

Name

Novice's Staff
Apprentice's Staff
Adept's Staff
Expert's Staff
Master's Staff
Staff of the Ancients

Rusty Longsword
Copper Longsword
Bronze Longsword
Iron Longsword
Steel Longsword
Excalibur

Bronze Dagger
Iron Dagger
Steel Dagger
Iron Shortsword
Steel Shortsword
Wakizashi

Well-Worn Robes
Cloth Robes
Leather Robes
Studded Leather Robes
Mithril Robes
Battle Robes

Leather Armor
Heavy Leather Armor
Iron Chainmail
Steel Chainmail
Knight's Chainmail
Dragonscale Armor

Squire's Armor
Iron Plate Armor
Steel Plate Armor
Reinforced Steel Plate
Knight's Armor
Diamond Embedded Plate

Potion of Lesser Healing
Potion of Minor Healing
Potion of Average Healing
Potion of Greater Healing
Potion of Major Healing
Elixir of Life

Potion of Lesser Mana
Potion of Minor Mana

Potion of Average Mana
Potion of Greater Mana
Potion of Major Mana
Ether of Magic

Fiend Repellant
Smoke Bomb

Essence of Water
Essence of Earth
Essence of Fire
Essence of Wind
Essence of Space
Essence of Time

KEY A

KEY B

KEY C

KEY D

KEY F

KEY G

SPI 1

SPI 2

SPI 3

BEST ENDING ITEM

JOKE ENDING ITEM

Sheet1

Description

One of the staffs from my home. It's not good quality, but it works fine as a practice staff.
A common staff from this world. It's not perfect, but it at least properly exerts my spells.
This staff is quite similar to the one I wielded in my homeland. It is light, but useful.
A thick staff intended for those well versed in magic. It appears to be quite powerful.
A finely crafted staff. Its weight is perfect, and its charging capabilities are amazing.
Quite possibly the greatest staff in the land. It is said that it was imbued with the abilities of the ancients.

A rusted longsword. It's not professional, but professional isn't exactly what I'm aiming for.
A copper longsword. It's flimsy and its edges are quite dull.
A bronze longsword. Not my weapon of choice, but it's useable.
An iron longsword. Your run of the mill aim-stab-and-slash weapon.
A steel longsword. A needed improvement over the iron ones. I feel like I could hurt someone with this thing.
I'm not entirely sure how I got this, nor how it's in this universe, but I'm not going to question it.

A bronze dagger. It allows me to remain armed whilst preparing my magic. It's better than nothing.
An iron dagger. Useful for opening letters, cutting dinner, and occasionally getting into a fight.
A steel dagger. I feel like whoever made this knew what they were doing, but they didn't do it right.
An iron shortsword. It's similar to the ones knights used to carry back in my homeland.
A steel shortsword. It's similar to the ones the capable knights used to carry back in my homeland.
Whoever made this weapon appears to have put great time and thought into their work.

My training robes. They've become tattered from years of use. All things considered, they are rather comfy.
Robes of a finer quality than my originals. The cloth is a bit scratchy but it provides more protection.
A set of leather robes crafted from some animal hide. It's a bit restrictive, but I think I can manage.
A hefty set of leather robes with studded bits of metal. It's much heavier than a normal set of leather robes.
A set of robes fit for a fine mage. Protects well from magic, but at the cost of physical risk.
A set of robes which rivals the quality of my mentor's. I feel nearly invulnerable to magic attack in them.

A simplistic set of leather armor. It provides more protection than my shirt.
A less simplistic set of leather armor. It restricts my movement in favor of defense.
A set of iron chainmail. The jingle of the armor is an appreciated partner in battle.
A set of steel chainmail. Enemies will have a hard time piercing this.
A set of chainmail that may have belonged to a knight. It seems nearly impenetrable.
A set of armor created from the scales of a dragon. It's much nicer than I thought it would be.

A shoddy set of armor, if one could call it such. At the very least it functions like armor.
An iron plate. It's armor that looks the part. It's a step up from a squire's armor.
A steel platebody. It softens blows and protects me from danger.
A reinforced steel platebody. It's a step up from steel, with the heavier steel providing a thicker shell.
A platebody which may have belonged to a knight. It offers excellent protection.
A gaudy but well-built platebody. It provides maximal protection to my body, despite hindering my magic.

A potion of lesser healing. It smells horrible.
A potion of minor healing. It smells odd.
A potion of average healing. It does not seem to have an odor.
A potion of greater healing. It smells of fine baked goods. I am not sure why.
A potion of major healing. The scent is indescribable, albeit good.
'The elixir of life.' It reeks of earthy scents.

A potion of lesser mana. It looks improperly mixed.
A potion of minor mana. There are strange chunks floating in it.

Sheet1

A potion of average mana. It appears to be properly mixed.

A potion of greater mana. The hue of the liquid is unnatural.

A potion of major mana. I have an odd feeling that the liquid is glowing.

An ether of magic. My eyes hurt just looking at it.

A flaked scent which causes fiends to ignore you. Does not work on all fiends.

