Ring, Fate Coin

Name: Arch-Magi

Desc: Orange clothed flying mage

Magic: Lightningbolt, Death Spell, Shining, Extend Spell & Thunderbolt

Drop: Evil Necklace, Symbol of Darkness, Fate Coin, Moon Wand, Blue Ash, Robe of the Elder

Name: Goblin-Fly

Desc: A flying purple goblin

Magic: Sleep

Drop: Jewel Rod, Fairy Wings, Fairy Powder, Fate Coin, Fairy Perfume

Name: L30. Goblin

Desc: Purple colored goblin that throws arrows

Drop: Battle Axe, Lavender, Trueheart, Fate Coin, Life Potion, Leather Buckler, Fine Shield

Name: Shaman-Goblin

Desc: Purple colored goblin

Magic: Sleep, Stone Bullet, Fire Bullet, & Healing

Drop: Pure Wand, Sage, Heavensage, Fennel, Fate Coin, Crystal Orb

Name: Lizard-Man

Desc: A blue armored lizard man that carries a sword

Drop: Rapier, Wyvernstooth Rapier, Broadsword, Mythril Rapier, Fate Coin

Name: Crimson-Lizard

Desc: A red Lizard-man carrying a sword

Drop: Fate Coin, Wyvernstooth Rapier

Name: Black-Knight

Desc: A black armored knight with a red sword

Drop: Knight's Shield, Power Symbol, Dark Material, Flame Sword, Fate Coin, Black Armor, Answerer

Name: Gargoyle

Desc: Grey colored demon

Drop: Material Magic, Mind Potion

Name: Crystal-Gargoyle

Desc: Blue colored demon

Drop: Material Magic 100%

Name: Stalker

Desc: Green & transparent

Magic: Haste, Slow, Magic Missile & Lightningbolt

Drop: Material Wind, Windbolt, Wind Rod

Name: Living-Sword

Desc: A sword that is flying

Drop: Claymore, Material Magic, Sword of Bane, Damascus Blade, Guardian Sword

Name: Living-Armor

Desc: A flying armor carrying a sword

Drop: Life Potion, Runic Shield, Material Magic, Silver Armor, Rune Robe, Guardian Armor

Name: Evil-Crystal
Desc: A red crystal that prevent you from damaging enemies
Drop: None (Not even experience crystal.)

Name: Guard-Golem
Desc: Brown colored Living-Armor, trying to knock you down to the under level
Drop: Knight's Armor, Knight Shield, Bastard Sword, Bronze Armor

Name: Born-Golem
Desc: A white bone centaur
Drop: Material Magic, Minotaur Horn, Berserker Bones, White Ash, Dragon Horn

Name: Hard-Born
Desc: A grey bone centaur
Drop: Material Magic, Minotaur Horn, White Ash, Dragon Horn,

Name: Platinum-Knight
Desc: Has a brown part in his back & carries a sword
Drop: Silver Gauntlet, Fate Coin, Damascus Sword, Holy Armor,

Boss: Dark-Elf
Desc: What an agile boss! He is incredibly fast!
Magic: Sleep, Slow, Haste, Blaze, Lightningbolt, & Blizzard
Drop: Elven Hat, Elven Boots, Elven Cloak, Elven Shield, Elven Bow

Comp: Wyvern
Desc: A big black wyvern (I hate his sound attack!)
Drop: Winged Boots, Green Ash, Dragonscale, Dragon Horn

Boss: Dark-Wizard
Desc: Can cast Fusion & Meteor Storm! but Fusion seems to be her weakness...
Magic: Smash, Shining, Freeze Beast, Fusion, & Meteor Smash
Drop: Spirit Extract, Alchemist's Rod, Satan's Ring, Dominion Feather

Comp: Shadow-Demon
Desc: he can use frost breath with darkness elemental
Drop: Devil's Horn 100%

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
The Labyrinth of the Dead
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

~Labyrinth of the Dead~
The underground crypt where the dead of Foresia are put to rest.
The dead which have been touch by unholy sorcery wander freely in the crypt.
~Underground Crypt~

Part 1
1st Underlevel : Skeleton, Zombie, Ghoul
2nd Underlevel : Skeleton, Zombie, Ghoul
3rd Underlevel : Skeleton, Zombie, Ghoul, Wight
Holy Water Consecration Room : Red-Slime, Wraith, Blood-Skeleton
5th Underlevel : Wight, Blood-Skeleton, Dulahan(Boss)

Part 2
6th Underlevel : Red-Slime, Wraith, Mummy, Blood-Mummy, Undead-Knight
7th Underlevel : Shadow, Undead-Knight, Mummy, Revenant
8th Underlevel : Shadow, Undead-Knight, Revenant
9th Underlevel : Shadow, Yellow-Slime, Undead-Knight, Mummy,

10th Underlevel Noble-Mummy, King-Mummy
: Blood-Shadow, Revenant, Black-Durahan,
Undead-Master (Boss)

Name: Zombie

Desc: Grey-Brown zombie with a poor cloth

Drop: Fine Scarf, Talisman, Fate Coin, Gray Ash

Name: Revenant

Desc: A green agile zombie

Drop: Miracle Powder, Fate Coin, Quick Boots, Berserker Drug, Strong Gloves

Name: Skeleton

Desc: A white skeleton with sword & shield

Drop: Round Shield, Knight's Shield, Broad Sword, Fate Coin, White Ash

Name: Blood-Skeleton

Desc: A red skeleton with sword & shield possesses evil attacks

Drop: Claymore, Defender, Fate Coin, Red Ash, Bloodsword

Name: Ghoul

Desc: Pink skinned & evil aligned undead

Drop: Cure Potion, Rope of Return, Red Ash

Name: Wraith

Desc: A purple colored ghost

Drop: Energy Flask, Earth Robe, Black Ash, Ambrosia

Name: Wight

Desc: An evil aligned warrior with overall black skin and red hair.

Drop: Cure Potion, Battle Axe, Bastard Sword, Long Hammer, Green Ash

Name: Undead-Knight

Desc: A white full armored knight

Drop: Cure Potion, Crusader Cloak, Knight's Banner, Silver Sword, Fate Coin,
Sword of Bane

Name: Red-Slime

Desc: A red slime

Drop: Healing Potion, Life Potion, Material Flame

Name: Yellow-Slime

Desc: A yellow slime

Drop: Material Light, Mind Potion

Name: Mummy

Desc: A white bandaged mummy

Drop: Fine Oil, Jewel Ring, Blessed Ring, Fate Coin, Blue Ash, Judge's Scale

Name: Blood-Mummy

Desc: A red bandaged mummy

Drop: Blood Oil, Jewel Ring, Blessed Ring, Fate Coin, Red Ash

Name: Noble-Mummy

Desc: A black bandaged mummy

Drop: Fine Oil, Fate Coin,

Name: King-Mummy

Desc: A golden bandaged mummy

Drop: Blood Extract, Jewel Ring, Blessed Ring, Blue Ash, Ambrosia, Judge's Scale

Boss: Dulahan (Durahan when you use Detect Enemies magic or equip Mirror of Truth.)

Desc: An undead knight which has his head on his hand.

Drop: Orb of Evil, Bloodsword, Demonscale

Boss: The Lord of the Undead (Undead-Master when you use Detect Enemies magic or equip Mirror of Truth.)

Desc: A flying zombie that can use Drain. (his Death Spell is very deadly)

Magic: Poison Cloud, Earth Javelin, Silence, Death Spell, Chaos Flare, & Heavy Slow

Can use his special attack that looks like Chaos Flare (but evil aligned)

Drop: Energy Crystal, Moon Shield, Wand of Devils, Skystone Wand,

Comp: Black-Durahan

Desc: The black version of Durahan

Drop: Sword of Bane, Orb of Evil, Demonscale

Comp: Blood-Shadow

Desc: A red colored shadow

Magic: Silence

Drop: Shadow Veil, Shadow Robe, Orb of Evil, Material Evil, Evil Necklace

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
The Palace of Immortals
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

~ The Palace of the Immortal ~

This palace was supposedly built more than half a millenium ago.

It is said that the lord of this palacediscovered the secret of immortality, and lives within the castle still today...

~The Palace of the Immortal~

Part 1

East Wing

Ground Floor : Wolf, Zombie, Harpy

2nd Floor : Blood-Skeleton, Ghost, Zombie

3rd Floor : Zombie, Gargoyle, Ghost, Marble Gargoyle (once)

The Clocktower: Harpy, Blood-Skeleton, Ghost, Zombie

-The Fantastic Palace-

The Clocktower: Silver-Wolf, Harpy, Blood-Skeleton, Ghost

~The Palace of the Immortal~

On the Roof : Weretiger (Boss), Werewolf (Boss)

~The Palace of the Immortal~

Part 2

West Wing

Ground Floor : Lesser-Vampire, Marble-Gargoyle, Red-Knight, Vampire-Bat, Shadow

2nd Floor : Lesser-Vampire, Marble-Gargoyle, Red-Knight

3rd Floor : Chimera, Lesser-Vampire, Vampire, Red-Knight, Succubus

Main Building : Lesser-Vampire, Vampire, Shadow, Red-Knight

-Top Floor, Audience Hall-

Inside Room : Vampire-Lord (Boss)

Outside Room : Vampire-Lord(Boss), 2 x Succubus

Name: Zombie

Desc: Grey-Brown zombie with a poor cloth

Drop: Fine Scarf, Talisman, Fate Coin, Gray Ash

Name: Ghost

Desc: A transparent white ghost(I hate his drain attacks!)

Drop: Energy Flask, Spirit Extract, Shadow Robe

Name: Harpy

Desc: A pink haired half-human bird

Drop: Mind Potion, Fate Coin, Sheep Flute, Feather Gloves, Feather Mantle,
Feather Shoes, Thunder Orb

Name: Wolf

Desc: A dark grey wolf

Drop: Healing Potion, Blood Extract,

Name: Silver-Wolf

Desc: A white wolf

Drop: Silver Dagger, Silver Anklet,

Name: Skeleton

Desc: A white skeleton with sword & shield

Drop: Round Shield, Knight's Shield, Broad Sword, Fate Coin, White Ash

Name: Blood-Skeleton

Desc: A red skeleton with sword & shield possesses evil attacks

Drop: Bastard Sword, Fate Coin, Long Hammer,

Name: Shadow

Desc: A black shadow casting Dark Wave & Silence

Drop: Shadow Veil, Dark Orb, Misty Pendant

Name: Lesser-Vampire

Desc: Has blond hair

Drop: Feather Pen, Blood Pen, Dark Necklace, Jewel Brooch, Spirit Extract,
Evil Necklace

Name: Vampire

Desc: Has grey hair

Magic: Magic Ray

Drop: Blood Pen, Feather Pen, Dark Necklace, Evil Necklace, Dark Shield,
Evil Necklace

Name: Red-Knight

Desc: A full armored red knight

Drop: Iron Helmet, Fate Coin

Name: Chimera

Desc: A three headed beast

Magic:

Drop: Lavender, Material Dark

Name: Succubus

Desc: A charming vampire lady

Magic: Charm, Explosion, Protection, Resist, Silence, Dark Breath

Drop: Mystical Veil, Beauty Veil, Earth Tiara, Star Tiara , Artemis,

Moon Crown

Boss: Werewolf
Desc: A grey wolf
Drop: Berserker Drug, Blessed Ring, Blood Dagger, Slaughterer

Boss: Weretiger
Desc: A yellow tiger
Drop: Red Spice, Blood Dagger, Berserker Bones, Slaughterer

Boss: Vampire-Lord
Desc: He has red eyes
Drop: Princess Pentagram, Infernal Robe, Shaman's Tablet, Fool's Puppet, Element Cloak, Merlin's Ring, Sword of Zeus (Thanks to Theng Deqianq for this legendary weapon)

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
The Valley of White Silver
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

~The Valley of White Silver~
All area : Snow-Wolf, Snow-Bear, Hippogriff
The Griffon's Nest: Hippogriff, Griffon

Name: Snow Wolf
Desc: A white wolf
Drop: Winter Cape, Healing Potion, Blood Extract, Life Potion

Name: Snow-Bear
Desc: A white bear
Drop: Blood Extract, Winter Cape, Frost Orb, Ice Jewel

Name: Hippogriff
Desc: A flying giant bird
Drop: Feather Pen, Feather Mantle, Feather Gloves, Wind Necklace

Boss: Griffon (Griffin when you use Detect Enemies / Mirror of Truth)
Desc: Same as hippogriff, but this one is bigger. And can use Wind Slash
Drop: Thunder Orb, Phantasm Orb, Light Orb, Energy Crystal, Wing Gauntlets, Winged Boots, Winged Helmet, Perseus Bow

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
The Ruins in the Lake
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

~The Ruins in the Lake~
Outside buildings : Wurm
Inside buildings : Black-Lizard
Inside big building: Kraken-Tentacles

Name: Wurm
Desc: A brown small wyvern
Drop: Wind Jewel, Leather Cloak, Dragon Tail, Dragon Amulet

Name: Black-Lizard
Desc: A black armored lizardman
Drop: Dark Necklace, Wyvernstooth Rapier, Fate Coin, Silver Rapier, Material

Holiness, Earth Shield

Boss: Kraken (Kraken-Foot when you use the Detect Enemies/Mirror of Truth)

Desc: Its the tentacles that is the target, not the head. Its treasure chests are really hard to get!

