

Item Name	Description (Lvl 1)	Description (Max Lvl)	Max Lvl (Registlet)	Drops In	Chest
Materials:					
Spina	MONEY			All	Wood, Bronze
Metal Pts	It's hard and shiny			All	Wood, Bronze
Cloth Pts	Bedsheets			All	Wood, Bronze
Beast Pts	SQUIRRELS			All	Wood, Bronze
Wood Pts	It's brown and sticky			All	Wood, Bronze
Medicine Pts	Drugs			All	Wood, Bronze
Mana Pts	Heavenly Bread			All	Wood, Bronze
Hematite	Commonly used refining material			10-110	Bronze, Silver
Iron	Commonly used refining material			10-110	Bronze, Silver
Damascus Ore	Commonly used refining material			70-150	Bronze, Silver
Damascus Steel	Commonly used refining material			70-150	Bronze, Silver
Mithril Ore	Commonly used refining material			130-150	Bronze, Silver
Mithril	Commonly used refining material			130-150	Bronze, Silver
Revita I	The worst health potion			10	Bronze, Silver
Revita II	Slightly better health potion			30-50	Bronze, Silver
Revita III	Decent health potion			70-110	Bronze, Silver
Revita IV	Pretty good health potion			130-150	Bronze, Silver
Vita Plus I	The worst health boost			10-70	Bronze, Silver
Vita Plus II	Decent health boost			90-150	Bronze, Silver
Experiment Report I	Crafting Material for new items			10-90	Bronze
Experiment Report II	Crafting Material for new items			110-150	Bronze
Gem Dust	Upgrade and Refine Gem Cases			All	Silver, Gold
Gem Cases:					
Stat Boosts:					
Physical Attack Boost	ATK +1 (+1 per additional level)	ATK +100	100	All	Gold, Platinum
Magic Attack Boost	MATK +1 (+1 per additional level)	MATK +100	100	All	Gold, Platinum
Max HP Boost	MAX HP +10 (+10 per additional level)	MAX HP +1000	100	All	Gold, Platinum

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Max MP Boost	MAX MP +1 (+1 per additional level)	MAX MP +100	100	All	Gold, Platinum
Physical Defense Boost	DEF +1 (+1 per additional level)	DEF +100	100	All	Gold, Platinum
Magic Defense Boost	MDEF +1 (+1 per additional level)	MDEF +100	100	All	Gold, Platinum
Accuracy Boost	Accuracy +1 (+1 per additional level)	Accuracy +10	10	All	Gold, Platinum
Evasion Boost	Evasion +1 (+1 per additional level)	Evasion +10	10	All	Gold, Platinum
Attack Speed Boost	ASPD +1 (+1 per additional level)	ASPD +100	100	All	Gold, Platinum
Magic Speed Boost	MSPD +1 (+1 per additional level)	MSPD +100	100	All	Gold, Platinum
General/Utility:					
Wayfarer	EXP Gain +10% Damage -14% (+1% per additional level)	EXP Gain +10% Damage -5%	10	10-90	Gold, Platinum
Sunbath	Natural MP Regen + 25% when sitting (+25% per additional level)	Natural MP Regen + 100% when sitting	4	10-70	Gold, Platinum
Poison Heal	1% chance to negate Poison (+1% per additional level)		(unconfirmed)	30-50	Gold, Platinum
Cat's Eye	Unknown Chance to turn a Miss into a Graze while blinded	N/A	1	30, 70	Gold, Platinum
Emergency HP Heal	Instantly restores 11% (+1% per additional level) of your HP when you get reduced to 25% or less by an enemy attack. Cooldown: 60s	Instantly restores 20% of your HP when you get reduced to 25% or less by an enemy attack. Cooldown: 60s	10	30, 150	Gold, Platinum
Neural Control	Reduces Paralysis ASPD reduction by 2% (+2% per additional level)		(unconfirmed)	50-70	Gold, Platinum
Emergency MP Heal	Immediately restores 10 MP (+10 per additional level) if there is not enough MP to cast a skill. Cooldown: 60s	Immediately restores 100 MP if there is not enough MP to cast a skill. Cooldown: 60s	10	50, 150	Gold, Platinum

