Black Orb

[ZA BlackOrb.png](https://zelda.gamepedia.com/File:ZA_BlackOrb.png) The **Black Orb** is obtained in a room in the [Shrine of Illusion](https://zelda.gamepedia.com/Shrine_of_Illusion). It is placed in a cup in another room of the same dungeon to open a door allowing [Zelda](https://zelda.gamepedia.com/Princess_Zelda) to proceed onward.- REMOVE

Bone

[ZA Bone.png](https://zelda.gamepedia.com/File:ZA_Bone.png) The **Bone** is purchased from the general store in [Great Wimbich](https://zelda.gamepedia.com/Great_Wimbich) for 20 [Rupees](https://zelda.gamepedia.com/Rupee). It is given to the shopkeeper's dog outside, which will give Zelda the [Short Axe](https://zelda.gamepedia.com/Spells_of_Zelda%27s_Adventure#Shore_Axe) [Spell](https://zelda.gamepedia.com/Spells_of_Zelda%27s_Adventure) in return.- REMOVE

Bouquet

[ZA ItemShrineOfStrength1.png](https://zelda.gamepedia.com/File:ZA_ItemShrineOfStrength1.png) The **Bouquet** is an item sold by a [Shrine Merchant](https://zelda.gamepedia.com/Characters_in_Zelda%27s_Adventure#Shrine_Merchants) in the [Shrine of Strength](https://zelda.gamepedia.com/Shrine_of_Strength) for 20 Rupees. It has no use.- REMOVE

Candle

[ZA Candle.png](https://zelda.gamepedia.com/File:ZA_Candle.png) **Candles** can be bought from various merchants around [Tolemac](https://zelda.gamepedia.com/Tolemac" \o "Tolemac). They are used to light up dark rooms, but can only be used once.- REPLACE WITH LANTERN

Coal

[ZA Coal.png](https://zelda.gamepedia.com/File:ZA_Coal.png) The **Coal** is received from the [Quarry Miner](https://zelda.gamepedia.com/Characters_in_Zelda%27s_Adventure#Quarry_Miner) in the [East Forest](https://zelda.gamepedia.com/East_Forest). When given to the [Blacksmith](https://zelda.gamepedia.com/Characters_in_Zelda%27s_Adventure#Blacksmith) in Great Wimbich, it creates the [Diamond](https://zelda.gamepedia.com/Items_in_Zelda%27s_Adventure#Diamond).- REMOVE

Compass

[ZA Compass.png](https://zelda.gamepedia.com/File:ZA_Compass.png) **Compasses** are found in every shrine. They act similar to the Compasses in canonical *Zelda* games (i.e. showing Zelda's current location), but with the added effect of warping Zelda back to the shrine the Compass was found, if used outside of the shrine.- SUB SECOND FUNCTION WITH OCARINA

Diamond

[ZA Diamond.png](https://zelda.gamepedia.com/File:ZA_Diamond.png) The **Diamond** is obtained by giving the [Coal](https://zelda.gamepedia.com/Items_in_Zelda%27s_Adventure#Coal) to the Blacksmith in Great Wimbich. Receiving the Diamond automatically rewards Zelda with 999 Rupees. It is kept in the inventory after, but has no other use.- REMOVE

Empty Bottle

[ZA EmptyBottle.png](https://zelda.gamepedia.com/File:ZA_EmptyBottle.png) The **Empty Bottle** is given to Zelda by [Glebb](https://zelda.gamepedia.com/Glebb" \o "Glebb) the thirsty woman in southwestern Tolemac. When used at the [River Source Pond](https://zelda.gamepedia.com/River_Source_Pond), it creates the [Water Bottle](https://zelda.gamepedia.com/Items_in_Zelda%27s_Adventure#Water_Bottle).-MAKE AS PER STANDARD BOTTLES

Flute

[ZA Flute.png](https://zelda.gamepedia.com/File:ZA_Flute.png) The **Flute** is received from [Yvonne](https://zelda.gamepedia.com/Yvonne) in Great Wimbich. It is used to defeat the [snake](https://zelda.gamepedia.com/Rope) outside of town, which leaves behind the [Pyros](https://zelda.gamepedia.com/Pyros" \o "Pyros) Spell.- REPLACE WITH OCARINA AND INCLUDE WARP ASPECT

Golden Boots

[ZA GoldenBoots.png](https://zelda.gamepedia.com/File:ZA_GoldenBoots.png) The **Golden Boots** are found in the [Vendoss](https://zelda.gamepedia.com/Vendoss" \o "Vendoss) swamp. They are used to enter [Sirram Bew](https://zelda.gamepedia.com/Sirram_Bew" \o "Sirram Bew)'s domed house, but do not have to be selected from the inventory to use.- ?