Magic: Numerous Water Bullets, & Blizzard

Drop: Material Water, Ice Jewel, Frost Orb, Aqua Shawl, Elemental Orb, Element Cloak, Elemental Shield (Thanks to James for this)

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

The Ancient Ruins

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

1st screen : Gargoyle, Wolf
Secret room : Metal-Ball
Under the Earth: Chimera, Metal-Slime
Laboratory : Doppleganger

Name: Gargoyle
Desc: Grey colored demon
Drop: Material Magic, Mind Potion

Name: Wolf
Desc: A brown colored wolf
Drop: Healing Potion, Blood Extract, Life Potion

Name: Metal-Ball
Desc: A steel, gray colored floating ball
Drop: Earth Jewel, Ice Jewel, Wind Jewel, Silver Shield, Fire Jewel, Material Magic, Mirror Armor, Reflective Shield

Name: Metal-Slime
Desc: A steel, gray colored slime
Drop: Dropneal, Material Magic

Name: Chimera
Desc: A three headed beast
Magic: Blaze, Lightningbolt, Blizzard, Poison Cloud
Drop: Miracle Powder, Material Dark, Material Magic, Lavender, Sage

Boss: Doppelganger (1~4)
Desc: A tough boss. It is the exact replica of yourself(ves). But sadly, they can't cast magics.
Drop: ???

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

The Cave of Red Dragon

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

~The Cave of Red Dragon~
All Area : Salamander, Flare-Salamander
Boss Area: Fire Dragon, 4 x Flare-Salamanders

Name: Salamander
Desc: A red small dragon carrying a spear
Drop: Fire Jewel, Material Flame, Fire Orb, Inferno, Flamespitter, Red

Material Water	2	Material Water	2	Material Water	2
Material Earth	2	Material Earth	2	Material Earth	2
Material Wind	2	Material Wind	2	Material Wind	2
Material Light	2	Material Light	2	Material Light	2
Material Dark	2	Material Dark	2	Material Dark	2
Material Holines	2	Material Holines	2	Material Holines	2
Material Evil	2	Material Evil	2	Material Evil	2
Strong Gloves	3	Strong Gloves	3	Strong Gloves	3
Elixir	5	Elixir	5	Elixir	5
Amrosia	7	Amrosia	7	Amrosia	7
Cross	12	Cross	12	Cross	12
Healing Amulet	20	Healing Amulet	20	Healing Amulet	20
Dominion Feather	28	Dominion Feather	28	Dominion Feather	28
Robe of the Elde	38	Dark Shield	38	Dark Shield	38
Mirror of Truth	52	Mirror of Truth	52	Mirror of Truth	52
Water Mirror	52	Water Mirror	52	Water Mirror	52
Elemental Ring	65	Elemental Ring	65	Elemental Ring	65
Guardian Robe	78	Elemental Shield	78	Elemental Shield	78
Sol Crown	95	Sol Crown	95	Sol Crown	95
Crystal Wand	99	Falconbolt	99	Chaos Rapier	99

=====

Dwarf	Fate Coin	Fairy	Fate
Coin			

=====

Rope of Return	1	Rope of Return	1
Material Magic	2	Material Magic	2
Material Flame	2	Material Flame	2
Material Water	2	Material Water	2
Material Earth	2	Material Earth	2
Material Wind	2	Material Wind	2
Material Light	2	Material Light	2
Material Dark	2	Material Dark	2
Material Holines	2	Material Holines	2
Material Evil	2	Material Evil	2
Knight's Gauntle	3	Strong Gloves	3
Elixir	5	Elixir	5
Ambrosia	7	Amrosia	7
Cross	12	Cross	12
Healing Amulet	20	Healing Amulet	20
Dominion Feather	28	Dominion Feather	28
Robe of the Elde	38	Robe of the Elde	38
Mirror of Truth	52	Mirror of Truth	52
Water Mirror	52	Water Mirror	52
Elemental Ring	65	Elemental Ring	65
Guardian Armor	78	Guardian Robe	78
Sol Crown	95	Sol Crown	95
Frost Axe	99	Rhinoceros Rod	99

++*+*+*+*+*+*+*+*+*+*+*+*

VI. Item Description (ITD)

++*+*+*+*+*+*+*+*+*+*+*+*

I guess everyone should know this, these descriptions is very incomplete because I had already throw away the ordinary items as the space of items that can be kept is very limited. The stock box can only stores up to 12 items per character. And each character can only hold 10 items. Regardless the items that you can stock until 99, they will only take one space. But I will try to find them again.

As for the fourth update, this items description is far more complete.

-Weapons

Normal Sword : A good sword for beginners to use.
Broad Sword : A heavy sword with a wide blade.
Long Sword :
Bastard Sword : A Long sword with a wide blade.
Claymore : The barbarian Normans forge these very sharp swords.
Bloodsword : Red from blood of those it has killed.
Sword of Bane : Its last owner died a terrible death.
Silver Sword : Made of silver. It can also damage lycanthropes
Ice Sword :
Flame Sword : Sword from ancient times. Flames dance up the blade.
Darkblade : Sent to the world from the heavens, has a black blade.
Sunblade :
Dragonbane : A dragon-slaying sword forged for a ancient hero.
Damascus Sword : A great sword. Really sharp.
Guardian Sword : Sword of the arcanes, strengthens magical power.
Excalibur : A magical sword which is of great use against demons.
Durandal : The favored sword of a bold knight, it can cut stone.
Revatin : Surrounded by a blue light. It can even wound the gods.
Fenris : The frost demons' sword will bring the end of the world.
Answerer : A black sword, forged by the god of darkness.
Mistortain : A demonic sword which killed the god of light.
Calvin's Blade : A sword of the gods, bathed in blessed light.
Club : A wooden club.
Mace :
Flail :
Warhammer : Steel hammer, easy to lift and strikes heavy blows.
Long Hammer : A heavy, long hammer with excellent range.
Blessed Hammer : Carries protective charm against demons.
Morning Star : A rod with a massive ironball on a chain.
Ritual Hammer : A wonderfully decorated hammer for use in rituals.
Wand of the Ancients : A powerful wand enchanted by the arcanes.
Wand of Devils : A wand forged for demons by rebellious gods.
Holy Wand : Gives its wielder holy might to destroy demons.
Wish Hammer : May reveal its power when the user is in a dilemma.
Gabriel : A powerfull spirit is bound, named after the archangel.
Wand of Justice : Judges good and evil in the hearts of men.
Hammer of Thor : It is said, that it has been forged by Thor for humans.
Seraphim Rod : An angelic rod which can exorcise demons.
Dagger : A normal, easily-to-use dagger.
Gladius : A dagger like those used by the ancients.
Defender :
Daak : Favored dagger of the barbarian Normans.
Cat's Claw : Magical dagger shaped like a cat's claw.
Blackjack : A small, easily carried weapon.
Silver Dagger : A charmed silver dagger.
Orichalca Dagger : Golden dagger made of a fabled metal.
Golden Harp : Strange golden dagger, favored by ancient heroes.
Blood Dagger : A dagger stained red by the blood of its victims.
Mist Dagger : Magical dagger formed out of the spirits of the dead.
Ringnail : A special small dagger which is hidden within a ring.
Fabnihl : Made of the tooth of Fabnihl, it can turn foes to stone.
Wooden Wand : A solid wooden wand

Iron Wand :
 Pure Wand : Created of the best materials by the best smiths.
 Skull Wand : A wand topped with the skull of a ceremonial victim.
 Mithril Wand : A magical wand made of mithril silver.
 Wand of Runes : Has magical powers through the runes upon.
 Skystone Wand : A magical wand created from a meteor.
 Moon Wand : Wand imbued with the power of the moon.
 Wand of Evil : A wand with the power to curse.
 Gaia Wand : Holds the magical powers of earth and the stars.
 Godswand : Wand of such power, only a master sorcerer may wield it.

 Crystal Wand : A quartz wand imbued with magical power.
 Baphomet : This sword increases its user's strength.
 Charmed Wand : This wand enhances its user's magical power.
 Wand of Apollo : A wand that can destroy 100,000 things at once.
 Shortbow : A simply made bow.
 Bow : A normal bow, easy to use.
 Long Bow :
 Trueheart : A first class bow of great workmanship.
 Ranger's Bow :
 Windbolt : Magical bow inhabited by a wind fairy.
 Lightbolt : A magical bow which shoots arrows of pure light.
 Falconbolt : A special bow which can shot two arrows at once.
 Compound Bow : A bow of strong wood. It is reknoved for its power.
 Elven Bow : A magical bow made for the king of the elves.
 Shadowbolt : A bow which was enchanted by night fairies.
 Artemis : Bow which was given to a hero by the goddess Artemis.
 Bolt of Larie : A cursed arrow made by the demon Larie.
 Perseus Bow : Named after a hero, effective against the possessed.
 Shortsword : A normal, easily-to-wiel shortsword.
 Wyvernstooth Rapier : First class rapier of the finest material.
 Poison Rapier : a rapier which poisons anyone it wounds.
 Long Rapier : Long rapier for stabbing foes from greater distance.
 Silver Rapier : Leaves a anti-demon rune in the flesh it strikes.
 Mithril Rapier : A magical rapier formed of mithril silver.
 Frostfurnace : Was given to a king as a gift from the ice fairies.
 Thunderbolt : Wind spirits imbued it with the power of thunder.
 Stone Foil : Made by elven mastersmiths. Imbued with earth power.
 Solitaire : It is said it devours the souls of those it strikes.
 Chaos Rapier : It was forged to face the Bane Wyrms.
 Minister : For the punishment of the sinful, emits a divine poison.

 Sword of Zeus :
 Tomahawk : A small, easy-to-wield axe.
 Hand Axe : A normal axe.
 Battle Axe : A heavy battle axe, the favored weapon of barbarians.
 Fine Axe : A very fine axe forged by great smiths.
 Great Axe : A heavy axe reknoved for its hacking ability.
 Silver Axe : An axe made of silver and blessed with holy runes.
 Viking Axe : An axe favored favored by northern seafearers.
 Flamespitter : Sparkling axe forged in the fiery breath of a dragon.
 Life Eater : This axe can devour the souls of those it strikes.
 Poison Axe : An axe forged of poisonous metal.
 Executioner : A long staff with an axehead on one end.
 Blood Axe : An extremely sharp axe.
 Ouga Axe : Holds the night demon Ouga and great power.
 Half-moon Axe : Increases the power of the wielder's magic.
 Berserker : It gives its wielder the strength of madness.
 Frost Axe : A demon forged axe with blades of ice.
 Lucifer : Inhabited by a demon. Lets the wounded begin to

decay.

Gulwick : A golden axe, carries the power of the earth within it.

Rod : A rod favored by fairies.

Jewel Rod : A rod with a jewel-encrusted top.

Crystal Rod : Quartz rod which protects the soul of its wielder.

Silver Rod : A silver rod with holy script engraved upon it.

Flame Rod : 1 of the 4 given to the elven king by a dead king.

Water Rod : 1 of the 4 given to the elven king by a dead king.

Wind Rod : 1 of the 4 given to the elven king by a dead king.

Earth Rod : 1 of the 4 given to the elven king by a dead king.

Fey Rod : A rod from the elven empire which has hidden powers.

Vampire Rod : A cursed rod which devours souls.

Rainbow Rod : A rod said to possess mysterious powers.

Holy Rod : A rod imbued with holy power to heal wounds.

Star Rod : A rod of starstone which burns with eternal light.

Rod of Ishtar : A rod created by the goddess Ishtar.

Rhinoceros Rod : A rod carved out of a rhinoceros horn.

Alchemist's Rod : A legendary treasure of the alchemists.

Angel Rod : A rod which can purify the possessed.

-Defenses

Bronze Armor : Normal armor made of bronze.

Chainmail Shirt : A shirt made of steel chainmail.

Full Plate : Full suit of heavy armor. Protects the whole body.

Knight's Armor : Light fine armor favored by unmounted knights.

Silver Armor : Beautiful armor made of silver.

Mirror Armor : Silver armor with a fine reflective exterior.

Black Armor : The armor of the accursed black knight.

Fata Morgana Armor : Imbued with illusionary magic.

Anti-magic Armor : Created by the 12 sages. Against sorcery.

Guardian Armor : Armor forged by the warlords of hell.

Master Plate : A masterwork which provides 1st class protection.

Dragonscale : Armor forged of the heavy scales of a dragon.

Demonscale : It was created through a pact with the demons.

Holy Armor : It has a holy aura. Protects against the possessed.

Pavas Armor : Legendary armor. Given to a hero by the gods.

Leather Armor : Armor made of thick leather.

Leather Buckler : Small shield which protects against demons.

Fine Shield : Excellent shield made of the finest materials.

Fine Leather : First class leather clothing.

Bandit Shield : Shield of robbers, it remains silent during motion.

Runic Shield : It is engraved with runes to enhance magical power.

Elven Shield : A shield enchanted by the elves.

Dark Shield : Helps against magic-absorbing barriers.

Life Shield : An excellent shield offering great protection.

Moon Shield : An old shield which regenerates sorcerous energies.

Sun Shield : An old shield which regenerates life energies.

Elemental Shield : Magically made by the greatest sorcerers.

Holy Shield(ver1) : This offers divine protection from the possessed.

Holy Shield(ver2) : This shield emits holiness.

Robe : Robe made of heavy cloth.

Fine Robe :

Robe of Sorcery : Robe woven of magical energies and silk.

Bishop's Robe : Consecrated robe. Protects against bad luck.

