

Currency:

291.38 Forumtopia Currency (F)

Consumables:

12x Apple: Heals 20 health to 1 person

6x Orange: Heals 10 health to everyone

3x Banana: Heals 5 energy to everyone

5x Lemon: Heals 1 health and clears negative statuses from 1 person

6x Grapes: Heals 5 health and 5 energy to 1 person each turn for 5 turns

2x Peach: Heals 10 health to 1 person. May be used on a fainted ally.

5x Apple pie: Restores 40 health to a single party member.

2x Pear cake: Restores 20 energy to a single party member.

9x Orange juice: Heals 20 health to the entire party.

6x Banana smoothie: Heals 10 energy to the entire party.

4x Grape pop: Restores 10 health and energy to a target for 5 turns.

8x Lemon tart: Restores 5 health and energy and clears negative statuses on a single party member.

5x Peach cobbler: Restores 20 health and 10 energy to a target. May be used on a fainted ally.

1x Concentrate Lemonade: Removes all status effects from the party.

2x Caramel apple: Restores 20 health and 10 energy to a single target.

1x chocolate bar: Heals 15 health and energy to a single target.

1x Water bottle: Removes positive statuses from a single enemy.

~~0x Birthday cake: Heals 999 Health and 999 energy to the entire party. Cannot be used during battle. Requires a third of the players who posted in the last week to agree to use.~~

9x Raisin: User copies the effect of any skill they know for free. Do not factor intelligence or any bonuses/penalties to intelligence into the skill. Can be used while muted, silenced, or exhausted.

5x Pacifist cookie: User cannot take or deal damage by any means for 3 turns.

1x Spam bane: deals 1d15 damage to all enemies.

2x Arrow: Deals 20 damage to a single target.

1x Code function: Heals 20 health and 10 energy to the party and clears negative statuses, but inflicts error, hiding the party's health and how much damage they take.

11x Healthy drink: Heals 5 health and 5 energy to the party.

2x Dried peach: Heals 1 health to a single party member. Can be used on a fainted ally.

1x Simple Soda: Heals 2 health and 2 energy to the party.

3x Reckless potion: Raises the fitness and intelligence of a party member, but lowers their willpower and prevents them from being healed for 3 turns.

4x Energy drink: Restores 10 health and 5 energy to the party.

2x Glass barrier: Inflicts impervious on a party member, preventing their health from going below 1 unless everyone is inflicted.

1x Rusty thing: Rusts a single skill on each enemy.

1x Anti-spam: Deal 60 damage to all enemies.

1x Crystallized post: Clears negative statuses from the party.

4x Scam Salad: User's next 3 attacks will be effective against Scambots.

1x Coffee: Restores 1 health to a single party member. May target a fainted party member. If this is in a party member's personal inventory, when the user faints it will automatically be used on the user.

4x Sushi: Heals one party member by 10 health and raises their maximum health by 10 for 2 turns. Cannot be used twice on the same party member at once

4x Gari: Heals one party member by 10 energy and raises their maximum energy by 10 for 2 turns. If used on a party member who has been given sushi this turn, double the effect of the sushi. Cannot be used twice on the same party member at once.

4x Cold medicine: Inflicts immune on a single target, clearing all status effects and preventing new status effects for 5 turns.

3x Smelly casserole: Inflicts poison, cut, bleeding, burn, and infected on a single party member.

3x Bacon platter: Heals 100 health and 100 energy to the party, including fainted party members. Clears negative status effects. Requires a third of the players who posted in the last week to agree to use, but only one party member's turn in battle.

7x Sugar cube: User immediately takes 2 extra turns.

1x Discount Reed: Allows party members to use musical instruments. Can be used up to 2 times.

3x Caramel: Restores 1 health to the party. Will target fainted party members.

6x PowerRush Plus Soda: Normally this soda restores 1 health and energy to the party. If used during a boss battle or while fighting a Spambot, it restores 5 health and energy and raises stats by 5 for 2 turns. The stat boost ends after battle.

1x Mango: Heals 10 health and 5 energy to a single party member.

4x Strawberry: Heals 5 health and 3 energy to the party.

5x Thick stew: Restores 40 health and 20 energy to a target and clears negative statuses. Inflicts sleepy.

3x Matchstick: Deals 20 fire damage to all enemies.

3x Ice pack: Deals 20 ice damage to all enemies.

2x Battery: Deals 20 electric damage to all enemies.