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Final Resistance	If you are the last person in your party and get knocked out, you will revive for 6s (+1 per additional level) before dying. Can still be revived after dying this way.	If you are the last person in your party and get knocked out, you will revive for 10s before dying. Can still be revived after dying this way.	5	50	Gold, Platinum
Steady Stance	Reduces damage taken while afflicted with Stop by 3% (+3% per additional level)	Reduces damage taken while afflicted with Stop by 30%	10	70-90	Gold, Platinum
Shared Destiny	All other party members gain +1% ATK and MATK, but you will lose 100% HP when a party member gets knocked out (-1% per additional level)	All other party members gain +1% ATK and MATK, but you will lose 99% HP when a party member gets knocked out	2	70	Gold, Platinum
Forty Winks	Shortens sleep duration by 10% (+10% per additional level)	Shortens sleep duration by 50%	5	90	Gold, Platinum
Tanker's Pet	Lowers the damage recieved by pet by 3%, but greatly increased damage taken by its owner.		(unconfirmed)	90	Gold, Platinum
Last Hero	Restores 11% of your HP and MP per knocked out party member when you are the only one left. (+1% per additional level) Cooldown: 300s	Restores 20% of your HP and MP per knocked out party member when you are the only one left.	10	90	Gold, Platinum
Monophobia	Restores 100 HP per 10 seconds when within 3m of a party member (+1 per additional level), but when not, 100 HP will be lost. You cannot be knocked out this way.	Restores 100 HP per 10 seconds when within 7m of a party member, but when not, 100 HP will be lost. You cannot be knocked out this way.	5	90	Gold, Platinum

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Pyrexia	5% chance of having Freeze removed if you do a normal attack while frozen (+5% per additional level)	40% chance of having Freeze removed if you do a normal attack while frozen	20	110	Gold, Platinum
Impetus	Reduces movement speed reduction due to Slow by 5% (+5% per additional level)	Reduces movement speed reduction due to Slow by 50%	10	110-130	Gold, Platinum
Attacker's Pet	Raises the damage dealt by pet by 3% but greatly decreases it's owner's		(unconfirmed)	110	Gold, Platinum
Mana Thrash	Raises normal attack power in exchange for AMPR. Power increases with higher AMPR	N/A	1	110	Gold, Platinum
Parsimony	Instead of consuming a triggered auto-item, the item cooldown is doubled. Cooldown 29s (-1 per additional level)	Instead of consuming a triggered auto-item, the item cooldown is doubled. Cooldown 20s	10	110	Gold, Platinum
Emergency Repair	5% chance of having Armor Break status removed when damage you take increases because of it. (+5% per additional level)	100% chance of having Armor Break status removed when damage you take increases because of it.	20	130	Gold, Platinum
Mana Defuser	Immediately recovers 100 MP if you survive Mana Explosion	N/A	1	130-150	Gold, Platinum
Coffee Break	Restores 10% of your health when you defeat a monster. Cooldown: 29s (-1 per additional level)	Restores 10% of your health when you defeat a monster. Cooldown: 20s	10	130	Gold, Platinum