Queen's Robe : A thick but lightweight robe of a royal family.

Earth Robe : Contains earth elementals. Protects against sorcery.

Healing Robe : A life-saving robe which heals its wearer.

Shadow Robe : A black robe inhabited by spirits of darkness.

Holy Robe : A robe which emits a divine aura.

Robe of Spirits : Amplifies its wearer's magical power.
Robe of the Elders : Made by the elders. Gives great protection.
Guardian Robe (Ver1) : Powerfully protective. Made by hell's guardians.
Guardian Robe (Ver2) : Powerfully protective. Made by hell's guardians.
Infernal Robe : A cursed robe of the devil and his helpers.
Phantom Robe : A robe of the dead. It devours the wearer's soul.
Robe of the Sages : It was supposedly created by the 12 Sages.

-Shields

Leather Shield : A light, easily used leather shield.
Round Shield : A simple round shield.
Knight Shield : A finely adorned shield for knights.
Flame Shield : Magical shield inhabited by fire spirits.
Ice Shield : Shield made of ice inhabited by water spirits.
Air Shield : A shield protected by wind spirits.
Earth Shield : Magical shield enchanted by earth spirits.
Reflective Shield : Polished surface, protects against magic.
Guardian Shield : Made by warriors, increases magical power.

-Clothings

Power Band : Magically increases its wearer's strength.
Hunting Cap : Favored hat of the fashion-conscious woodsman.
Silver Helmet : A beautifully designed silver helmet.
Great Helmet : A great, finely crafted helmet.
Winged Helmet : A magical feathered helmet.
Shadow Veil : Veil of heretics, imbued with dark powers.
Beauty Veil : Beautiful ornamental veil, worn by priests.
Sol Crown : The sun crown of a powerful ancient king.
Moon Crown : Crown of an ancient king who wielded great power.
Elven Hat : Elves like to wear these enchanting hats.
Witch's Hat : A pointed hat popular with all the witches.
Earth Tiara : One of a pair of tiaras created long ago.
Star Tiara : One of a pair of tiaras created long ago.
Silver Circlet : Raises one's spirits and repels demons.
Queen's Circlet : Beautiful circlet from ancient times.
Red Ear-stud : Ear-stud adorned with a red jewel.
Blue Ear-stud : Ear-stud adorned with a blue jewel.
Lucky Earrings : Beautiful earrings which bring luck.
Crystal Earrings : Said to strengthen mind and spirit.
Feather Mantle : A magnificent cloak adorned with feathers.
Aqua Shawl : Magical shawl worn by the spirit of water.
Summer Cape : One of the four capes created by a great master.
Winter Cape : One of the four capes created by a great master.
Autumn Cape : One of the four capes created by a great master.
Spring Cape : One of the four capes created by a great master.
Rune Cape : A cape with runes that increase magical power.
Resist Cloak : Cloak that protects against magical attacks.
Thieves' Cloak : A black cloak. Robbers prefer these.
Crusader Cloak : A finely embroidered cloak worn by knights.
Elven Cloak : Light cloak for easy movement worn by elves.
Element Cloak : Cloak enchanted with the strength of spirits.
Leather Gloves : Gloves made of leather.
Feather Gloves : Gloves made from feathers.
Rune Gloves :
Holy Gloves : Gloves which bestow the wearer with holy might.
Gauntlets : Iron gloves to protect the hand.
Knight's Gauntlet : Beautiful protective gloves for knights.
Gauntlets of Strength : Enchanted to increase strength.
Silver Gauntlets :
Wing Gauntlets : Magical feathered gauntlets.

Princess Pentagonam : Gloves that quicken magic incantations.

Magic Pentagonam : Gloves that quicken incantations of magic.

Fire Necklace : Wearer is protected by the powers of fire.

Water Necklace : Wearer is protected by the powers of water.

Earth Necklace : Wearer is protected by the powers of earth.

Wind Necklace : Wearer is protected by the powers of wind.

Light Necklace : Wearer is protected by the powers of light.

Dark Necklace : Wearer is protected by the powers of dark.

Holy Necklace : Wearer is blessed with holy power.

Evil Necklace : Engraved devil's prayer gives unholy power.

Necklace of Wonders : Beautiful necklace made in long ago.

Princess Locket : Beautiful locket of an ancient princess.

Misty Pendant : Misterious Locket with misty swirling surface.

Cross : A holy cross which protects agains all spells.

Power Symbol : Talisman that draws out one's hidden strengths.

Symbol of Darkness : Talisman that amplifies the dark powers.

Bronze Medal : Increases the wearer's defense during attacks.

Silver Medal : Increases the wearer's defense during attacks.

Gold Medal : Increases the wearer's defense during attacks.

Talisman : Accelerates the recovery of magical energy.

Luck Talisman : Amulet that brings the wearer good luck.

Light Amulet : Brings forth the power of light.

Rune Amulet : Engraved with runes that enhance magic.

Healing Amulet : An ancient amulet that heals the body.

Dragon Amulet : Engraved with the sacred dragon.

Jewel Ring : Ring set with a beautiful gem said to bring luck.

Reflector Ring : A ring that protects the wearer from magic.

Protect Ring : Protects with strange mysterious powers.

Blessed Ring : Blessed and engraved with holy symbols.

Hermit's Ring : Draws out the wearers hidden magical powers.

Merlin's Ring : Favorite ring of the great sorcerer Merlin.

Satan's Ring : Cursed ring created through a pact with Satan.

Elemental Ring : Supernatural ring made by the spirit kings.

Philos Ring : Said to have been created by the 12 Wisemen.

Solomon's Ring : Ring of an ancient king, subdues demons.

Thief's Badge : Secret badge worn by Thieves' Guild members.

Silver Brooch :

Jewel Brooch : A rather ugly brooch with large jewels.

Dominion Feather : Beautiful feather with hidden holy power.

Leather Boots : Boots made of comfortable leather.

Iron Boots :

Elven Boots : The wearer of these boots becomes tireless.

Winged Boots : Enchanted boots adorned with feathers.

Quick Boots : Allows the wearer quick and agile movements.

Feather Shoes : Enchanted shoes, light as a feather.

Hovering Shoes : Shoes which allow the wearer to float on air.

Mirror of Truth : Mirror of truth that can reveal identities.

Water Mirror : Mirror that can reveal defense of opponents.

Dancing Doll : Magical puppet with an enchanted soul.

Fool's Puppet : Old worn-out puppet with mysterious powers.

Elder's Tablet : A tablet engraved with ancient wisdom.

Shaman's Tablet : A stone tablet which warns of coming danger.

Knight's Banner : A flag with a knightly coat of arms.

Knight's Mask : Mask worn over face by knights in full armor.

Death Mask : Wearer becomes invincible at the cost of life.

Technique Book : Book containing the secrets of swordmanship.

Almander : Magical book containing knowledge about demons.

Renugeton : Magical book containing knowledge about demons.

Bahil : A spellbook on purification techniques.

Devil's Horn : Said to increase the bearer's dark powers.

Minotaur Horn : Said to give the bearer great strength.
Dragon Horn : Said to increase the bearer's abilities.
Berserker Bones : Skullbone of a fallen-mad warrior.
Basilisk Scales : Protect against being turned to stone.

-Objects

Healing Pin : Acupuncture needle. (Restores HP 25% dest.)
Healing Potion : Common Potion. (Restores HP to single unit)
Healing Stone : Stone of healing. (HP to max. 20% Dest.)
Blood Extract : Extract of blood. (Restores HP to maximum)
Life Potion : Potion of essence of life. (Restores HP)
Mind Potion : Enchanted medicine. (Restores MP)
Wizard's Potion : Essential potion of magic. (Restores MP)
Magical Stone : Soothes the spirit. (MP to max. 25% Dest.)
Spirit Extract : Concentrate of spirits. (Restore MP to maximum.)
Tasty-drops : Very tasty candy. (Restores MP and HP)
Elixir : Legendary medicine. (Completely restores MP and HP)
Miracle Powder : Ressurects the dead. (Ressurect 33% dest.)
Fate Coin : It shows the goddess of luck. (Changes Luck)
Rope of Return : Enchanted rope. (Activates Teleport)
Material Magic : Crystal of solid magic. (Strengthens weapon)
Material Flame : Magic crystal fire. (Fire attr. to weapon)
Material Water : Magic crystal water. (Water attr. to weapon)
Material Earth : Magic crystal earth. (Earth attr. to weapon)
Material Wind : Magic crystalize wind. (Wind attr. to weapon)
Material Light : Magic crystal light. (Light attr. to weapon)
Material Dark : Magic crystal dark. (Dark attr. to weapon)
Material Holiness : Crystalized divinity. (Holy attr. to weapon)
Material Evil : Crystalized evil. (Evil attribute to weapon)
Ambrosia : Nectar of the "Changing Flower". (Resurrection)
Elixir : Legendary medicine. (Completely restores MP and HP)
Terror Card : Frightening cards of cursing. (Confuses Foes)
Tarot Card : Magical Tarot cards. (? ? ?)
Silent Box : Odd music box. (Casts Silence 10% dest.)
Pandora's Box : Brings both hope and despair. (? ? ?)
Jewel Box : Holder gains fame. (? ? ?)
Herbal Candy : A strange tasting candy. (? ? ?)
Healing Perfume : Rousing fragrance. (Slowly restores HP)
Recovery Perfume : Mildly scented perfume. (Slowly restores MP)
Empress' Perfume : Grand perfume. (Restores both MP and HP)
Fairy Perfume : Created by fairies. (Activates Invincible)
Fairy Wings : A copy of fairy wings. (Levitate 25%dest.)
Fairy Powder : Made from fairy wings. (Activates Anti-Circle)
Berserker Drug : Dispels all fears. (Temporary Berserk)
Red Spice : Very hot spice. (Increases AT temporarily)
Fire Jewel : Gem of fire. (Activates Blaze; 25% Destruction)
Fire Orb : Orb of fire magic. (Activates Explosion)
Ice Jewel : Gem of ice. (Activates Blizzard; 25% Destruction)
Frost Orb : Orb of Ice magic. (Activates Freeze Beast)
Wind Jewel : Wind Gem. (Activates Lightning Bolt; 25% Dest.)
Thunder Orb : Orb of wind magic. (Activates Thunderbolt)
Earth Jewel : Earth Gem. (Activates Poison Cloud; 25% Dest.)
Earth Orb : Orb of earth magic. (Activates Earth Javelin)
Light Orb : Orb of light magic. (Activates Shining)
Dark Orb : Enchanted with dark magic. (Activates Dark Breath)
Orb of Evil : Orb of the evil powers. (Activates Death Spell)
Rainbow Orb : Magic-absorbing orb. (Activates Dispel Magic)
Phantasm Orb : Magic orb. (Activates Charm destroyed at 25%)
Crystal Orb : Holds life energy. (Full restoration of HP)
Elemental Orb : Orb of the spirits. (Summmons Elemental)

Holy Orb : Orb of holy power. (Activates Barrier)
 Holy Water : Purifies the unclean. (Activates Turn Undead)
 Holy Lamp : Ornamental Lamp. (Casts Holy Word 20% Dest.)
 Judge's Scale : Used by ancients. (Call Angel 50% dest)
 Wings of Seraphim : A copy of angels' wings. (Rest. of Life)
 Wings of Lucifer : Modeled after fallen angel. (Weaken Foe)
 Energy Flask : Essence of vigor. (Cures drain 33% Dest.)
 Energy Crystal : Life. (Activates Recover Energy 25% Dest.)
 Sheep Flute :
 Fortune Clock : Forever sand. (Activates Quick 33% dest.)
 Mysterious Clock : Glowing Sandglass. (Heavy slow! 33% dest.)
 Blood Pen : Uses blood ink. (Increase magic recovery rate)
 Feather Pen : Big feather pen. (Increase magic recovery rate)
 Fine Oil : High quality oil. (Temp. increase of fire attack)
 Blood Oil : Made from blood. (Temp. increase dark attack)
 Red Ash : Supposedly from a saint's hand. (Increase STR)
 Gray Ash : Supposedly from a saint's hand. (Increase AGI)
 Green Ash : Supposedly from a saint's hand. (Increase CON)
 Blue Ash : Supposedly from a saint's hand. (Increase INT)
 White Ash : Supposedly from a saint's hand. (Increase WIL)
 Black Ash : Supposedly from a saint's hand. (Increase POW)

-Herbs

* In Item-Window

Lavender : A herb for healing a wounded body. (Restores HP)
 Sage : Refreshes the exhausted soul. (Restores MP)
 Ironsage : A herb which neutralizes poison. (Treatment of poison)
 Heavensage : Frees one of paralyzation. (Treatment of paralyzation)
 Fennel : Restores a body that was turned to stone.
 Hyssop : Cures emotional confusion. (Treats mental confusion)
 Belladonna : Dispels bad magic. (Neutralization of magic)

* In Herb-Window

Lavender : Restores some life energy.
 Sage : Restores some magical energy.
 Ironsage : Neutralizes poison.
 Heavensage : Cures paralyzation.
 Fennel : Cures petrification.
 Hyssop : Cures magic losing condition.
 Belladonna : Removes curses.

VII. Item Potential (ITP)

This section is the section that tells exactly the amount that the objects can produce. Hope it is usefull!

Here, like in the previous sections, the asterisk(*) sign means that the item can be used several times until it breaks.