3x Smoke bomb: Deals 20 wind damage to all enemies

3x Glass bottle: Deals 30 damage to all enemies.

3x Cotton candy: Raises a party member's stats by 10 for 4 turns. When the boost expires or is cleared, lowers the party member's stats by 10 for 2 turns.

1x Flower: Heals 4 health to the party each turn for 5 turns.

3x Confetti: Heals 2 energy to the party each turn for 5 turns.

1x Strawberry milkshake: Restores 15 health and 8 energy to the party.

3x Mango Tonic: Heals 20 health and 10 energy to a single party member.

3x Strawberry sundae: Heals 10 health and 5 energy to the party.

10x Ice cream: Restores 30 energy and randomly inflicts impervious, jumpy, or frozen on a single party member.

1x Taco: Restores 5 health and 5 energy and gives the spicy status to a single person.

1x Box of chocolates: Heals 20 health and energy to user and another party member.

Alternatively, heals 20 health and energy to a single party member and returns a half eaten box

of chocolates.

1x Half eaten box of chocolates: Heals 20 health and energy to a single party member.

1x Milk: Removes all status effects from the enemies.

4x Apple Cider: Restores 60 health to a single party member.

3x Pear Tea: Restores 30 energy to a single party member.

3x Orange soda: Restores 30 health to the party.

2x Banana milk: Restores 15 energy to the party.

3x Lemonade: Restores 10 health and energy and removes negative status effects from a single party member.

3x Grape punch: Restores 15 health and energy to a target for 5 turns.

3x Peach drink: Restores 30 health and 15 energy to a target. Can be used on a fainted ally.

2x Mango water: Restores 30 health and 15 energy to a target.

1x Strawberry milkshake: Restores 15 health and 8 energy to the party.

1x Megarainbow soda: Raises a single party member's stats by 4 for 3 turns.

1x Cream soda: Restores 10 energy to a party member and grants them an extra turn next turn.

1x Coffee soda: Inflicts frenzied on the user for 3 turns. Grants user an extra action.

3x Pineapple: Reduces user to 1 health and 0 energy. Fully heals the rest of the party and clears negative status effects from all party members. Cannot be used by a party member at 1 health or 0 energy.

5x Fireworks: Deals 50 damage to all party members. Deals 1000 damage to all enemies, ignoring damage cap. Cannot miss or be dodged.

5x Sad apple: Fully heals the party. Party deals and takes half damage for two turns.

10x What?: Heals a single party member for 13.87 health. Cannot be used outside of battle.

2x Pebble: Deals 1 damage. User takes an extra turn.

1x Coffee: Restores 1 health to a single party member. May target a fainted party member. If this is in a party member's personal inventory, when the user faints it will automatically be used on the user.

Accessories:

∞x Odd tie: When worn, user regains 1 energy per turn. Cannot be lost, sold, stolen, destroyed, or removed from inventory. Can be unequipped without expending a turn in battle.

1x X-ray goggles: When worn, the user can see the party's current health. (Must accept discord DMs or be willing to use privnotes to wear.)

1x Clown mask: Raises silliness by 5.

1x Pearl necklace: When equipped, user is immune to skill blocking statuses and their intelligence cannot be lowered by more than 5 by statuses.

1x Scarf of stubbornness: When worn, user will sometimes repeat an action which failed (failed skills will cost 0 energy on repeat).

1x Protective glasses: Prevents user from taking status damage.

9x Strange tie: When worn, user regains 2 energy per turn.

1x Shark tooth necklace: User has a +10 to fitness, but can't regain health or energy during battle.

2x Green eyeglasses: Raises intelligence by 5. Drops other stats by 2. Allows user to equip another accessory. Only one pair of eyeglasses can be worn by each party member.

1x Light bandanna: User's skills cost half of their normal value to cast.

1x Parka: Halves ice damage taken by the user. User is immune to freeze and chilled. (Chilled: Like freeze, but prevents blocking and ends early if target takes damage.)

1x Windbreaker: User takes no damage from wind attacks.

5x Fake mustache: When worn, user's attacks deal full damage against scambots. Cannot be worn with other accessories.

1x Rainbow eyeglasses: Raises all stats by 1. Allows user to equip another accessory. Only one pair of eyeglasses may be equipped at a time.

2x Blue eyeglasses: Raises willpower by 5. Drops other stats by 2. Allows user to equip another accessory. Only one pair of eyeglasses can be worn by each party member.

2x Pacifist trench coat: Halves damage taken and dealt by user.