A smoke bomb. Useful for fleeing from fiends.

The Essence of Water. My hand feels wet while holding this.

The Essence of Earth. I feel at ease while holding this.

The Essence of Fire. My body feels warm while holding this.

The Essence of Wind. I can feel a faint breeze while holding this.

The Essence of Space. I feel small while holding this.

The Essence of Time. I am unsure whether or not this affects me.

Description to be added later

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Description to be added later

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Sheet1

<u>Stats</u>	<u>Type</u>	<u>Own</u>	<u>Func</u>	<u>Buy or Sell Enable</u>	<u>Price</u>
+2 MAG -1 ATK	1	FALSE	0	FALSE	0
+5 MAG -3 ATK	1	FALSE	0	TRUE	500
+11 MAG -7 ATK	1	FALSE	0	TRUE	1000
+23 MAG -15 ATK	1	FALSE	0	TRUE	3500
+45 MAG -29 ATK	1	FALSE	0	TRUE	7000
+60 MAG -35 ATK	1	FALSE	0	FALSE	0
+2 ATK -1 MAG	1	FALSE	0	TRUE	100
+5 ATK -3 MAG	1	FALSE	0	TRUE	500
+11 ATK -7 MAG	1	FALSE	0	TRUE	1000
+23 ATK -15 MAG	1	FALSE	0	TRUE	3500
+45 ATK -29 MAG	1	FALSE	0	TRUE	7000
+60 ATK -35 MAG	1	FALSE	0	FALSE	0
+1 ATK +1 MAG	1	FALSE	0	TRUE	200
+3 ATK +3 MAG	1	FALSE	0	TRUE	700
+6 ATK +6 MAG	1	FALSE	0	TRUE	1500
+12 ATK +12 MAG	1	FALSE	0	TRUE	5000
+23 ATK +23 MAG	1	FALSE	0	TRUE	8000
+40 ATK +40 MAG	1	FALSE	0	FALSE	0
+3 MDEF -1 DEF	2	FALSE	0	TRUE	100
+8 MDEF -2 DEF	2	FALSE	0	TRUE	500
+16 MDEF -4 DEF	2	FALSE	0	TRUE	1000
+28 MDEF -7 DEF	2	FALSE	0	TRUE	3500
+45 MDEF -12 DEF	2	FALSE	0	TRUE	7000
+60 MDEF -15 DEF	2	FALSE	0	FALSE	0
+1 DEF +1 MDEF	2	FALSE	0	TRUE	100
+3 DEF +3 MDEF	2	FALSE	0	TRUE	500
+6 DEF +6 MDEF	2	FALSE	0	TRUE	1000
+12 DEF +12 MDEF	2	FALSE	0	TRUE	3500
+23 ATK +23 MAG	2	FALSE	0	TRUE	7000
+40 ATK +40 MAG	2	FALSE	0	FALSE	0
+3 DEF -1 MDEF	2	FALSE	0	TRUE	200
+8 DEF -2 MDEF	2	FALSE	0	TRUE	700
+16 DEF -4 MDEF	2	FALSE	0	TRUE	1500
+28 DEF -7 MDEF	2	FALSE	0	TRUE	5000
+45 DEF -12 MDEF	2	FALSE	0	TRUE	8000
+60 DEF -15 MDEF	2	FALSE	0	FALSE	0
+10 HP	3	FALSE	1	TRUE	50
+40 HP	3	FALSE	2	TRUE	100
+90 HP	3	FALSE	3	TRUE	350
+200 HP	3	FALSE	4	TRUE	700
+500 HP	3	FALSE	5	TRUE	1000
+1000 HP	3	FALSE	6	TRUE	3000
+5 MP	3	FALSE	7	TRUE	50
+20 MP	3	FALSE	8	TRUE	100

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+45 MP	3	FALSE	9	TRUE	350
+100 MP	3	FALSE	10	TRUE	700
+250 MP	3	FALSE	11	TRUE	1000
+500 MP	3	FALSE	12	TRUE	3000
Repels for X steps	3	FALSE	13	TRUE	500
Escapes Battle	3	FALSE	14	TRUE	1000
Increase element	4	FALSE	15	FALSE	0
Increase element	4	FALSE	15	FALSE	0
Increase element	4	FALSE	15	FALSE	0
Increase element	4	FALSE	15	FALSE	0
Increase element	4	FALSE	15	FALSE	0
Increase element	4	FALSE	15	FALSE	0
It's a key	4	FALSE	16	FALSE	0
It's a key	4	FALSE	17	FALSE	0
It's a key	4	FALSE	18	FALSE	0
It's a key	4	FALSE	19	FALSE	0
It's a key	4	FALSE	20	FALSE	0
It's a key	4	FALSE	21	FALSE	0
Special Item 1	4	FALSE	22	FALSE	0
Special Item 2	4	FALSE	23	FALSE	0
Special Item 3	4	FALSE	24	FALSE	0
Something Good	4	FALSE	25	FALSE	0
Something Bad	4	FALSE	26	FALSE	0