Harp

[ZA Harp.png](https://zelda.gamepedia.com/File:ZA_Harp.png) The **Harp** is found in a cave north of the [Mobilin's Head Inn](https://zelda.gamepedia.com/Mobilin%27s_Head_Inn" \o "Mobilin's Head Inn). Playing this instrument allows Zelda to warp back to the beginning of a dungeon.- RETAIN

Crystal Heart

[ZA HeartContainer.png](https://zelda.gamepedia.com/File:ZA_HeartContainer.png) **Crystal Hearts** are jewel-like Heart Containers hidden throughout the land of Tolemac, with four in total. They increase Zelda's life meter by one each time she finds one.- RETAIN, BUT RENAME

Key

[ZA Key.jpg](https://zelda.gamepedia.com/File:ZA_Key.jpg) **Keys** are items used in Shrines to open locked doors, and can only be used once. Only a very few Keys appear and are used in the game.- RETAIN

Knife

[ZA Knife.png](https://zelda.gamepedia.com/File:ZA_Knife.png) The **Knife** is obtained in a room in the Shrine of Illusion. It is used to cut open the canvas of the wall to allow Zelda to proceed onward.- REMOVE

Ladder

[ZA Stepladder.png](https://zelda.gamepedia.com/File:ZA_Stepladder.png) The **Ladder** is found next to a tree in the [Forest of Ogbam](https://zelda.gamepedia.com/Forest_of_Ogbam). It allows Zelda to cross the chasm in the [Shrine of Earth](https://zelda.gamepedia.com/Shrine_of_Earth).- REMOVE

Life Potion

[ZA LifePotion.png](https://zelda.gamepedia.com/File:ZA_LifePotion.png) **Life Potions** can be bought from a few merchants around Tolemac, and is sold for 200 Rupees. Using it refills Zelda's life meter completely. Zelda can only keep one Life Potion at a time.- MAKE AS PER STANDARD POTIONS

Magic Shield

[ZA MagicShield.png](https://zelda.gamepedia.com/File:ZA_MagicShield.png) The **Magic Shield** is sold by the [Forest Trader](https://zelda.gamepedia.com/Characters_in_Zelda%27s_Adventure#Forest_Trader) in the Forest of Ogbam for 500 Rupees. The shield blocks most projectile attacks provided if Zelda is standing still and facing the direction of the attack.- RETAIN

Map

[ZA Maps.png](https://zelda.gamepedia.com/File:ZA_Maps.png) **Maps** are used to see the layout of a shrine that Zelda is in. They are found in every shrine, with the exception of the [Shrine of Destiny](https://zelda.gamepedia.com/Shrine_of_Destiny)'s Map, which is instead obtained from [Link's Guide](https://zelda.gamepedia.com/Characters_in_Zelda%27s_Adventure#Link.27s_Guide) in the Vendoss swamp.- RETAIN, BUT CHANGE SOD LOCATION

Plank

[ZA Plank.png](https://zelda.gamepedia.com/File:ZA_Plank.png) The **Plank** is found in the [Shrine of Water](https://zelda.gamepedia.com/Shrine_of_Water). It is used to bridge the gap of a broken bridge in the shrine, allowing Zelda to cross over.- REMOVE

Raft

[ZA Raft.png](https://zelda.gamepedia.com/File:ZA_Raft.png) The **Raft** is found sitting next to the pond in the [Meadow of Skotness](https://zelda.gamepedia.com/Meadow_of_Skotness). It allows Zelda to move across the bodies of water in the Shrine of Water.- REPLACE WITH FLIPPERS

Another Raft also appears in the port of [Seacoast Plain](https://zelda.gamepedia.com/Seacoast_Plain), where it is used to cross the sea to [Sea Island](https://zelda.gamepedia.com/Sea_Island), provided if the seafarer is paid two Rupees and that Zelda has the [Vial of Winds](https://zelda.gamepedia.com/Items_in_Zelda%27s_Adventure#Vial_of_Winds).