-HP/MP Items

Healing Pin : Restore HP by 10 - 20 to one party member
 Healing Potion : Restore HP by 40 - 80 to one party member
 Life Potion : Restore HP by 220 - 300 to one party member
 Healing Stone : Restore HP by 60 - 80 to all party members * 25% dest
 Crystal Orb : Restore HP by 200 - 320 to all party members
 Healing Perfume : Regenerate HP by 4 to all party members
 Mind Potion : Restore MP by 30 - 60 to one party member
 Wizard's Potion : Restore MP by 120 - 200 to one party member

Magical Stone : Restore MP by 10 - 30 to all party members * 25% dest
 Recovery Perfume : Regenerate MP by 4 to all party members
 Tasty-drops : Restore HP & MP by 10 - 40 to one party member
 Elixir : Restore HP & MP to full to a member
 Wings of Seraphim: Restore HP & MP back to full and recover status ailments
 to all party members
 Empress Perfume : Regenerate HP & MP by 4 to all party members
 Miracle Powder : Resurrect an ally with 1/5 of max HP * 33% dest
 Ambrosia : Resurrect an ally with full HP
 Pandora's Box : Characters' & enemies' HP & MP are reduced to 1

-Everlasting Status-adding Items

Blood Extract : Max Hit Point + 1~6 (Permanent)
 Spirit Extract : Max Magic Point + 1~6 (Permanent)
 Red Ash : Max Strength + 1~6 (Permanent)
 Blue Ash : Max Intelligent + 1~6 (Permanent)
 White Ash : Max Willpower + 1~6 (Permanent)
 Gray Ash : Max Agility + 1~6 (Permanent)
 Green Ash : Max Constitution + 1~6 (Permanent)
 Black Ash : Max Power + 1~6 (Permanent)
 Fate Coin : Max Luck + -3~3 (Permanent)
 Jewel Box : Fundamental value of Luck increase
 Material Magic : Weapon's At. & Armor's Df. + 1~3 (Permanent)
 Material Flame : Weapon & Armor's fire attribute + 1~3 (Permanent)
 Material Water : Weapon & Armor's water attribute + 1~3 (Permanent)
 Material Wind : Weapon & Armor's wind attribute + 1~3 (Permanent)
 Material Earth : Weapon & Armor's earth attribute + 1~3 (Permanent)
 Material Light : Weapon & Armor's light attribute + 1~3 (Permanent)
 Material Dark : Weapon & Armor's dark attribute + 1~3 (Permanent)
 Material Holiness: Weapon & Armor's holy attribute + 1~3 (Permanent)
 Material Evil : Weapon & Armor's evil attribute + 1~3 (Permanent)

-Magic-casting Objects

Holy Water : Cast Lvl 1 priest spell 'Turn Undead'
 Holy Orb : Cast Lvl 3 priest spell 'Barrier'
 Holy Lamp : Cast Lvl 4 priest spell 'Holy Word' * 20% dest
 Energy Crystal : Cast Lvl 5 priest spell 'Recover Energy' * 25% dest
 Judge's Scale : Cast Lvl 6 priest spell 'Call Angel' * 50% dest
 Fire Jewel : Cast Lvl 3 wizard spell 'Blaze' * 25% dest
 Ice Jewel : Cast Lvl 3 wizard spell 'Blizzard' * 25% dest
 Wind Jewel : Cast Lvl 3 wizard spell 'Lightningbolt' * 25% dest
 Earth Jewel : Cast Lvl 3 wizard spell 'Poison Cloud' * 25% dest
 Light Orb : Cast Lvl 4 wizard spell 'Shining'
 Dark Orb : Cast Lvl 4 wizard spell 'Dark Breath'
 Rainbow Orb : Cast Lvl 4 wizard spell 'Dispell Magic'
 Fire Orb : Cast Lvl 5 wizard spell 'Explosion'
 Frost Orb : Cast Lvl 5 wizard spell 'Freeze Beast'
 Thunder Orb : Cast Lvl 5 wizard spell 'Thunderbolt'
 Earth Orb : Cast Lvl 5 wizard spell 'Earth Javelin'
 Evil Orb : Cast Lvl 5 wizard spell 'Death Spell'
 Sheep Flute : Cast Lvl 1 fairie spell 'Sleep' * 10% dest
 Phantasm Orb : Cast Lvl 3 fairie spell 'Charm' * 25% dest
 Silent Box : Cast Lvl 3 fairie spell 'Silence' * 10% dest
 Fairy Wings : Cast Lvl 4 fairie spell 'Levitate' * 25% dest
 Fortune Clock : Cast Lvl 5 fairie spell 'Quick' * 33% dest
 Mysterious Clock : Cast Lvl 5 fairie spell 'Heavy Slow' * 33% dest
 Fairy Perfume : Cast Lvl 5 fairie spell 'Invincible'
 Fairy Powder : Cast Lvl 5 fairie spell 'Anti-Circle'
 Elemental Orb : Cast either one of Lvl 6 fairie spells
 Tarot Card : Cast high level magic

eg. Call Angel, Thunderbolt, Meteor Storm, etc

-Miscellaneous

Cure Potion : Status abnormal recovery to one member
Energy Flask : Cure 'Drain' * 33% dest
Wings of Lucifer : Cast 'Weak' on all enemies
Terror Card : Cast 'Confusion' on all enemies
Berserker Drug : Cast 'Berserk' on yourself for 120 seconds
Red Spice : At. + 50% for 60 seconds
Fine Oil : Fire attribute + 30
Blood Oil : Darkness attribute + 30
Feather Pen : Magical acquisition rate increase
Blood Pen : Magical recovery factor increase
Herbal Candy : Random effects of herbs

-Herb

Lavender : Potential = 10~30 + (Agi./ 4)
Sage : Potential = 10~30 + (Agi./ 4)

VIII. Special Effects (SPC)

In this part, there are two different things that I interpret it as maybe the same. When I say MP regeneration + x (varies, depends on the equipment), it means that the MP regeneration that uses Power will be added by x. So, it is different from the one that is said like this : " regenerate MP by x", this means that the MP will be added continuously by x.

Weapons

Sword of Bane : At + 60 / 6 HP, if HP below 7, it curses
Bloodsword : Drains HP from living enemies (decrease HP if undead)
Answerer : At + 50 / 15 MP
Durandal : Sometimes knock back enemies (even bosses)
(probability 25%)
Mistortain : Critical attack ratio + 5%
Dragonbane : Dragon enemies, AT + 40
Excalibur : Demon enemies & magical living thing, At + 40
Calvin's Blade : Demon enemies & magical living thing, At + 60
Gabriel : Holy atk magic + 50%
Ritual Hammer : Critical attack ratio + 3%
Wish Hammer : At + 40 when HP 1/4
Wand of Justice : Demon enemies, At + 30
Seraphim Rod : Demon enemies, At + 40
Hammer of Thor : At + 20 / 8 MP & Giant enemies & magical living thing,
At + 40 ~can be equipped by dwarves~
Cat's Claw : Sometimes curse the enemy (8% probability)
Blackjack : Sometimes stun the enemy (8% probability)
Blood Dagger : Drains HP from living enemies (decrease HP if undead)
Fabnihl : Sometimes petrify / 16 MP (8% probability)
Golden Harp :
Orichalca Dagger : At + (WIL * 25%)
Death Sickel : At + 30 / 6 HP & Sometimes Instant Death (8% prob.)
Dominion Dagger : Demon & Undead enemies, At + 40
Skystone Wand :
Godswand : Sometimes shoot Fire Bullet / 1 MP (10% probability)
Gaia Wand : Sometimes shoot Stone Bullet if hit by normal attack
(25% probability)

Baphomet : Wave attack
 Charmed Wand : Mat + 30 / 3 MP
 Crystal Wand : Critical attack ratio + 4%
 Trueheart : Critical attack ratio + 3%
 Ranger's Bow : Critical attack ratio + 3%
 Elven Bow : Critical attack ratio + 6%
 Lightbolt : Shoots Magic Missile / 10 MP
 Falconbolt : Shoots 2 arrows in one attack
 Artemis : At + 30 / 8 MP
 Bolt of Larie : Sometimes petrify / 12 MP (15% probability)
 Perseus Bow : Demon & dragon enemies, At + 60 & critical attack ratio + 6%

 Solitaire : Drains MP from living enemies (decrease MP if undead)
 Poison Rapier : Sometimes poison the enemy (10% probability)
 Minister : Sometimes paralyze the enemy (10% probability)
 Chaos Rapier : Sometimes confuse the enemy (12.5 % probability)
 Sword of Zeus : Demon enemies, At + 50
 Executioner : Critical attack ratio + 4%
 Valkyrie : Critical attack ratio + 5%
 Great Axe : Critical attack ratio + 6%
 Life Eater : Drains HP from living enemies (decrease HP if undead)
 Berserker : Sometimes knock back enemies (even bosses) (25% probability)& goes Berserk when you, in critical condition, hit enemy. (at least 1/2 of the max HP)

 Gulwick : Sometimes Petrify / 8 MP (20% probability)
 Slaughterer : Sometimes Instant Death (8% probability)
 Lucifer : At + 20 / 6 HP, Can paralyze user if he hits with HP less than half

 Pavas Axe : Demon enemies, At + 55
 Fey Rod : At + (Enemy level / 3)
 Vampire Rod : Drains MP from living enemies (decrease MP if undead)
 Holy Rod : Starts to regenerate HP by 1 if HP lower than half
 Rainbow Rod : Critical attack ratio + 7%
 Rhinoceros Rod : Critical attack ratio + 2% & MP regeneration + 2
 Alchemist's Rod : Doubles the experience gained from attacking enemies
 Rod of Ishtar : Undead enemies, At + 40
 Angel Rod : Demon enemies, At + 40

 Armors/Robes

Full Plate : Critical attack ratio - 2%
 Master Plate : Critical attack ratio + 5%
 Mirror Armor : Sometimes block magic(healing, support & attack magic) (25% probability)

 Anti-magic Armor : Df + (POW * 10%)
 Black Armor : Df + 60 / 10 MP
 Holy Armor : Evil elemental damage decreases
 Reflector : Sometimes block magic(healing, support & attack magic)
 Elemental Shield : Fire, Water, Wind, & Earth elemental damage decreases
 Dark Shield :
 Holy Shield(ver1) : Evil elemental damage decreases
 Holy Shield(ver2) : Fire & Evil elemental damage decreases
 Moon Shield : MP regeneration + 5
 Sun Shield : Regenerate HP by 2
 Healing Robe : Regenerate HP by 1
 Shadow Robe : Sometimes block magic(healing, support & attack magic) (33% probability)
 Guardian Robe(ver2) : Darkness & Evil elemental damage decreases

Infernal Robe :
Phantom Robe :
Robe of the Sages : Fire, Water, Wind, Earth, & Evil elemental damage
decreases

Shields

Flame Shield : Reduce fire elemental attack
Ice Shield : Reduce water elemental attack
Air Shield : Reduce wind elemental attack
Earth Shield : Reduce earth elemental attack
Reflective Shield : Sometimes block magic(healing, support & attack magic)
(25% probability)
Lucifer Shield : Sometimes cast 'Dark Wave' when attacked while
guarding with 12 MP use
Seraphim Shield : Regenerate HP & MP by 1

Clothings

Moon Crown : MP consumption - 25%
Sol Crown : MP consumption - 50%
Devil's Horn : MP consumption - 10% & MP regeneration + 1
Element Cloak : Decrease fire, water, wind, & earth damage
Earth Tiara : Decrease fire, wind, light, & holy damage
Star Tiara : Decrease water, earth, darkness, & evil damage
Hermit's Ring : MP regeneration + 1
Talisman : MP regeneration + 2
Healing Amulet : Regenerate HP by 1
Elven Boots : Regenerate HP by 1
Death Mask : Regenerate HP by -5% & critical attack ratio + 5%
Necklace of Wonders : Regenerate HP by 2 & MP by 2
Satan's Ring : Regenerate MP by 3 & Curse the character
Rune Amulet : Wizard mag atk + 50%
Mystical Veil : Fairy mag atk + 50%
Beauty Veil : Priest mag atk + 50% & Increases the potential of
healing magics.
Elemental Ring : Elemental Attack (fire, water, wind, earth) + 50%
Red Ear-stud : 10% magic recovery from fire & earth damage
Blue Ear-stud : 10% magic recovery from water & wind damage
Shadow Veil : 10% magic recovery from darkness & evil damage
Reflector Ring : Sometimes block magic(healing, support & attack magic)
(50% probability)
Solomon's Ring : 100% block magic(healing, support & attack magic)
Protect Ring : Df + (POW * 25%)
Resist Ring : Mdf + (POW * 25%)
Philos Ring : Gain MP when you take damage
Dropneal : Increase the chance of getting Fate Coin & Doubles
the experience gained from experience crystal.
Plus: Multiplies the amount of money gotten from
monsters. (thanks to James for this)
Spring Cape : Immune to Poison
Silver Helmet : Immune to Paralysis
Summer Cape : Immune to Paralysis
Witch's Hat : Immune to Magic-Loss
Autumn Cape : Immune to Magic-Loss
Winter Cape : Immune to Confusion

Feather Shoes : Immune to Slow
 Winged Boots : Immune to Slow
 Princess Locket : Immune to Sleep
 Misty Pendant : Immune to Silence
 Basilisk Scales : Immune to Petrify
 Cross : Immune to Curse
 Gray Arc : Immune to Drain
 Elven Hat : Immune to Poison & Paralysis
 Hunting Cap : Immune to Confusion & critical attack ratio + 1%
 Shaman's Tablet : Immune to spiritual status abnormality (Magic-Loss, Confusion, etc)
 Water Mirror : Reveal enemies' alignment/element
 Mirror of Truth : Reveal enemies' Name & Hit Point (HP)
 Fool's Puppet : Auto resurrect (1/3 HP & MP) (50% Destruction)
 Dominion Feather : Auto resurrect(Full HP & MP) (50% Destruction)
 Dancing Doll : Refill 4% of the MP when it goes to 0(50% Destruction)
 Rune Gloves : Give the effect of 'Enchant Weapon' to equipped weapon
 Silver Gauntlets : Give the effect of 'Enchant Weapon' to equipped weapon
 Hovering Shoes : Give the effect of 'Levitate' to character
 Princess Pentagonam : Cut magic incantation by 25% & MP Regeneration + 4
 Magic Pentagonam : Cut magic incantation by 50%
 Knight's Gauntlet : Critical attack ratio + 1%
 Berserker Bones : Critical attack ratio + 2% & Goes berserk when in critical condition (at least 1/2 of the max HP)
 Minotaur Horn : Sometimes knock back enemies (even bosses) (25% probability) & critical attack ratio + 2%
 Dragon Horn : Critical attack ratio + 4%
 Technique Book : Critical attack ratio + 5%
 Aqua Shawl : Fire elemental damage decreases
 Quick Boots : Wind elemental damage decreases
 Light Amulet : Darkness elemental damage decreases

IX. Equipment Element (ELM)

This section will most likely to include the equipment(weapon, armor, & clothing)that have elements. So, non elemental equipments will not be listed here. As you can see, this section is not completed yet. I'll try to give as much info as I can.

