

Atelier Marie, Elie, and Anise (Import) Item List

by WeekendRisktaker

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Atelier Marie, Elie, & Anis Item List

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Updated 4/7/2007 to (hopefully) include all kanji. Also, item
#132 has been given a better translation, now that I know what
the kanji in its name actually is.

-----Introduction-----

Atelier MEA has a huge item list, easily twice the size of
the original Atelier Marie, and it's easy to miss a lot of it.
There are a lot of rare items, and the imagine alchemy system
is required to get over half the total number in the list.
I'm listing the items numerically, separated by their elemental
type (red, blue, green, white, black, and gold).

All entries will start with their number in the item list,
followed by an English name (often heavily altered from the
original in order to make sense), and a Romaji version of
the Japanese name (if possible).

Next is the basic info on the item, including item level,
required tools, difficulty / recommended Meister level,
MP consumed while making it, etc.

After that, the ingredients list.

And finally, the effects of the item when used (if any),
or special events concerning the item.

~~~~~Important notes~~~~~

Meister level is Marie, Elie, or Anis's current ability  
level in alchemy, m2:31 2007/04/08ax level 50. Chances of successfully  
making an item are based on item difficulty, the maker's  
Meister level, the maker's current fatigue level, and the  
cleanliness of the shop.

Making items costs the alchemist MP, which can be restored by resting, drinking certain medicines, or just not making anything for a few days.

Under each item listing is the amount of time needed to make one of that item. However, in this game, since the shortest measurable amount of time is one day, everything is rounded up to that. In reality, many of the lower level items take only 1/3 to 1/5 of a day to make. So, always check to see if you can make more items in the same amount of time!

Item level is a basic indicator of how difficult the item is, as well as how valuable, etc. It's a rather vague measurement. All raw materials are listed as Item Level 0, but can be listed as common, rare, or ultra-rare.

#### ~~~~~Item Icons~~~~~

On the in-game item list, you'll sometimes see little icons next to the item name. Here's what they mean:

Face - this means you can currently make that item

Bomb - physical attack item, usually explosive

Herb - healing item. Can restore HP or MP. Some also reduce fatigue.

White Flask - Refreshment. Reduces your alchemists' fatigue levels.

Powder on White Paper - status-cure item

Purple Star - status attack item

Brown Bag - stat-changing item. Could be a support or attack item.

Yellow Star - special equipment, only for Marie, Elie, or Anis. Usually affects travel time, mini-games, etc.

Circlet - equipment that can be worn by anyone

Broom - cleaning item. Helps keep the lab neat. A clean lab is a productive lab!

Musical Note - a musical instrument. Often has special in-battle properties.

#### ~~~~~Tools~~~~~

Tools are the keys to your success. While you can attempt most of the alchemical formulae without the necessary tools, the odds of you successfully making the item is reduced by a really large amount. Say, 50% chance of failure ON TOP OF whatever the normal chance would be. Be sure to get those tools!

Here I am listing the tools in the order they appear on the Academy store list. Prices include tax ;)

1. Distillation set. 200 S  
--obviously needed to distill items. Get it early on.
2. Saucepan 280 S  
--a saucepan you can lift with one hand.
3. Hammer 300 S  
--This one should be self-evident.
4. Sewing kit 300 S  
--Needles, thread, and everything else you need to make clothing or fabrics.
5. Basket 360 S  
--Increase the amount you can get while foraging. This should be the first thing you buy in the game.
6. Loupe 400 S  
--A jeweler's eyepiece, handy for those tricky manipulations.
7. Mortar 500 S  
--A necessary item near the beginning. A lot of spell components need to be ground up first.
8. Bellows 500 S  
--Sometimes you just need to make that fire hotter...
9. Finishing tools 600 S  
--Any time you work with jewelry or gemstones, you'll need this assortment of tools to finish the polish.
10. Pliers 700 S  
--For that tricky metalworking.
11. Balance 800 S  
--When exact measurements are required...
12. Lamp 880 S  
--Provides heat for various reactions.
13. Centrifuge 900 S  
--Needed to separate some liquids from other liquids.
14. Glassware 1000 S  
--Because there are some things you do NOT want to keep in your wooden mug...
15. Athanor 1000 S  
--This mystic item is a must for those mysterious, magical items.
16. Alchemist Pot 5000 S  
--This thing has only one use: to provide you with an infinite supply of World Souls. Don't be in a rush to get it. You can wait a few years...

~~~~~Red element (Fire)~~~~~

#1 Cannon Stone (カノーネ岩)

[class: Explosives]

A red stone found year-round in the Kobold Caves and Mt. Virant. A basic explosive and major component to most red-element items.

Equipped: can be used as an explosive weapon in battle.
Minor damage.

#2 Smelly Water (臭い泥水)

This awful-smelling liquid is found at the Oasis year-round. The primary ingredient in Burning Water.

#3 Grasen Ore (グラセン鉱石)

[class: Metals]

This rare stone is found on Mt. Virant and the Hills of Schweit year-round, and can be bought at the store in Kentnis. Its rarity can bring it a high price sometimes. If you sell some to the Blacksmith, he can make better weapons.

#4 Golden Stone (黄金色岩)

[class: Alchemy Items]

This stone is found on Mt. Virant year-round, but isn't much to look at. If it weren't for a few important alchemical uses, this stone would be thrown in the trash more often than not. Feel free to sell it whenever possible.

#5 Comet Fragment (コメート原石)

[class: Gemstones]

This semi-precious stone is found in large quantities year-round on Mt. Virant. Useful for making money, since it's so easy to find.

#6 Underground Lake Water (地底湖の溜まり)

This liquid is found in the Kobold Caves in summer and fall, and is essential to several metalworking recipes. Be sure not to be caught without any in the winter!