Red Boots

[ZA RedBoots.png](https://zelda.gamepedia.com/File:ZA_RedBoots.png) The **Red Boots** are found in the Shrine of Earth. They are used to cross over certain parts of Tolemac's river to reach the northern region. They do not have to be selected from the inventory to use.- REPLACE WITH PEGASUS BOOTS

Red Bow

[ZA RedBow.png](https://zelda.gamepedia.com/File:ZA_RedBow.png) The **Red Bow** is an item sold by a Shrine Merchant in the Shrine of Strength for 50 Rupees. It was stolen from the Red Knight, and is required to make him appear.- REMOVE

Repellent

[ZA Repellent.png](https://zelda.gamepedia.com/File:ZA_Repellent.png) The **Repellent** is sold by the [Swamp Merchant](https://zelda.gamepedia.com/Characters_in_Zelda%27s_Adventure#Swamp_Merchant) in the Vendoss swamp for 100 Rupees. It can be used to repel the [Swamp Zola](https://zelda.gamepedia.com/River_Zora).- ?

Rug

[ZA Rug.png](https://zelda.gamepedia.com/File:ZA_Rug.png) The **Rug** is dropped by a [Vapora](https://zelda.gamepedia.com/Vapora" \o "Vapora) in the [Shrine of Air](https://zelda.gamepedia.com/Shrine_of_Air). It can be used to make Zelda slide around less on slippery surfaces, such as those in the shrine.- MAYBE RETAIN, OR TRANSFORM?

Rupee

[ZA Rupee Inventory Sprite.png](https://zelda.gamepedia.com/File:ZA_Rupee_Inventory_Sprite.png) **Rupees** are used as the currency of Tolemac. They are used to make purchases, as well as to power the Spells that Zelda can learn, which require a certain amount of Rupees to use. In order to make purchases, Zelda must first select the Rupee in the inventory.- REMOVE FROM INVENTORY

Saltcellar

[ZA ItemShrineOfStrength2.png](https://zelda.gamepedia.com/File:ZA_ItemShrineOfStrength2.png) The **Saltcellar** is sold by a Shrine Merchant in the Shrine of Strength for 10 Rupees. It has no use.- REMOVE

Ticket

[ZA Tickets.jpg](https://zelda.gamepedia.com/File:ZA_Tickets.jpg) The **Tickets** are sold by the [Ticket Sellers](https://zelda.gamepedia.com/Characters_in_Zelda%27s_Adventure#Ticket_Sellers) in the Shrine of Strength for 20 Rupees each. They are required to proceed ahead and to challenge the shrine mini-bosses, the Knights. There are two Tickets in total to buy.- ?

Vial of Winds

[ZA VialOfWinds.png](https://zelda.gamepedia.com/File:ZA_VialOfWinds.png) The **Vial of Winds** is given to Zelda by Glebb after she brings her back water. It is used in conjunction with the Raft in the Seacoast Plain port to reach the Shrine of Water.- REMOVE

Wand

[ZA Wand.png](https://zelda.gamepedia.com/File:ZA_Wand.png) The **Wand** is Zelda's main weapon used to combat enemies with. The Wand can be used in conjunction with the Spells Zelda learns to throw magical projectiles for added offense, at the cost of a certain amount of Rupees per Spell use. The Wand can be found east of the starting point at the [Vision Henge](https://zelda.gamepedia.com/Vision_Henge).- REPLACE WITH SWORD

Water Bottle

[ZA WaterBottle.png](https://zelda.gamepedia.com/File:ZA_WaterBottle.png) The **Water Bottle** is created from the [Empty Bottle](https://zelda.gamepedia.com/Items_in_Zelda%27s_Adventure#Empty_Bottle) when Zelda fills it with water from the River Source Pond. When returned to Glebb the thirsty woman, she will give Zelda the [Vial of Winds](https://zelda.gamepedia.com/Items_in_Zelda%27s_Adventure#Vial_of_Winds).- REPLACE WITH WATER OF LIFE

Boomerang

[ZA Boomerang.png](https://zelda.gamepedia.com/File:ZA_Boomerang.png) The **Boomerang** is a Spell that throws a spinning Boomerang projectile. It costs 1 Rupee to use. The Spell can be found in a small area in western [Plain of Andor](https://zelda.gamepedia.com/Plain_of_Andor), where it is dropped by a lone [Goriya](https://zelda.gamepedia.com/Goriya" \o "Goriya). Despite being based on a Boomerang, the projectile will not return to Zelda once thrown.- MAKE AN ITEM

Bow & Arrow

[ZA BowArrow.png](https://zelda.gamepedia.com/File:ZA_BowArrow.png) The **Bow & Arrow** Spell shoots an [Arrow](https://zelda.gamepedia.com/Arrow), and can be used to shoot monsters and moving targets that are out of reach. It costs 1 Rupee to use. The Spell is dropped by a swarm of [Loccasins](https://zelda.gamepedia.com/Loccasin" \o "Loccasin) in the [Shrine of Air](https://zelda.gamepedia.com/Shrine_of_Air).- MAKE AN ITEM