Abbreviation : Fir. = Fire Wat. = Water Win. = Wind Ear. = Earth,
 Lig. = Light Dar. = Darkness Hol. = Holy Evi. = Evil

Weapon

=====

	Fir.	Wat.	Win.	Ear.	Lig.	Dar.	Hol.	Evi.
Flame Sword	10	0	0	0	0	0	0	0
Revatin	25	0	0	0	0	0	0	0
Ice Sword	0	12	0	0	0	0	0	0
Fenris	0	30	0	0	0	0	0	0
Lightning Bld.	0	0	10	0	0	0	0	0
Earth Saber	0	0	0	14	0	0	0	0
Sunblade	0	0	0	0	18	0	0	0
Dragonbane	0	0	0	0	20	0	0	0
Excalibur	0	0	0	0	25	0	0	0
Darkblade	0	0	0	0	0	18	0	0
Answerer	0	0	0	0	0	20	0	0

Calvin's Bld.	30	0	0	0	0	0	30	0
Bloodsword	0	0	0	0	0	0	0	10
Sword of Bane	0	0	0	0	0	0	0	15
Hammer of Thor	0	0	30	0	0	0	0	0
Excalibur	0	0	0	0	25	0	0	0
Blessed Hammer	0	0	0	0	0	0	8	0
Holy Wand	0	0	0	0	0	0	18	0
Wand of Jst.	0	0	0	0	0	0	25	0
Seraphim Rod	25	0	0	0	0	0	25	0
Gabriel	0	0	0	0	20	0	20	0
Wand of Devils	0	0	0	0	0	0	0	24
Ringnail	20	0	0	0	0	0	0	0
Blood Dagger	0	0	0	0	0	0	0	10
Death Sickel	0	0	0	0	0	0	0	15
Fabnhl	0	0	0	0	0	0	0	20
Gaia Wand	0	0	0	15	0	0	0	0
Moon Wand	0	0	0	0	0	15	0	0
Godswand	0	0	0	0	0	0	20	0
Wand of Apollo	0	0	0	0	0	0	25	0
Wand of Evil	0	0	0	0	0	0	0	8
Windbolt	0	0	2	0	0	0	0	0
Lightbolt	0	0	0	0	14	0	0	0
Shadowbolt	0	0	0	0	0	26	0	0
Perseus Bow	0	0	0	0	25	0	25	0
Bolt of Larie	0	0	0	0	0	18	0	22
Artemis	0	0	0	16	20	0	12	0
Inferno	18	0	0	0	0	0	0	0
Frostfurnace	0	18	0	0	0	0	0	0
Thunderbolt	0	0	18	0	0	0	0	0
Stonefoil	0	0	0	18	0	0	0	0
Valkyrie	0	0	0	0	20	0	0	0
Chaos Rapier	0	0	0	0	0	20	0	0
Sword of Zeus	0	20	0	0	0	0	20	0
Solitaire	0	0	0	0	0	12	0	16
Flamespitter	22	0	0	0	0	0	0	0
Frost Axe	0	16	0	0	0	0	0	0
Poison Axe	0	0	0	8	0	0	0	0
Gulwick	0	0	0	25	0	0	0	0
Half-moon Axe	0	0	0	0	12	0	0	0
Berserker	0	0	0	0	0	25	0	0
Silver Axe	0	0	0	0	0	0	8	0
Slaughterer	0	0	0	0	0	0	0	20
Life Eater	0	0	0	0	0	0	0	23
Lucifer	0	0	0	0	0	0	0	23
Pavas Axe	0	0	0	0	30	0	30	0
Flame Rod	12	0	0	0	0	0	0	0
Water Rod	0	12	0	0	0	0	0	0
Wind Rod	0	0	12	0	0	0	0	0
Earth Rod	0	0	0	12	0	0	0	0
Rod of Ishtar	0	0	0	0	21	0	0	0
Star Rod	0	0	0	0	40	0	0	0
Silver Rod	0	0	0	0	0	0	12	0
Holy Rod	0	0	0	0	0	0	12	0
Rhinoceros Rod	0	0	0	0	0	0	25	0
Angel Rod	0	0	0	0	0	0	25	0
Vampire Rod	0	0	0	0	0	0	0	18

Defense

=====

Holy Gloves	0	0	0	0	0	0	40	0
Gray Arc	0	0	0	0	0	0	40	0
Evil Necklace	0	0	0	0	0	0	0	24
Satan's Ring	0	0	0	0	0	0	0	30

IX. Equipment Attribute (ATR)

Well, I think it will be almost impossible to make this section complete. But I'll gather as much information as I can. (If only I had think of doing this section 2 months ago, maybe this section can be completed, at least for 75% of all the equipments.)

Added(ver 2.4): Well, what can I say? All the items are listed with the status enhancing attribute. Although it is not 100% correct, and some of them are still in '??' mark, it is still good to refer to this table. If you find any mistakes, don't wait and e-mail me straight away. :) (Phew, at last this section is 95% completed)

Weapon

=====

	Str	Int	Wil	Ag1	Con	Pow	Luk	-	At	Mat	Def	Mdef
Normal Sword	0	0	0	0	0	0	0	-	7	0	0	0
Sword of Bane	0	0	0	0	0	0	0	-	10	0	0	0
Broad Sword	0	0	0	0	0	0	0	-	12	0	0	0
Long Sword	0	0	0	0	0	0	0	-	18	0	0	0
Bloodsword	0	0	0	0	0	0	0	-	20	0	0	0
Bastard Sword	0	0	0	0	0	0	0	-	25	0	0	0
Silver Sword	0	0	0	0	0	0	0	-	28	0	0	0
Claymore	0	0	0	0	0	0	0	-	30	0	0	0
Earth Saber	0	0	0	0	0	0	0	-	32	0	0	0
Ice Sword	0	0	0	0	0	0	0	-	34	0	0	0
Flame Sword	0	0	0	0	0	0	0	-	36	0	0	0
Lightning Bld.	0	0	0	0	0	0	0	-	38	0	0	0
Sunblade	0	0	0	0	0	0	0	-	44	0	0	0
Darkblade	0	0	0	0	0	0	0	-	52	0	0	0
Answerer	0	0	0	0	0	0	0	-	60	0	0	0
Dragonbane	0	0	0	0	0	0	0	-	68	0	0	0
Damascus Bld.	0	0	0	0	0	0	0	-	70	0	0	0
Excalibur	0	0	0	0	0	0	0	-	72	0	0	0
Guardian Swd.	0	0	0	0	0	20	0	-	75	0	20	20
Durandal	0	0	0	0	0	0	0	-	80	0	0	0
Revatin	0	0	0	0	0	0	0	-	87	0	0	0
Mistortain	0	0	0	0	0	0	0	-	110	0	0	0
Fenris	0	0	0	0	0	0	0	-	121	0	0	0
Calvin's Bld.	0	0	0	0	0	0	0	-	128	0	0	0
Club	0	0	0	0	0	0	0	-	5	0	0	0
Mace	0	0	0	0	0	0	0	-	9	0	0	0
Flail	0	0	0	0	0	0	0	-	13	0	0	0
Warhammer	0	0	0	0	0	0	0	-	19	0	0	0
Blessed Hmr.	0	0	15	0	0	0	0	-	24	0	0	12
Long Hammer	0	0	0	0	0	0	0	-	28	0	0	0
Morning Star	0	0	0	0	0	0	0	-	34	0	0	0
Ritual Hammer	0	10	0	0	0	0	0	-	40	0	0	0
Holy Wand	0	0	0	0	0	0	0	-	46	0	0	0
Wnd. of Anc.	0	0	0	0	0	0	0	-	50	0	5	0
Wand of Devil	0	0	0	0	0	0	0	-	55	0	0	0
Amber Wand	0	0	0	0	0	0	0	-	62	0	0	0

Gabriel	0	0	0	0	0	0	0	- 62	0	0	0
Wish Hammer	0	0	0	0	0	0	0	- 65	0	0	0
Wand of Just.	0	0	0	0	0	0	0	- 70	0	0	0
Hmr. of Thor	0	0	0	0	0	0	0	- 95	0	0	0
Seraphim Rod	0	0	0	0	0	0	0	- 104	0	0	0
Dagger	0	0	0	0	0	0	0	- 5	0	0	0
Gladius	0	0	0	0	0	0	0	- 9	0	0	0
Daak	0	0	0	0	0	0	0	- 14	0	0	0
Defender	0	0	0	0	0	0	0	- 18	0	10	0
Silver Dagger	0	0	0	0	0	0	0	- 19	0	0	0
Death Sickle	0	0	0	0	0	0	0	- 20	0	0	0
Cat's Claw	0	0	0	0	0	0	0	- 21	0	0	0
Bandit Dagger	0	0	0	10	0	0	0	- 26	0	0	0
Blackjack	0	0	0	0	0	0	0	- 30	0	0	0
Orichal. Dgr.	0	0	0	0	0	10	0	- 30	0	0	0
Golden Harp	0	0	0	0	0	0	0	- 36	0	0	0
Blood Dagger	0	0	0	0	0	0	0	- 42	0	0	0
Mist Dagger	0	0	5	0	0	15	0	- 72	0	0	22
Ringnail	0	0	0	0	0	0	0	- 81	0	0	0
Fabnihl	0	0	0	0	0	0	0	- 92	0	0	0
Dominion Dgr.	0	0	0	0	0	0	0	- 101	0	0	0
Wooden Wand	0	0	0	0	0	0	0	- 5	2	0	0
Iron Wand	0	0	0	0	0	0	0	- 12	1	0	0
Skull Wand	0	0	0	0	0	0	0	- ??	??	0	0
Pure Wand	0	0	0	0	0	0	0	- 16	3	0	0
Magic Wand	2	5	3	4	1	12	0	- 24	8	0	0
Wand of Runes	0	0	0	0	0	30	0	- 29	15	0	0
Mithril Wand	0	0	0	0	0	0	0	- 36	18	0	0
Skystone Wand	0	0	0	0	0	0	0	- 40	8	0	0
Wand of Evil	0	0	0	0	0	12	0	- 43	21	0	0
Moon Wand	0	0	0	0	0	0	0	- 58	8	0	0
Gaia Wand	0	0	0	0	0	0	0	- 66	9	0	0
Godswand	0	0	8	0	0	0	0	- 72	0	0	0
Crystal Wand	0	0	0	0	0	70	0	- 80	12	0	0
Charmed Wand	0	0	0	0	0	64	0	- 82	30	0	18
Baphomet	20	40	30	15	25	35	1	- 92	20	10	20
Wand of Apl.	0	0	0	0	0	0	0	- 121	82	-20	-10
Shortbow	0	0	0	0	0	0	0	- 5	0	0	0
Bow	0	0	0	0	0	0	0	- 7	0	0	0
Trueheart	0	0	0	0	0	0	0	- 15	0	0	0
Long Bow	0	0	0	0	0	0	0	- 19	0	0	0
Cross Bow	0	0	0	0	0	0	0	- 22	0	0	0
Ranger's Bow	??	0	0	0	0	0	0	- 41	0	0	0
Falconbolt	0	0	0	0	0	0	0	- 50	0	0	0
Windbolt	0	0	0	0	0	0	0	- 50	0	0	0
Lightbolt	0	0	0	0	0	0	0	- 58	0	0	0
Elven Bow	0	0	0	0	0	0	0	- 65	0	0	0
Shadowbolt	0	0	0	0	0	12	0	- 72	0	0	0
Compound Bow	0	0	0	0	0	0	0	- 82	0	0	0
Artemis	0	0	0	0	0	0	0	- 86	0	0	0
Bolt of Larie	0	0	0	0	0	0	0	- 92	0	0	0
Perseus Bow	0	0	0	??	??	??	0	- 96	0	0	0
Shortsword	0	0	0	0	0	0	0	- 6	0	0	0
Rapier	0	0	0	0	0	0	0	- 9	0	0	0
Wvtooth. Rpr.	0	0	0	0	0	0	0	- 20	0	0	0
Long Rapier	0	0	0	0	0	0	0	- 24	0	0	0
Poison Rapier	0	0	0	0	0	0	0	- 26	0	0	0
Silver Rapier	0	0	0	0	0	0	0	- 32	0	0	0
Mithril Rpr.	0	0	0	0	0	12	0	- 40	0	0	0
Inferno	0	0	0	0	0	0	0	- 52	??	0	0