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Eagle Eye	Reduces damage take from behind (opposite camera direction) by 1% (+1% per additional level) The damage will be further reduced when taken from directly behind	Reduces damage take from behind by 10%. The damage will be further reduced when taken from directly behind	10	130	Gold, Platinum
Savior	Grants 10s of Invincibility if you revive when all of your party members get knocked out	N/A	1	130	Gold, Platinum
Pursuit Relief	Reduces damage taken by 1% (+1% per additional level) while you are afflicted by Flinch, Tumble or Stun	Reduces damage taken by 20% while you are afflicted by Flinch, Tumble or Stun	20	150	Gold, Platinum
Burning Spirit	Restores 5% of your AMPR as MP when you take damage from Ignite (+5% per additional level)	Restores 50% of your AMPR as MP when you take damage from Ignite	10	150	Gold, Platinum
Bloody Warrior	Raises normal attack power and AMPR by 5% (+5% per additional level) while afflicted with Bleed	Raises normal attack power and AMPR by 100% while afflicted with Bleed	20	150	Gold, Platinum
Monster Hunter	Restores 100 MP when you defeat a monster. Cooldown 29s (-1 per additional level)	Restores 100 MP when you defeat a monster. Cooldown 20s	10	150	Gold, Platinum
Panic	Restores 11 MP (+1 per additional level) every 3 seconds, but you will lose all MP if you get aggro, and this Registlet will be disabled for 30s	Restores 20 MP every 3 seconds, but you will lose all MP if you get aggro, and this Registlet will be disabled for 30s	10	150	Gold, Platinum

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Transfer	Lowers Max MP by 1000 (-100 per additional level), but when you are knocked out, the remaining MP will be shared evenly among your party members. If your MP is restored by this effect, you cannot receive the same effect for 180s	Lowers Max MP by 100, but when you are knocked out, the remaining MP will be shared evenly among your party members. If your MP is restored by this effect, you cannot receive the same effect for 180s	10	150	Gold, Platinum
Blade Skill Enhancers:					
Hard Hit Enhancer	Raises the power of "Hard Hit" by 5% (+5% per additional level)	Raises the power of "Hard Hit" by 100%	20	30-130	Gold, Platinum
Sonic Blade Extender	Extends the time you have to reuse "Sonic Blade" to turn it into "Super Sonic Blade" by 1 second (+1 second per additional level)	Extends the time you have to reuse "Sonic Blade" to turn it into "Super Sonic Blade" by 20 seconds	20	30-130	Gold, Platinum
Elemental Trigger Slash	Converts the element of "Trigger Slash" to that of the equipped weapon	N/A	1	70-150	Gold, Platinum
Spiral Air Enhancer	Raises the power of "Spiral Air" by 2% (+2% per additional level)	Raises the power of "Spiral Air" by 40%	20	70-150	Gold, Platinum
Sword Tempest Extender	Adds 1 hit to the skill "Sword Tempest"	N/A	1	150	Gold, Platinum
Remedial Rampage	Removes the finishing attack of "Rampage" and restores 50 HP (+50 per additional level)	Removes the finishing attack of "Rampage" and restores 500 HP	10	150	Gold, Platinum
Shot Skill Enhancers:					
Power Shot Boost	Raises the power of "Power Shot" by 15% when Tumble is inflicted. (+15% per additional level)	Raises the power of "Power Shot" by 300% when Tumble is inflicted. (unconfirmed)	20 (unconfirmed)	30-130	Gold, Platinum
Bullseye Enhancer	Raises the power of "Bullseye" by 5% (+5% per additional level)	Raises the power of "Bullseye" by 100% (unconfirmed)	20 (unconfirmed)	30-130	Gold, Platinum