Broadsword

[ZA Broadsword.png](https://zelda.gamepedia.com/File:ZA_Broadsword.png) The **Broadsword** Spell shoots flying swords at enemies. It is particularly effective against [Iron Knuckles](https://zelda.gamepedia.com/Iron_Knuckle) and the Green and Blue Knights in the [Shrine of Strength](https://zelda.gamepedia.com/Shrine_of_Strength). It costs 2 Rupees to use. The Spell is obtained by [Sir Basil](https://zelda.gamepedia.com/Sir_Basil) in the [Plain of Hobel](https://zelda.gamepedia.com/Plain_of_Hobel).- CHANGE INTO SWORD UPGRADE

Calm

[ZA Calm.png](https://zelda.gamepedia.com/File:ZA_Calm.png) The **Calm** Spell fires a spread of three small whirlwinds in the direction that Zelda is facing, which spread out as they travel. The Spell has the power to calm the elements, and is particularly effective against the Tornado enemies in the Shrine of Air. It costs 1 Rupee to use. The Spell can be purchased from [Lothar](https://zelda.gamepedia.com/Characters_in_Zelda%27s_Adventure" \l "Lothar" \o "Characters in Zelda's Adventure) the keeper of the [Mobilin's Head Inn](https://zelda.gamepedia.com/Mobilin%27s_Head_Inn" \o "Mobilin's Head Inn) for 100 Rupees.- CHANGE INTO SWORD BEAM UPGRADE

Dagger

[ZA Dagger.png](https://zelda.gamepedia.com/File:ZA_Dagger.png) The **Dagger** Spell fires a flying dagger. It is particularly effective against [Wizzrobes](https://zelda.gamepedia.com/Wizzrobe" \o "Wizzrobe). It costs 2 Rupees to use. The Spell is given by [Krebb](https://zelda.gamepedia.com/Characters_in_Zelda%27s_Adventure" \l "Krebb" \o "Characters in Zelda's Adventure) in the Mobilin's Head Inn after talking to him twice.- MAYBE RETAIN OR REPLACE?

Gold Necklace

[ZA GoldNecklace.png](https://zelda.gamepedia.com/File:ZA_GoldNecklace.png) The **Gold Necklace** Spell fires a spread of gold sparkles, which spread out as they travel. It is the only Spell that is capable of defeating [Maxus](https://zelda.gamepedia.com/Maxus) in the [Shrine of Fire](https://zelda.gamepedia.com/Shrine_of_Fire). It costs 2 Rupees to use. The Spell is received from a [Thirsty Child](https://zelda.gamepedia.com/Characters_in_Zelda%27s_Adventure#Thirsty_Child) standing by a well in the Shrine of Strength after Zelda draws him water from the well.- REMOVE

Feather

[ZA Feather.png](https://zelda.gamepedia.com/File:ZA_Feather.png) The **Feather** Spell fires a spread of feathers, which spread out as they travel. The Feather once belonged to [Aviana](https://zelda.gamepedia.com/Aviana" \o "Aviana), who fears that her own power could be turned against her. As such, it is the only Spell that is capable of defeating her. It costs 2 Rupees to use. The Spell is given to Zelda by [Waldensop](https://zelda.gamepedia.com/Characters_in_Zelda%27s_Adventure" \l "Waldensop" \o "Characters in Zelda's Adventure) in the [Forest of Torian](https://zelda.gamepedia.com/Forest_of_Torian) as a token of his affection.- REMOVE

Firestorm

[ZA Firestorm.png](https://zelda.gamepedia.com/File:ZA_Firestorm.png) The **Firestorm** Spell shoots flames around Zelda in the four cardinal directions. It costs 1 Rupee to use. The Spell is obtained from the [Beggar](https://zelda.gamepedia.com/Characters_in_Zelda%27s_Adventure#Beggar) outside of the Mobilin's Head Inn, who begs for Rupees so she can feed her children. She gives Zelda the Spell once she gives her 5 Rupees.- REPLACE WITH BOMBOS/ FIRE MEDALLION

Hammer

[ZA Hammer.png](https://zelda.gamepedia.com/File:ZA_Hammer.png) The **Hammer** Spell throws a spinning mallet. It is a particularly powerful Spell that can inflict a lot of damage on most enemies. It costs 2 Rupees to use. The Spell is dropped by [Warbane](https://zelda.gamepedia.com/Warbane" \o "Warbane) after Zelda encounters him the first time in the Shrine of Fire.- REPLACE WITH HAMMER