1x Disposable gloves: Standard attacks add 5 sides to dice.

1x Rage bow: Raises fitness by 20 and grants immunity to glued. User cannot use skills, items, or special moves.

1x Spyglass: While equipped, the user gains a 2x charge if another party member is attacked each turn. However, the user cannot block.

1x Rush pin: When equipped, the user acts thrice on the first turn, but has halved attack power on the first turn.

1x Metal suit: When worn, halves electric damage and makes it non-piercing.

1x Glass slipper: Protects the wearer from a single deadly attack each battle.

1x Apron: Standard attacks have a 50% chance of inflicting freeze on target.

1x Angry Shirt: Raises all stats by 5, but user has a 25% chance of disobeying commands from a player and selecting a skill or standard attack at random.

1x Wizard hat: Raises maximum energy by 15. Lowers maximum health by 5.

1x Heat shield: When worn, halves fire damage and grants immunity to burn and overheat.

1x Leather jacket: When worn, the user deals double damage, but their maximum health is reduced to 1.

1x Beanie: User's skills cost 1.5x energy to cast, but are twice as effective. Skills that can't be made more effective don't cost extra energy.

1x Fashionable necktie: User can wear two additional accessories, but cannot wear multiple of the same accessory. This can be worn with the fashionable top hat.

1x Spirit pin: If the party member wearing this faints, they can use skills that only target other party members for 0 energy. Additionally, they will be revived with full health after the battle. However, they cannot be revived in battle and do not gain benefits from other accessories or weapons while fainted.

1x Helmet of healing: When worn, user will sometimes get a small recovery to health and/or energy at the end of a turn.

1x Bracelet of Tradeoff: When worn, user can spend health to use non-healing skills if they don't have enough energy.

1x Jacket of life: If user faints, they regain 1 health if they are not healed next turn.

1x Boots of vigor: When worn, user will rarely instantly defeat a non-boss enemy when

performing a standard attack.

1x Cracked glasses: User acts twice per turn, but cannot benefit from positive statuses.

1x Safety goggles: Weakens negative statuses on user.

Weapons:

1x Gold bar: Deals 1d40 damage. Skips user's next turn.

5x Gilded aluminum bar: Raises flashiness by 5.

1x Pizza cutter: Deals 1d10 damage and inflicts bleeding on an enemy.

2x Capacitor: Instead of dealing damage, roll 1d15 and add it to a counter. Once the counter reaches 30, deal 20 electric damage to a single enemy and inflict stun. The counter then resets to 0. The counter counts down by 1 each turn and is reset to 0 between battles.

2x Solenoid: The first time this is used, it deals 10 extra damage. The second time, it deals 8 extra damage. The third time, it deals 6 extra damage, and so on. The user can spend 10 energy on their turn to reset the bonus to +10.

3x Chargeable laptop: Deals 8d5 damage, but drains 1d10+5 energy from the user.

2x Charger: Roll 1d20. On an even number, damage an enemy for that much. On an odd number, regain that much health.

10x Rubber band gun: Deals 1d5 damage plus half fitness to a single Scambot.

1x Coffee mug: Deals 1d10 damage. User regains 1 energy per turn while equipped.

3x Towel: Negative status effects will disappear twice as quickly.

3x Lucky brick: Has a 25% chance of dealing an extra 1d15 damage. Cannot be lost or stolen.

1x Cursed shield: You gain a +10 to willpower but cannot deal damage while this is equipped.

This weapon cannot be unequipped in battle

1x Neck pillow: While equipped, user is immune to certain status ailments.

4x Lantern: Removes the chance of missing due to fog. Lights up dark areas to increase travel speed.

1x Cursed sword: You deal +25 damage but cannot lose negative statuses while this is equipped. This weapon cannot be unequipped in battle.

7x Marker: Restores 5 energy to self if attack deals damage.

1x Basket: Deals no damage. Lowers enemy stats by 5 for 1 turn.

1x Boomerang: Deals 1d40+20 damage to a random enemy. Deals 1d20+10 damage if only one enemy remains.

5x Notebook: +1 to attack and defense.

1x Lounge keys: Deals 4d5 damage + 1d5 for each teacher that uses a standard attack this turn.

1x Test answers: Deals 4d5 damage + 1d5 for each student that uses a standard attack this turn.

5x Brick: No special effects.

1x Gold Basket: Deals no damage. Raises party stats by 5 this turn.

1x Crowbar: Deals 1d40 damage. Only equippable by teachers.

