

Head equipment:

"Jagged helmet" - causes minor recoil damage to physical attacks, increases defense slightly, semi-medium cost

"Spiked helmet" - causes moderate recoil damage to physical attacks, increases defense moderately, medium cost

"Poison barbed helmet" - causes minor recoil damage to physical attacks, inflicts severe poison to attacker, increases defense moderately, high cost

"Camouflaged scarf" - slightly decreases the accuracy of ranged attacks directed at the wearer, minor cost

"Camouflaged cloak" - slightly decreases the accuracy of ranged attacks directed at the wearer, medium cost

"Zoom goggles" - slightly increases the chance of critical hits, medium cost

"Magical scarf" - decreases the amount of MP used for magical skills, increases total MP slightly, medium cost

"Doppelganger's mask" - has a chance to confuse opponents at the start of the battle, medium cost

Body equipment:

"Amateur chestplate" - increases defense slightly, low cost

"Reliable chestplate" - increases defense moderately, semi-medium cost

"Charred chestplate" - moderately decreases the effects of fire-based attacks, increases defense moderately, medium cost

"Dragon-scale chestplate" - negates the effects of fire-based attacks, increases defense greatly, has a chance to cause burn damage to physical attacks, high cost

"Prismatic chestplate" - has a chance to cause moderate recoil damage to magical attacks, increases defense moderately, semi-high cost

"Jester's chestplate" - has a chance to cause either bleeding, poison, burn, fear, or confusion to an attacker, increases defense moderately, high cost

"Deteriorating chestplate" - starts off by increasing player defense greatly, defense increase deteriorates over the course of the battle, semi-high cost

Status Effect Glossary:

Bleeding: incremental round-by-round damage, can be cured with Bandages

Poison: incremental round-by-round damage that decreases attack, can be cured with Antidotes, last beyond the battle and causes incremental damage beyond that

Burn: incremental round-by-round damage that decreases defense, can be cured with Aloe Vera, last beyond the battle and causes incremental damage beyond that

Fear: has a chance to cause the player to become frozen with fear and not attack for a round that can be either cured with Lavender Oil, exiting the battle, or waiting it out

Confusion: has a chance to cause the player to attack themselves out of confusion that can be cured with Smelling Salts, exiting the battle, or waiting it out