Jade Amulet

[ZA JadeAmulet.png](https://zelda.gamepedia.com/File:ZA_JadeAmulet.png) The **Jade Amulet** Spell fires a spread of green sparkles, which spread out as they travel. It costs 24 Rupees to use. It is sold by [Madame Kriggle](https://zelda.gamepedia.com/Characters_in_Zelda%27s_Adventure#Madame_Kriggle) in her magic shop in [Great Wimbich](https://zelda.gamepedia.com/Great_Wimbich) for 100 Rupees.- REPLACE WITH MAGIC POWDER

Jade Ring

[ZA JadeRing.png](https://zelda.gamepedia.com/File:ZA_JadeRing.png) The **Jade Ring** Spell fires a large, green triangular bolt of magic that damages enemies. It is particularly effective against the [Sardaks](https://zelda.gamepedia.com/Sardak" \o "Sardak) in the [Shrine of Earth](https://zelda.gamepedia.com/Shrine_of_Earth). It costs 3 Rupees to use. The Spell is received from a [Talking Treasure Chest](https://zelda.gamepedia.com/Characters_in_Zelda%27s_Adventure#Talking_Chest) in the Shrine of Earth.- REPLACE WITH ETHER/ICE MEDALLION

Joust

[ZA Joust.png](https://zelda.gamepedia.com/File:ZA_Joust.png) The **Joust** Spell fires a flying jousting lance. It is the only Spell capable of defeating the Red Knight in the Shrine of Strength. It costs 3 Rupees to use. The Spell is obtained from a [Goblin](https://zelda.gamepedia.com/Characters_in_Zelda%27s_Adventure#Goblins) in the [Forest of Canvula](https://zelda.gamepedia.com/Forest_of_Canvula) as a token of welcome.- REMOVE

Noise

[ZA Noise.png](https://zelda.gamepedia.com/File:ZA_Noise.png) The **Noise** Spell fires a sound wave projectile. It is very effective against creatures that are sensitive to sound, making it the only Spell capable of damaging [Pols Voice](https://zelda.gamepedia.com/Pols_Voice" \o "Pols Voice). It costs 1 Rupee to use. The Spell is received from a woman in the village east of the Forest of Torian.- REPLACE WITH QUAKE/EARTH MEDALLION

Pyros

[ZA Pyros.png](https://zelda.gamepedia.com/File:ZA_Pyros.png) The **Pyros** Spell creates a wall of several flames that appear before Zelda. It costs 4 Rupees to use. The Spell is dropped from a [snake](https://zelda.gamepedia.com/Rope) west of Great Wimbich, which must be defeated using the [Flute](https://zelda.gamepedia.com/Flute).- REPLACE WITH FIRE ROD

Rings of Fire

[ZA RingsOfFire.png](https://zelda.gamepedia.com/File:ZA_RingsOfFire.png) The **Rings of Fire** Spell fires three rings of fire that travel in a single line. It costs 3 Rupees to use. It is sold by Madame Kriggle in her magic shop in Great Wimbich for 150 Rupees.- REMOVE, OBSELETE

Roar Stick

[ZA RoarStick.png](https://zelda.gamepedia.com/File:ZA_RoarStick.png) The **Roar Stick** Spell throws a spinning club. It costs 3 Rupees to use. It is obtained by striking a switch in the Shrine of Strength.- REMOVE

Short Axe

[ZA ShortAxe.png](https://zelda.gamepedia.com/File:ZA_ShortAxe.png) The **Short Axe** Spell throws a spinning axe. It costs 2 Rupees to use. The Spell is obtained by purchasing a [Bone](https://zelda.gamepedia.com/Items_in_Zelda%27s_Adventure#Bone) from the general shop in upper street of Great Wimbich, and giving it to a dog outside.

Turquoise Ring

[ZA TurquoiseRing.png](https://zelda.gamepedia.com/File:ZA_TurquoiseRing.png) The **Turquoise Ring** Spell fires a spread of blue sparkles, which spread out as they travel. It is a costly yet strong Spell that is capable of defeating the [Kelpies](https://zelda.gamepedia.com/Kelpi) of the [Shrine of Water](https://zelda.gamepedia.com/Shrine_of_Water). It costs 26 Rupees to use. It is sold by Madame Kriggle in her magic shop in Great Wimbich for 20 Rupees.- REPLACE WITH ICE ROD

TOTAL: 13 TO Y BUTTON

Add:

* 4 bottles
* Net
* Bombs
* Fairies
* Cane of Byrna (possible rename?)
* Shield, sword and armour upgrades
* Power glove/Titan’s mitt
* Possible trading sequence that leads to most powerful sword