Thunderbolt	0	0	0	0	0	0	0	-	56	12	0	0
Solitaire	0	0	0	0	0	0	0	-	60	0	0	0
Stonefoil	0	0	0	0	0	0	0	-	60	3	0	0
Frostfurnace	0	0	0	0	0	0	0	-	65	18	0	0
Chaos Rapier	0	0	0	0	0	0	0	-	76	0	0	0
Valkyrie	12	8	8	12	12	8	16	-	80	30	0	0
Minister	0	0	0	0	0	0	0	-	95	0	0	0
Swd. of Zeus	0	0	0	0	0	0	0	-	102	0	0	0
Tomahawk	0	0	0	0	0	0	0	-	8	0	0	0
Hand Axe	0	0	0	0	0	0	0	-	13	0	0	0
Battle Axe	0	0	0	-8	0	0	0	-	20	0	0	0
Great Axe	0	0	0	0	0	0	0	-	28	0	0	0
Fine Axe	0	0	0	0	0	0	0	-	29	0	0	0
Life Eater	0	0	0	0	0	0	0	-	40	0	0	0
Silver Axe	0	0	0	0	0	0	0	-	48	0	0	0
Viking Axe	14	0	0	0	0	0	0	-	48	0	0	0
Poison Axe	0	0	0	0	0	0	0	-	52	0	0	0
Executioner	0	0	0	0	0	0	0	-	58	0	0	0
Flamespitter	0	0	0	0	0	0	0	-	60	0	0	0
Blood Axe	0	0	0	-20	0	0	0	-	67	0	0	0
Slaughterer	0	0	0	0	0	0	0	-	80	0	0	0
Half-moon Axe	0	0	0	0	0	20	0	-	81	0	0	0
Ouga Axe	12	-20	-20	0	16	0	0	-	84	0	0	0
Lucifer	0	0	0	0	0	0	0	-	90	0	0	0
Berserker	0	0	0	0	0	0	0	-	110	0	0	0
Frost Axe	0	0	0	0	0	0	0	-	116	0	0	0
Pavas Axe	0	0	0	0	0	0	0	-	140	0	0	0
Gulwick	0	0	0	0	0	0	0	-	146	0	0	0
Rod	0	0	0	0	0	0	0	-	5	0	0	0
Jewel Rod	0	0	0	0	0	0	0	-	10	0	0	0
Fey Rod	0	0	0	0	0	0	0	-	14	0	0	0
Crystal Rod	0	0	0	0	0	0	0	-	20	0	0	5
Silver Rod	0	0	0	0	0	0	0	-	28	0	0	0
Flame Rod	0	0	0	0	0	0	0	-	34	0	0	0
Vampire Rod	0	0	0	0	0	0	0	-	40	0	0	0
Water Rod	0	0	0	0	0	0	0	-	42	0	0	0
Holy Rod	0	0	0	0	0	0	0	-	42	0	0	0
Rainbow Rod	0	0	0	0	0	0	30	-	46	0	0	0
Earth Rod	0	0	0	0	0	0	0	-	48	0	0	0
Star Rod	0	0	0	0	0	0	0	-	52	20	0	0
Wind Rod	0	0	0	0	0	0	0	-	56	0	0	0
Rod of Ishtar	0	0	0	0	0	0	0	-	62	15	14	13
Rhyno. Rod	0	0	0	0	0	0	0	-	71	0	0	0
Alchemist's R.	0	0	0	0	0	0	0	-	82	0	0	0
Angel Rod	0	0	0	0	0	0	0	-	99	0	0	0

Defense

=====

	Str	Int	Wil	Agl	Con	Pow	Luk	-	At	Mat	Def	Mdef
Bronze Armor	0	0	0	0	0	0	0	-	0	0	10	0
Chainmail S.	0	0	0	0	0	0	0	-	0	0	18	0
Breastplate	0	0	0	0	0	0	0	-	0	0	24	0
Full Plate	-10	0	0	-10	-8	0	0	-	0	0	33	0
Knight's Arm.	0	0	0	0	0	0	0	-	0	0	37	0
Demonscale	0	0	0	0	0	25	0	-	0	0	40	40
Silver Armor	0	0	0	0	0	0	0	-	0	0	42	12
Mirror Armor	0	0	0	0	0	0	0	-	0	0	52	31
Dragonscale	0	0	0	0	0	0	0	-	0	0	65	0
Fata-mor. Arm.	0	??	??	0	0	0	0	-	0	0	68	22

Black Armor	10	-5	-24	0	22	20	-10	-	5	0	70	38
Anti-mgc.Arm.	0	0	0	0	0	16	0	-	0	0	70	52
Master Plate	0	0	0	0	0	0	0	-	12	0	88	24
Guardian Arm.	12	0	0	0	12	0	0	-	16	0	95	74
Holy Armor	0	0	0	0	0	0	0	-	0	0	104	88
Pavas Armor	32	0	0	0	48	0	16	-	0	0	110	80
Leather Armor	0	0	0	0	0	0	0	-	0	0	5	0
Leather Buck.	0	0	0	0	0	0	0	-	0	0	13	0
Fine Leather	0	0	0	0	0	0	0	-	0	0	14	0
Fine Shield	0	0	0	0	0	0	0	-	0	0	18	0
Bandit Shield	0	0	0	8	0	0	8	-	0	0	26	6
Silver Shield	0	0	0	0	0	0	0	-	0	0	48	21
Elven Shield	0	0	0	0	0	0	0	-	0	0	55	41
Runic Shield	0	??	??	0	0	20	0	-	0	0	60	21
Reflector	0	0	0	0	0	0	0	-	0	0	66	0
Life Shield	0	0	0	0	0	0	0	-	0	0	76	0
Dark Shield	0	0	0	0	0	0	0	-	0	0	78	0
Holy Sld.(v1)	0	0	0	0	0	0	0	-	0	0	81	0
Sun Shield	0	0	0	0	0	0	0	-	0	0	85	0
Moon Shield	0	0	0	0	0	0	0	-	0	0	86	0
Elemental Sld.	0	0	0	0	0	0	0	-	0	0	97	0
Holy Sld.(v2)	0	0	0	0	0	0	0	-	0	0	122	0
Robe	0	0	0	0	0	0	0	-	0	0	5	2
Fine Robe	0	0	0	0	0	0	0	-	0	0	8	4
Robe of Sor.	0	0	0	0	0	16	0	-	0	15	24	8
Bishop's Robe	0	0	16	0	0	0	0	-	0	4	24	16
Infernal Robe	0	0	0	0	0	30	14	-	0	0	28	51
Queen's Robe	0	0	20	0	0	0	0	-	0	0	32	11
Earth Robe	0	0	0	0	3	0	0	-	0	0	32	40
Healing Robe	10	0	0	0	15	0	0	-	0	0	36	34
Rune Robe	0	0	0	0	0	20	0	-	0	28	42	12
Holy Robe	0	0	0	0	0	0	8	-	0	20	60	36
Phantom Robe	-16	16	16	-16	-16	16	-16	-	0	0	60	40
Shadow Robe	0	0	12	0	0	42	24	-	0	0	62	42
Spirit Robe	0	5	22	0	0	4	0	-	0	40	72	21
Grdian. Rb.2	0	20	0	0	0	10	24	-	0	0	80	76
R. of the Eld.	0	15	0	12	0	22	0	-	0	39	81	60
Grdian. Rb.1	24	0	0	0	24	0	0	-	0	0	92	90
Rb. of Sages	24	32	32	24	24	32	32	-	0	0	130	97

Shield

=====

	Str	Int	Wil	Agl	Con	Pow	Luk	-	At	Mat	Def	Mdef
Leather Sld.	0	0	0	0	0	0	0	-	0	0	1	0
Round Shield	0	0	0	0	0	0	0	-	0	0	3	0
Knight Shield	0	0	0	0	0	0	0	-	0	0	10	0
Reflect Sld.	0	0	0	0	0	0	0	-	0	0	12	16
Flame Shield	0	0	0	0	0	0	0	-	0	0	18	12
Ice Shield	0	0	0	0	0	0	0	-	0	0	18	12
Air Shield	0	0	0	0	0	0	0	-	0	0	18	12
Earth Shield	0	0	0	0	0	0	0	-	0	0	18	12
Guardian Sld.	0	0	0	0	0	0	0	-	0	5	31	18
Lucifer Sld.	0	0	0	0	0	14	0	-	0	24	40	8
Seraphim Sld.	0	0	0	0	0	0	16	-	0	0	48	32

Clothing

=====

	Str	Int	Wil	Agl	Con	Pow	Luk	-	At	Mat	Def	Mdef
--	-----	-----	-----	-----	-----	-----	-----	---	----	-----	-----	------

Leather Hlmt.	0	0	0	0	0	0	0	-	0	0	2	0
Iron Helmet	0	0	0	0	0	0	0	-	0	0	4	0
Great Helmet	0	0	0	0	0	0	0	-	0	0	8	0
Silver Helmet	0	0	0	0	0	0	0	-	0	0	15	0
Winged Helmet	0	0	0	4	0	0	0	-	0	0	18	0
Elven Hat	0	0	0	0	0	8	8	-	0	0	0	0
Hunting Cap	0	0	8	8	0	0	0	-	0	0	0	0
Beauty Veil	0	0	0	0	0	0	0	-	0	0	0	0
Mistical Veil	0	0	0	0	0	0	0	-	0	0	0	0
Shadow Veil	0	0	0	0	0	8	0	-	0	0	0	0
Silver Crclt	0	0	10	0	0	0	0	-	0	0	0	0
Queen's Crclt.	0	??	0	0	0	0	0	-	0	0	4	4
Witch's Hat	0	4	0	0	0	16	0	-	0	0	4	4
Earth Tiara	0	0	0	0	0	0	0	-	0	0	0	0
Star Tiara	0	0	0	0	0	0	0	-	0	0	0	0
Moon Crown	0	0	0	0	0	0	0	-	0	0	0	0
Sun Crown	0	0	0	0	0	0	0	-	0	0	0	0
Knight's Mask	0	-8	8	0	0	-8	0	-	15	0	0	0
Death Mask	32	32	32	32	32	32	32	-	100	100	100	100
Fire Necklc.	14	0	0	0	0	0	0	-	0	0	0	0
Water Necklc.	0	14	0	0	0	0	0	-	0	0	0	0
Light Necklc.	0	0	14	0	0	0	0	-	0	0	0	0
Wind Necklace	0	0	0	14	0	0	0	-	0	0	0	0
Earth Necklc.	0	0	0	0	14	0	0	-	0	0	0	0
Dark Necklace	0	0	0	0	0	14	0	-	0	0	0	0
Evil Necklace	0	0	0	0	0	0	14	-	0	0	0	0
Holy Necklace	4	4	4	4	4	4	4	-	0	0	0	0
Princess Lock.	0	0	0	0	0	0	0	-	0	0	0	0
Neck. of Wond.	0	0	0	0	0	0	0	-	0	0	0	0
Misty Pendant	0	0	0	0	0	0	0	-	0	0	0	0
Fine Scarf	0	0	0	0	0	0	0	-	0	0	6	3
Rune Cape	0	0	0	0	0	0	0	-	0	0	3	0
Summer Cape	0	0	0	0	0	0	0	-	0	0	6	0
Winter Cape	0	0	0	0	0	0	0	-	0	0	6	0
Autumn Cape	0	0	0	0	0	0	0	-	0	0	6	0
Spring Cape	0	0	0	0	0	0	0	-	0	0	6	0
Aqua Shawl	0	8	0	0	0	0	0	-	0	0	0	0
Cloak	0	0	0	0	0	0	0	-	0	0	4	2
Leather Cloak	0	0	0	0	0	0	0	-	0	0	8	4
Thieves'Cloak	0	0	0	12	0	0	0	-	0	0	12	6
Resist Cloak	0	0	0	0	0	0	0	-	0	0	12	24
Crusader Clk.	0	0	0	0	0	0	0	-	5	0	15	0
Elven Cloak	0	4	4	0	0	4	0	-	0	0	16	8
Element Cloak	0	0	0	0	0	0	0	-	0	0	17	0
Feather Mntl.	0	0	0	0	0	0	0	-	0	0	17	12
Dropneal	0	0	0	0	0	0	0	-	0	0	0	0
Reflector Rng.	0	0	0	0	0	0	0	-	0	0	0	0
Jewel Ring	0	0	0	0	0	0	20	-	0	0	0	0
Protect Ring	0	0	0	0	0	0	0	-	0	0	16	0
Resist Ring	0	0	0	0	0	0	0	-	0	0	0	16
Blessed Ring	0	0	0	0	0	0	0	-	8	8	8	8
Hermit's Rng.	24	24	24	24	24	24	24	-	0	0	0	0
Merlin's Ring	0	24	0	0	0	16	0	-	0	24	0	20
Satan's Ring	0	0	0	0	0	0	0	-	0	80	0	80
Philos Ring	0	40	0	0	0	40	0	-	0	0	0	0
Elemental Rng.	0	0	0	0	0	0	0	-	0	0	0	0
Solomon's Rng.	0	0	0	0	0	0	0	-	0	0	0	0
Gauntlets	0	0	0	0	0	0	0	-	2	0	2	0
Gntl. of Str.	8	0	0	0	0	0	0	-	8	0	8	0
Silver Gntl.	0	0	0	0	0	0	0	-	10	0	10	0