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Arrow Rain Enhancer	Adds 1 attack to "Arrow Rain" (+1 per additional level)	Adds 2 attacks to "Arrow Rain"	2	70-150	Gold, Platinum
Paralysis Shot Extender	Adds 1s to the duration of "Paralysis Shot's" buff (+1 per additional level)	Adds 10s to the duration of "Paralysis Shot's" buff	10	70-150	Gold, Platinum
Smoke Dust Extender	Extends the duration of the buff from "Smoke Dust" by 1s (+1 per additional level)	Extends the duration of the buff from "Smoke Dust" by 10s	10	150	Gold, Platinum
Magic Skill Enhancers:					
Magic: Arrows Enhancer	Adds 1 shot to the skill "Magic: Arrows" (+1 shot per additional level)	Adds 4 shots to the skill "Magic: Arrows"	4	30-130	Gold, Platinum
Magic: Wall Enhancer	Raises the power of "Magic: Wall" by 5% (+5% per additional level)	Raises the power of "Magic: Wall" by 100% (unconfirmed)	20 (unconfirmed)	30-130	Gold, Platinum
Magic: Lances Catalyst	Lowers the interval between the shots of "Magic: Lances" by 0.1s (+0.1 per additional level)	Lowers the interval between the shots of "Magic: Lances" by 0.5s	5	70-150	Gold, Platinum
Magic: Blast Catalyst	Shortens the time to cast "Magic: Blast" by 0.2s (+0.2 per additional level)	Shortens the time to cast "Magic: Blast" by 1s	5	70-150	Gold, Platinum
Power Wave Modifier	Modifies the effect of "Power Wave" so that it raises the normal attack power by 0.5% instead of extending its range. (+0.5% per level)	Modifies the effect of "Power Wave" so that it raises the normal attack power by 5% instead of extending its range.	10	70-150	Gold, Platinum
Silent Recharge	Increases amount of MP recovered by 5% if "MP Charge" is used while afflicted with Silence (+5% per additional level)		(unconfirmed)	110	Gold, Platinum
Martial Skill Enhancers:					
Smash Enhancer	Raises the power of "Smash" by 5% (+5% per additional level)	Raises the power of "Smash" by 100% (unconfirmed)	20 (unconfirmed)	30-130	Gold, Platinum

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Sonic Wave Enhancer	Raises the power of "Sonic Wave" by 5% if used with knuckles (+5% per additional level)	Raises the power of "Sonic Wave" by 100%	20	30-130	Gold, Platinum
Shell Break Enhancer	Raises the chance to inlift Armor Break with "Shell Break" by 5% (+5% per additional level)	Raises the chance to inlift Armor Break with "Shell Break" by 25%	5	70-150	Gold, Platinum
Earthbind Enhancer	Raises the power of Earthbind by 5% if used with knuckles (+5% per additional level)	Raises the power of Earthbind by 50% if used with knuckles	10	70-150	Gold, Platinum
Piercing Heavy Smash	"Heavy Smash" gains +5% Physical Pierce (+5% per additional level) when used with knuckles	"Heavy Smash" gains +50% Physical Pierce when used with knuckles	10	150	Gold, Platinum
Dual Sword Skill Enhancers:					
Twin Slash Enhancer	Raises the critical damage of "Twin Slash" by 1% (+1% per additional level)	Raises the critical damage of "Twin Slash" by 20%	20	30-130	Gold, Platinum
Cross Parry Enhancer	Raises the power of "Cross Parry" by 5% (+5% per additional level)	Raises the power of "Cross Parry" by 100%	20	30-130	Gold, Platinum
Spinning Slash Compress	Reduces the range of "Spinning Slash" and removes the knock back effect, but raises its power by 5% (+5% per additional level)	Reduces the range of "Spinning Slash" and removes the knock back effect, but raises its power by 50%	10	70-150	Gold, Platinum
Critical Charging Slash	Lowers the power of "Charging Slash" by 100% but guarantees a critical hit. (-10% per additional level)	Lowers the power of "Charging Slash" by 10% but guarantees a critical hit.	10	70-150	Gold, Platinum
Phantom Slash Enhancer	Raises the power of "Phantom Slash" by 5% (+5% per additional level)	Raises the power of "Phantom Slash" by 100%	20	150	Gold, Platinum
Halberd Skill Enhancers:					
Flash Stab Enhancer	Raises the power of "Flash Stab" by 5% (+5% per additional level)	Raises the power of "Flash Stab" by 100% (unconfirmed)	20 (unconfirmed)	30-130	Gold, Platinum