1x Very Heavy Trophy: Deals 1d50 damage. Cannot be equipped unless fitness is above 14. Cannot be used if fitness is lowered below 15 by statuses.

1x Broken sword: Deals 650 damage to a single enemy. Deals 999 damage to self and two

random party members. Cannot miss or be dodged.

4x Bazooka: Deals 5d10 damage to all enemies.

3x Morningstar: Deals 1d50 piercing damage to all enemies.

4x Reverse sword: Deals 5d10 damage to a single party member.

4x Taser: Deals 1d50 piercing damage to a single party member.

Pamphlets/Passive skills:

1x Pamphlet of impulsiveness: Allows a single party member to learn the impulse skill, which allows the user to use a single skill for free three times, but disables impulse and the free skill for the rest of the battle.

~~0x Pamphlet of Swapping: Allows a single party member to learn the "swap" skill, which swaps a party member's health and energy.~~

~~0x Pamphlet of Slicing: Allows a single party member to learn the "Sunder" skill, which has a chance of instantly defeating a single non-boss enemy.~~

2x Pamphlet of Cutting Corners: Allows a single party member to learn the Cutting Corners skill, which uses a random skill that the user knows for half the cost.

7x Pamphlet of Fearlessness: Allows a single party member to learn the fearless skill, which automatically clears fear on the user and can be used to clear fear on the party.

7x Pamphlet of Cooldown: Allows a single party member to learn the Cooldown skill, which clears stat boosts and nullifies a turn of fitness on enemies.

~~0x Pamphlet of draining: Allows a single party member to learn the "drain" skill, which Deals 1d15 defense piercing damage to a single enemy and heals the same amount of health to the user.~~

2x Pamphlet of recovery: Allows a single party member to learn the skill "recovery," which heals 1d15+10 health to a party member.

1x Pamphlet of calmness: Allows a single party member to learn the "calm" skill, which inflicts calm on a party member, granting immunity to instant defeat skills.

1x Pamphlet of Debilitate: Allows a single party member to learn the "debilitate" skill, which inflicts useless on an enemy.

1x Pamphlet of usefulness: Allows a single party member to learn the "useful" skill, which clears useless from a party member.

~~0x Pamphlet of blind faith: Allows a single party member to learn the "blind faith" skill, which does something random when used.~~

3x Cactus flower (PASSIVE): Allows a single party member to learn the Self-refresh skill, which automatically clears negative status effects at the end of every battle.

2x Dried tumbleweed (PASSIVE): Allows a single party member to learn the Prepare skill, which automatically applies a +3 bonus to the user's first attack in a battle.

2x Thorny stick (PASSIVE): Allows a single party member to learn the Final blow skill, which automatically deals 1d40 defense piercing damage to an enemy when the user is defeated.

1x Pamphlet of slapping: Allows a single party member to learn the "Multislap" skill, which deals 15d2 damage and affects scambots.

~~0x Pamphlet of overchanneling: Allows a single party member to learn the skill "overchannel", which deals heavy damage to the user, but grants a +30 boost to their next attack.~~

1x Pamphlet of lucky roll: Allows a single party member to learn the skill "lucky roll", which rolls a d20 and stores the result for later use.

2x Pamphlet of energizing: Allows a single party member to learn the skill "energize", which restores 5 energy to the party, but skips the user's next turn.

~~0x Pamphlet of dodginess: Allows a single party member to learn the skill "dodgy", which grants the party a 25% dodge chance.~~

1x Pamphlet of relaxing: Allows a single party member to learn the skill "relax", which clears stat decreases on the party.

1x Pamphlet of frostbite: Allows a single party member to learn the skill "frostbite", which deals 5 piercing ice damage to all party members and enemies and ignores damage modifiers.

~~0x Pamphlet of dancing: Allows a single party member to learn the "dance" skill, which allows the party to ignore battle sanctions for a turn without consequences, but cannot be used on consecutive turns. If used, the dance skill is always used as soon as it is possible to use it that turn.~~

Pamphlet of avalanche (SKILL): Allows a single party member to learn the skill avalanche, which rolls 1d100, rolls a die with a number of sides equal to the result, continues rolling until reaching 1, and then deals damage equal to all dice added.

Important items:

1x Gold card: Allows you to access most spambot doors.

1x Wood staff: Nozomi needs this.

1x Ban hammer: Multiplies damage dealt to Henry28 by 800.

1x Carl's notebook: Allows party to use special skills. Cannot be sold, used up, or destroyed.