Wing Gauntlets	0	0	5	0	0	0	-	8	0	14	0
Leather Glvs.	0	0	0	0	0	0	-	0	0	2	0
Feather Glvs.	0	0	0	0	0	0	-	0	0	4	0
Strong Gloves	8	0	0	0	0	0	-	8	0	8	0
Rune Gloves	0	0	0	0	0	0	-	12	0	6	0
Holy Gloves	0	0	0	0	0	0	-	20	0	12	0
Princess Pent.	0	8	8	0	0	8	-	0	0	0	0
Magic Pent.	0	6	6	0	0	12	-	0	0	0	0
Light Amulet	0	0	0	0	0	0	-	0	0	0	0
Rune Amulet	0	0	0	0	0	6	-	0	12	0	0
Dragon Amlt.	24	0	0	0	24	0	-	16	0	16	0
Red Ear-stud	0	0	0	0	0	0	-	0	0	0	0
Blue Ear-stud	0	0	0	0	0	0	-	0	0	0	0
Crystal Earr.	0	0	20	0	0	0	-	0	0	0	0
Lucky Earrings	0	0	0	0	0	24	-	0	0	0	0
Basilisk Scls.	0	0	0	0	0	0	-	0	0	0	0
Dragon Scales	0	0	0	0	0	16	-	0	0	12	12
Silver Crclt.	0	0	10	0	0	0	-	0	0	0	0
Silver Anklet	0	8	8	0	0	0	-	0	0	4	4
Feather Aklt.	0	0	0	16	0	0	-	0	0	4	4
Leather Boots	0	0	0	0	0	0	-	0	0	2	0
Iron Boots	0	0	0	0	0	0	-	0	0	4	0
Fine Boots	0	0	0	0	0	0	-	0	0	5	0
Quick Boots	0	0	0	32	0	0	-	0	0	8	0
Elven Boots	0	0	0	0	0	0	-	0	0	12	0
Winged Boots	0	0	0	12	0	0	-	0	0	20	0
Fine Shoes	0	0	0	0	0	0	-	0	0	2	0
Hovering Shoes	0	0	0	0	0	0	-	0	0	3	0
Feather Shoes	0	0	0	0	0	0	-	0	0	6	0
Minotaur Hrn.	32	0	0	0	0	0	-	0	0	0	0
Dragon Horn	30	0	0	0	30	0	-	0	0	0	0
Devil's Horn	0	0	0	0	0	16	-	0	0	0	0
Berserk. Bones	0	0	0	0	0	0	-	12	0	0	0
Power Band	32	0	0	0	0	0	-	0	0	0	0
Power Symbol	32	0	0	0	15	0	-	0	0	0	0
Symb. of Dark.	0	0	0	0	0	30	-	0	0	0	0
Talisman	0	0	0	0	0	0	-	0	0	0	0
Healing Tlsmn.	0	0	0	0	0	0	-	0	0	0	0
Luck Talisman	0	0	0	0	0	32	-	0	0	0	0
Knight's Ban.	16	0	16	-8	16	-16	-	0	0	0	0
Silver Brooch	0	0	0	0	0	0	-	0	0	0	0
Jewel Brooch	0	0	0	0	0	0	8	-	0	0	0
Dragon Tail	0	0	0	0	0	0	20	-	0	0	0
Thief's Badge	0	0	0	16	0	0	24	-	0	0	0
Shaman's Tblt.	0	0	0	0	0	0	-	0	0	0	0
Elder's Tblt.	0	16	0	0	0	16	-	0	20	0	20
Renugeton	0	20	0	0	0	0	-	0	16	0	0
Almander	0	40	0	0	0	0	-	0	22	0	0
Tech. Book	0	0	0	0	0	0	-	15	0	0	0
Bahil	0	80	0	0	0	40	-	0	30	0	0
Fool's Puppet	0	0	0	0	0	0	-	0	0	0	0
Dancing Doll	0	0	0	20	0	0	-	0	0	0	0
Mir. of Trth.	0	0	0	0	0	0	-	0	0	0	0
Water Mirror	0	0	0	0	0	0	-	0	0	0	0
Bronze Medal	0	0	0	0	0	0	-	0	0	0	0
Silver Medal	0	0	0	0	0	0	-	0	0	0	0
Golden Medal	0	0	0	0	0	0	-	0	0	0	0
Cross	0	0	0	0	0	0	-	0	0	0	0
Gray Arc	0	0	0	0	0	0	-	0	0	0	0

++*+*+*+*+*+*+*+*+*+*+*

X. Tricks (TRC)

++*+*+*+*+*+*+*+*+*+*+*

A) Lots of items.

Here is the most important part if you want to collect more than one item of one chest in a single trip. It requires you to play at least 2 characters. The downside of this trick is that you must find a save point of the area nearby, otherwise, you wouldn't be able to get the items quick. Oh and also, it needs patient. Because a chest will give you random result of items. But some chests only have one item, and there are also chests that are programmed to give items based on the character's job. But don't worry, I already specified those chests in the part III. Okay, here is the cheat, when you are adventuring and find a treasure chest or more, don't open them. Instead find a save point first, then save the leader (the leader is anyone, player 1/2/3/4). Then get those items with the characters beside the leader. Save everyone that took the items except the leader. Then start again with the same leader and take the items with another character. Repeat until you get the item you want. Simple isn't it? Rather than you repeat the stage all over again just to get that one item of the chest.

Advantage : -Get items in the treasure chest faster.

Requirements : -For player that has only one character, you need more space for the new one.

-Need a near save point to the chests in order to be quicker.

B) Appraising without going to the expert (appraiser)

This cheat will only work for the green/black chests, not the chest dropped by enemies (red). The downside is that you can only appraise the items that you currently hold. It is very simple. If the chest contains , let's say, Healing Amulet and you coincidentally hold the same item, the item that lies in the chest will automatically be appraised. Actually, this trick is no big deal...

Benefit : -Only no need to go to the expert.

Requirement : -Need exactly the same item as the one in the chest.

C) Getting Fate Coins with 100% probability

Actually, the concept of this trick is basically the same with the trick A. You only need to go to the Old Palace and reach the second floor. Turn all the switch (A,B,C,D), and have an elf to open the seal and save. Next, open the chest in the right of the sealed room. if it is not fate coin, load and repeat until the chest give you Fate Coin but don't take the fate coin yet! Save first (the leader) then the second player may take it then save. Thus, load again with the same leader and other player to take the coin. Repeat as many as you want. The fastest I can score is 5 minutes per Fate Coin (Including the loading). I used fairy as the leader, casting Quick to make it faster.

Advantage : -100% chance of getting Fate Coins.

Disadvantages: -You will definitely get bored.

-Need an elf if you don't have any.

-You slay less monsters (only the Green-Slime) rather than getting it from Demons/Zombies

D) Getting Holy Armor faster.

I only know to get it from the Platinum-Knights which only appear once. But there is a way to make them appear more than once without reloading/start a new stage all over. Here is the trick. When you go too far from the door you entered, the door will be closed, right? So don't walk too far to make the door remain open. Then wait until the knights come to you and kill them except one. Then exit and re-enter. The 3 Platinum-Knights will be there again, repeat the same method. This is also a good way to stock up Fate Coins since they drop it quite often even without Dropneal.

Benefits : -The chance of dropping Fate Coins is second high to Silver Gauntlets.
-Save time
-Also a good way to train the character until level 165

Added(ver 2.3): You don't need to slay these platinum knights anymore. Just go to the labyrinth of the undead and go to the 8th underground crypt. Find a near save point and save. Then go to the secret room which has a treasure box. If it doesn't give you the holy armor, exit and load again. see section III for clearer Information.

E) Power (MP regeneration)

You know, your MP will increase in a certain amount of time. Although it won't if you are chanting (like pressing select & X for magician). But if you want it to be faster, you can. Just enter a door (that would lead to another screen), there your MP will increase a bit (depends on your Power) If you are low on MP, Just go in and out of a door. Maybe you already know this though....

F) Stop time

Thanks to Rebecca Paliwoda for this great trick. Actually the concept is very easy. If you are very low on HP, and there are many powerful enemies around, and that you have no priest or no more healing items, make use of your constitution! It is time consuming if you have low constitution (but the HP regenerating equipments will make up for it). It is either by pressing the analog button for the Dual Shock joystick or by removing the port from the PS. That way the enemies and your character will stop. But your characters will regenerate their HP! Also this trick can also be the time for your characters' negative effects recovery.

Benefits : -Regenerates HP/MP by using the characters attribute without the interference of the enemies.
-Can wait for the character to heal their negative effects without the the enemies' interruption.

G) Duplicate Item - Thanks to James for this

Enter an auction and sell armors or weapons in one of your characters, then the one who bought the armor/weapon (buyer) will save, don't save the one who sells the armor/weapon. Reset and load the game.

Note: The armor/weapon must be unequipped. (Again, thanks to James for this)

To tell you further, you can duplicate all kinds of equipment (not just weapon & armor). Too bad you can't duplicate objects (eg. Healing Potions, and most importantly, Fate Coins).

Ummmm, some of the tricks are already explained by me in the message board, but had already been deleted. So I'll just write it here for the tricks to

be permanent.

H) Shortcut in the Valley of White Silver

You know, the only way to get the Perseus Bow is only by fighting Griffon, the boss of the Valley of White Silver. Since the road to the Griffon Nest is a bit long, I found a shortcut! When in the very first screen, you can actually jump to the top by using a little help from the arising ground nearby the trees. There are actually two trees that can be used, which both are the nearest.

I) Easiness in fighting Doppleganger - Thanks to ...(sorry forgot whom)

Before fighting Doppleganger, unequip yourselves so that the AI will have disadvantages over equipments.

- - - - -

This section is all thanks to James, who have have helped me a lot! These are the contribution that I forgot to put. Sorry!

- Fast boat speed

If you're playing with another player, press their analog button or unplug the controller.

- Cancel the effect of magic

When your character has a poison, paralysis (etc...) status, Cast a certain spell (priest) that can cure the status effect. While it animates, go thru a door, you will see the ailment/status is still there. (Who wants to do that?!?!)

- Reverse-Magic

When your enemy makes your def/atk down, cast a certain spell that makes it increase like 'striking', you will see that the effect is neutralized.

- Effect of Materials

When you use a material, for example fire, and it gives you additional 3, and you used next is water, which gives you 2. Your fire will decrease the amount of water you add. (you know that, the opposing elements)

- Avoiding 'Drain'

Simply Run! :) (I know! you know that!)

- Keeping your Luck safe

no matter what happens, don't try to get hit, fall and anything else that could make damage or status. When you level-up, you'll have the chance of increasing your luck. (I don't know if thats the point, e-mail me if that did'nt work for you)

- - - - -

XI. Tips/Informations (TPI)

This section is the informations I found. The informations here are believed to be not common. I added this section so that the informations won't mix with the tricks section.

A) Constitution (HP regeneration)

This is an information on how to make use of Constitution (Restoring HP). In order to use it, you must stay put for about 10 seconds. Don't even walk or chant spell. Attacking is also prevent the HP to increase. From there, your HP will start to increase depending on your Constitution.

B) Invulnerable to magic

There are some equipments that make you block magics, even the healing magics. To make your chance of blocking magic higher, for warrior & dwarf, equip them with Mirror Armor, Reflective Shield, and Reflector Ring. For sorcerer, priest, & fairy, equip them with Shadow Robe and Reflector Ring. And for elf, rogue & hunter, equip them with Reflector (armor) & Reflector Ring.

Advantage : -Magic attacks seldom hit you

Disadvantages: -Healing or any other support magics are also blocked, but just unequip them to counter it. And FYI, when you are dead and your priest want to revive the dead character, he/she will find a hard time reviving the dead character even if the dead character has been unequipped.

Added (ver 2.4). There is an equipment called Solomon's Ring which deflects any kind of magics with 100% probability. So, just head for this clothing rather than equipping the anti-magic equipments. BTW, the Solomon's Ring is gotten from the Gigantes, one of the final 5 bosses.

C) Reincarnation

just an information about the reincarnation spell. This spell is not only for reviving dead allies, but also restores the HP back to full. So this spell is not completely useless if you are playing by yourself. But using Restore magic is better since it uses less MP and the time used for the motion is not as much as the Reincarnation spell.

Advantages : Unless too revive an ally, this spell is only better at the animation. (The animation is not so cool either ^_^;)

Disadvantage : Using this spell to yourself takes a long motion, the enemy might kill you first before the spell heals you.

D) Poison/Petrify

I think these are the most dangerous status effects. Petrify reduce your HP as well as make you unable to move while poison only reduce your HP. Be aware that both status effects eliminate the ability for HP regeneration. I mean the HP regeneration used from constitution, not the one using equipment. So the Stop Time trick in the section above will give you no benefits except for the status effect recovery time. And if they are combined, you'll be dead if your HP is less than 3/4 (if there is no one to heal you).

Added(ver 2.4): Actually, just to correct that if both the status effects are combined, it would definitely kill you even if you have an absolutely high HP with full current HP. Because they decrease your HP by percentage. So, you have to have another player which can cure you. But just ignore this correction as petrification and poison will not get you at once (enemies rarely cause status effects). A thing to notice is that Poison

status effect is very dangerous because it take more than 3/4 of your max HP.

E) Mistranslation / Name Transformation

I got some mistranslations from the japanese version, but not to say like that. Some items are not mistranslated, but given a new name. (you know, it's common)

It's actually like this: They translated Sol Guard as Sun Shield, Sol Sword as Sunblade. But they didn't tell Sol Crown as Sun Crown...so far I only got these.

English Version	Japanese Version	Supposed to be
<hr/>		
Equipments		
=====		
Wand(in all the priest wpn)	Mace	
Wand(in all the wizard wpn)	Staff	
Bolt(in all the hunter wpn)	Arrow	
Shield(all mid-class armor)	Guard	
Sword of Bane	Doom Sword	
Wand of the Ancient	Elder Mace	
Wand of Justice	Jugdement Mace	
Seraphim Rod	Seraphim Mace	
Long Hammer	Pole Hammer	
Blessed Hammer	Priest's Hammer	
Orichalca Dagger	Orihalcon Dagger	
Ringnail	Nail Ring	
Fabnihl		Fafnil
Magic Wand	Wizard Staff	
Skystone Wand	Meteor Staff	
Godswand	Divine Staff	
Charmed Wand	Ancient Staff	
Wand of Appolo	Aporion Staff	
Bow	Normal Bow	
Trueheart	Fine Arrow	
Ranger's Bow	Hunter Arrow	
Compound Bow	Composite Bow	
Wyvernstooth Rapier	Fine Rapier	
Inferno	Flameberg	
Thunderbolt	Spark Rapier	
Frost Furnace	Ice Veldan	
Solitaire		Soul Eater
Minister	(Galean?) Sword	
Sword of Zeus	(Sage's?) Rapier	
Executioner	Halberd	
Slaughterer	Vorpall Axe	
Half-moon Axe	Crescent Axe	
Frost Axe	Freeze Axe	
Lucifer	Devil Axe	
Fey Rod	Fairy Rod	
Vampire Rod	Drain Rod	
Holy Rod	Heal Rod	
Rhinoceros Rod	Unicorn	
Anti-magic Armor	Ancient Armor	
Master Plate	Master Armor	
Fata Morgana Armor	Mirage Armor	
Dragonscale	Dragon Mail	

Demonscale	Demon Mail	
Bandit Shield	Thief's Guard	
Spirit Robe	Mind Robe	
Guardian Robe(ver2)	Ancient Robe	
Infernal Robe	Evil Robe	
Holy Shield(ver2)	Perseus Guard	
Sol Crown		Sun Crown
Shaman's Tablet	Prediction Plate	
Elder's Tablet	Elder Plate	
Gauntlets of Strength	Power Gauntlets	
Holy Gloves	Saint Gloves	
Necklace of Wonders	(Vrishing?) Necklace	
Hovering Shoes	Float Shoes	

Items

=====

Energy Flask	Energy Bottle
Terror Card	Teller Card
Fate Coin	Destiny Coin
Heavensage	Savory
Fennel	Verbenna?

Enemies

=====

Born-Golem	Bone-Golem
Hard-Born	Hard-Bone
Basirisk	Basilisk

F) Luck Factor

Hey, I got an interesting info! I got one of the uses of Luck! It also determines the critical attack ratio... I got it from one of the Japanese Blaze & Blade web pages...

The max pure Luck is 200,so using fate coin or through leveling you can't pass 200. Except if you are using a Luck enhancing equipment (i.e. Jewel Ring, Luck Talisman, Lucky Earrings, Dragon Scales, etc)

LUK	0 - 31,	Critical Attack = 1% + (equipment critical ratio)
LUK	32 - 63,	Critical Attack = 2% + (equipment critical ratio)
LUK	64 - 95,	Critical Attack = 3% + (equipment critical ratio)
LUK	96 - 127,	Critical Attack = 4% + (equipment critical ratio)
LUK	128 - 159,	Critical Attack = 5% + (equipment critical ratio)
LUK	160 - 191,	Critical Attack = 6% + (equipment critical ratio)
LUK	192 - 200,	Critical Attack = 7% + (equipment critical ratio)

As for the class Hunter & Rogue, the critical attack + 1% bonus

And again, thanks to James for telling me this:

The Luck won't affect the determination of the dropping of items. It may, but not high. James' Elf with the Luck of 3 still got items.

I read it somewhere (forgotten) that the Luck also takes part in Items.

```

-----
|                                     Affection                                     |
-----
| Luck      | Level      | Monster Beaten |
-----

```

Rarity of items in Chest	little	high	none	
Percentage of enemy drop items	little	medium	little	
Resistance of Traps	high	high	??	

G) At, Df, Mat, and Mdf.

Again, I got it from the same site as for the Luck Factor. It is only to know how to calculate the growth.

Attack Power

 At = (level XXXX/4) + (Str XXX/ 4) + (equipment AT)

Defense Power

 Df = (level XXXX/4) + (Agl XXX/16) + (Con XXX/13) + (equipment DF)

Magical Attack Power

 Mat = (level XXXX/4) + (Pow XXX/ 4) + (equipment MAT)

Magical Defense power

 Mdf = (level XXXX/4) + (Int XXX/13) + (Wil XXX/16) + (equipment MDF)

For attack power, it is best to be added to the character that make use of physical attack alot. For example, Warriors, Hunters, Rogues, and Dwarves. For elves, You may want to make a well balanced attack for both physical attack and magical attack.

To me, what you should raise for each character is:

- Warrior -
- Rogue -
- Dwarf -
- Hunter - Agility (For the potential of healing using herbs)
- Priest - Will Power (For the potential of healing magic)
- Sorcerer- Power (For great magical attack power)
- Elf -
- Fairy -

In most RPG games:

- A warrior should have high physical offense. (Str)
- A dwarf should high physical defense. (Con)
- A priest should have more magical endurance. (Wil)
- A sorcerer should be smart. (Int)
- An elf can cast great magic. (Pow)
- A rogue should be agile. (Agi)
- An archer should be agile. (Agi)
- A fairy should be lucky. (Luk)

H) Blood Extract (not a trick) - This is contributed by James

If you picked these items, use it! it will increase your HP to max. But the downside is, when you fall, damage is greater. (falling, stepping in a trap etc.) I think there's a percentage of damage you will get. for example, you falled in a pit, let's say you receive 5% damage of your HP. Got the Point? The higher your life, the more damage you will take. I'm currently receiving 100+ damage every trap!

XIII. Cheat Code (CHC)

A new section for sharker! These codes are tested with Action Replay ver 1.4
Although this is only a few codes, but it is quite useful!

 1234
 | | | |
Max HP 800F0148 270F
Infinite HP 800F014C 270F

Max MP 800F014A 270F
Infinite MP 800F014E 270F

Max Str 800F0280 03E7
Max Int 800F0282 03E7
Max Wil 800F0284 03E7
Max Agi 800F0286 03E7
Max Con 800F0288 03E7
Max Pow 800F028A 03E7
Max Luk 800F028C 03E7

Now, for the non-sharker:

All the 4 digits in the right are represented in Hexadecimal, so you can
adjust it to get the desired amount.

The formula is:

$$(X1 * 4096) + (X2 * 256) + (X3 * 16) + (X4 * 1)$$

Number: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Hex : 0 1 2 3 4 5 6 7 8 9 A B C D E F

here: X1 is the 1st digit while the X2 is the second digit and so on.

$$\begin{aligned} \text{so } 03E7 \text{ is } & (0 * 4096) + (3 * 256) + (E * 16) + (7 * 1) \\ & = 0 + 768 + 224 + 7 \\ & = 999 \end{aligned}$$

$$\begin{aligned} \text{and } 270F \text{ is } & (2 * 4096) + (7 * 256) + (0 * 16) + (F * 1) \\ & = 8192 + 1792 + 0 + 15 \\ & = 9999 \end{aligned}$$

Change the 4 digits to your liking...

enjoy!!

XIV. Asked Questions (ASQ)

1. How do I use the spell commands?

- Just hold 'Select' button while executing the command

2. How do I get the western chest(both northwest&southwest)in the Clearing?
I obviously have hunter in my party. but the only path he can pick up on

the west side is the path linking a top and bottom entrance on the west side. Is there a path leading off from this?

- No, there is no path leading off from there. Actually, the west side has 4 paths. The two paths you used is just to confuse you.

3. Is there anything special about Jewel Box?

- According to someone (forgot whom), it increases the chance of enemy dropping items. But when I try it, I can't find the difference, or should I say, it didn't work. James also told me that it didn't increase the percentage. But it multiplies the amount of money you get from enemies.

4. Can I get Hidden Spell by levelling?

- No, you MUST read it, and of course you must have enough Intelligent to learn it. The requirements are as follows:

Job	Spell Name	Place	Requirement
Priest	: Reincarnation	* Ruins in the Lake	* Int 190 (or above)
	Call/Summon Angel	* The Old Palace	* Int 210 (or above)
Wizard	: Chaos Rage/Flare	* Lab. of the Undead	* Int 240 (or above)
	Meteor Storm/Smash	* The Old Palace	* Int 220 (or above)
	Fusion	* The Roadside Inn	* Int 210 (or above)
Fairie	: Elemental Control(4)	* The Desert Valley	* Int 160 (or above)

5. What for is Pandora's Box? It seems to decrease my characters' HP to 1.

- Well, your HP decreases, but the enemies' HP are also decreased.

6. Is there any cheat codes that allows you to be quick in Levelling?

- Yes, the cheat is:
80053F3A 00FF
800F0158 00FF (change 00FF to 0FFF on both codes for more efficient use)
(Taken from the Gamefaqs' Code & Secret section posted by Leo)
Although it said for Japanese version, it works for the English version too!
*In order to load the character's data with the cheat code, you must switch off the Action Replay while you load the characters' data. Then switch it on when you finished loading the characters' data.

7. Where can I get the penultimate magic of sorcerer? I already have chaos flare and fusion.

- The spell is located in the secret room along with the priest's forbidden spell. After defeating the dark wizard, jump north through the wall. The path there should lead you to the secret room.

8. What's the difference between Energy Flask and Energy Crystal?

- The difference is just the animation and that Energy Flask can only be used when one party member is suffering from 'Drain', unlike the Energy Crystal, which cast Priest Spell 'Recover Energy' whether the character casted upon is ill from 'Drain' or not. Oh and their destruction rate is also different.

9. What for is Barrier & Magic Barrier of priest spell?It didn't increase the Defense and Magic Defense!

- They both are not used to stimulate statistic even for a while. The Barrier is to repel enemies to go near you (must hold the X button) while the Magic Barrier (Resist Field) is to block blockable magic. Blockable : Blaze, Blizzard, Poison Cloud, Meteor Storm, etc Non-blockable: Lightningbolt, Thunderbolt, Chaos Rage, etc

XV. Credits (CRD)

I would like to say thanks to the Fun Soft for publishing the english version and also the people in the message board for talking in it, giving me the courage to play it still.

Added(ver 2.4):

Especially the ones who still talks there, especially LethalBahamut, CloudvsSephhiroth, Master GuanYu, TrueKyoKusanagi, and many more.

Thanks also goes to my brother, Wandy who lend me his PS(should've said that in the first creation of this FAQ).And also, thanks a lot to all the people who gave their informations to me, namely (in no particular order):

- Rebecca Paliwoda <becky@intvis.co.uk>
- James <cacay.arnisto@eudoramail.com>
- Theng Deqiang <kluvm@hotmail.com>

Without them, I might find difficulty in making this FAQ more complete. Oh, and great thanks to CJayC for posting this FAQ (should've said this earlier ^_^;).

Not to forget you, who read this FAQ. Without anyone reading this FAQ, the time and effort I spent will be in vain...

Added(ver 2.4): I think my credit section for James is still not enough. I don't know how to thank or how to apologize('cause many of his contribution is not posted here). It is so because that time I was really busy. But don't worry, I didn't delete the e-mails, so I can refer to those and put it here.

XVI. Last words (LWD)

Now, if there is any questions regarding Blaze & Blade, just ask,maybe i can answer. And do NOT forget to type "Blaze & Blade" as the subject title. Informations regarding this game will be greatly appreciated. As this is the second update, 2 sections are added. It requires a lot of patience and time. So, I hope you all enjoy this!

Wee, forgot to update this part for the 3rd update. Anyways, the fourth update, there are many things I discovered. Especially for the dropped item section. I guarantee that it's 80% complete!

Now, for the 5th update, it is a dissapointment because the data that is supposed to be better is lost (the laptop I am using had a bad sector in the

Hard Drive, therefore the data is suddenly gone before I was able to make the backup). But, the only lost is that you have to wait longer...

The ver 2.4 should improve the Item Location a little. They are added with the word 'rumored'. It's because I haven't got it yet, therefore I won't confirm it. So, It will only be added in the Part II (Item Location, Part VIII (Special Effects), Part IX (Element), and Part X (Attribute). Of course the information in those parts are still vague (haven't checked yet). Because of the uncertainty, I won't add it to the Part IV (Dropped Items). In this update, I also changed the Part III (Chests). It is so because CloudVsSepiroth said he doesn't like the format (I'm just guessing that the format he doesn't like is in Part III).

- End Of File -

This document is copyright holy priest and hosted by VGM with permission.