#7 Donarn Tongue (ドナールの舌)

[class:rare item]

A very rare item! This can only be won in battle against the Donarn (little dragon-like things) that live on Mikney Island and in the snowfields. Their tongues are a major component in some advanced alchemy recipes.

#8 Needle Plants (針樹の果肉)

[class: Medicine]

This prickly succulent can be found on the Millennial Turtle Beach and the Great Plains, year-round. It can also be bought in Castanier.

use: chew some to restore 18 HP

#9 Phoenix Feather (火鳥の羽)

[class: rare item]

This precious and useful feather can sometimes be found on Mt. Kand, or in Lizy Fis. It can also be won off of bird monsters, or bought in Kentnis.

#10 Flamel Sand (フラメル砂)

[class: Gemstones, rare item]

Named for the trader who made a fortune off of it, this shiny golden sand has many alchemical uses. It can be found year-round at the Oasis and the Millennial Turtle Beach.

#11 Star Fragment (星のかけら)

[class: Gemstones]

These little stones can be found on the Graden Plateau, or bought at the Academy. Their main use is to make Star Sand, but you can also sell them for a decent price.

#12 Dragon Bone (竜の骨)

[class: rare item]

The bones of dragons past, you can find many of these in the snowfield or in the Hills of Schweit. They can also be bought in Kentnis.

#13 Dragon Claw (竜のたてがみ)

[class: ultra-rare item]

You cannot find this item anywhere. It can only be won off of the Ice Dragon in the snowfield, and thus you can only get one per game. It is necessary if you wish to make all the highest-level items.

#14 Red Essence (中和剤 [赤])

item level 1

Difficulty: 1, MP cost: 1, # of days to make: 1

-Cannon Stone (#1) x 1

notes: A basic ingredient in many, many recipes.

#15 Fiery Incense (ひなたのかおり)

item level 1 [class: incense]

Imagine alchemy item.

Difficulty: 6, MP cost: 6, # of days to make: 1

-Incense (#205) x1

-Needle Plant (#8) x1

-Red Essence (#14) x1

tools: Mortar is required

Use: When used in battle, gives one ally a fire-element attack.

#16 Heat Pad (ポッカロン)

item level 1 [class: Everyday Items]

Imagine alchemy item.

Difficulty: 5, MP cost: 4, # of days to make: 1

-Burning Water (#18) x1

-Dune Sand (#191) x2

-Red Essence (#14) x1

tools: Centrifuge is required.

use: only good for putting in the book, or selling.

#17 Burning Sand (燃える砂)

item level 1

Difficulty: 1, MP cost: 1, # of days to make: 1

-Cannon Stone (#1) x1

tools: Mortar is required

use: a major basic ingredient to many recipes.

Make lots of it.

#18 Burning Water (燃える水)

item level 1

Difficulty: 4, MP cost: 2, # of days to make 1

-Smelly Water (#2) x2

tools: Centrifuge is required

use: an ingredient in many recipes.

#19 Golden Donkey (金色ろば)

item level 2 [class: Accessory]

Imagine alchemy item

Difficulty: 13, MP cost: 22, # of days to make: 3

-Iron (#210) x2

-Flamel Sand (#10) x3

-Red Essence (#14) x1

tools: Hammer and finishing tools are required

use: when equipped, you have a higher chance of winning at the Wolf Races in Kariel

#20 Raging Flame (猛き炎)

item level 2

Imagine alchemy item

Difficulty: 10, MP cost: 7, # of days to make: 1

-Solid Explosive (#25) x1

-Sunfire Stone (#215) x1

-Red Essence (#14) x1

tools: Scales are required

use: ingredient for higher-level explosives

#21 Tiny Medallion (小さなきらめき)

item level 2 [class: Accessory]

Imagine alchemy item

Difficulty: 7, MP cost: 15, # of days to make: 3

-Iron (#210) x1

-Star Sand (#23) x2

-Red Essence (#14) x2

tools: Finishing tools are required

use: When equipped, raises the amount of experience gained from actions.

#22 Firestarter (ハッカマン)

item level 2

Imagine alchemy item

Difficulty: 8, MP cost: 5, # of days to make: 1

-Solid Explosive (#25) x1

-Shubal Alloy (#208) x2

-Red Essence (#14) x1

tools: Finishing tools are required

use: none, just one for the books

#23 Star Sand (星の砂)

item level 2

Difficulty: 10, MP cost: 3, # of days to make: 1

-Star Fragment (#11) x2

tools: Centrifuge is required

use: ingredient for many accessories

#24 Wax (ロウ)

item level 2

Difficulty: 1, MP cost: 4, # of days to make: 1

-Honeycomb (#136) x1

-Burning Sand (#17) x1

-Green Essence (#147) x1

tools: Centrifuge is required

use: major ingredient in bombs

#25 Solid Explosive (固形燃料)

item level 2

Difficulty: 14, MP cost: 11, # of days to make: 1

-Burning Sand (#17) x2

-Burning Water (#18) x1

tools: Glassware is required

use: needed for higher explosives and some accessories

#26 Urchin Bomb (うに爆弾)

item level 3 [class: Explosives, Food(?)]

Imagine alchemy item

Difficulty: 13, MP cost: 5, # of days to make: 1

-Flam (#36) x1

-Urchin (#127) x4

-Green Essence (#147) x2

use: Equip for use as an explosive in battle. No ideas why it's also listed as a Food item in this game...

#27 Thermometer (温度計)

item level 3 [class: Everyday Items]

Imagine alchemy item

Difficulty: 13, MP cost: 12, # of days to make: 1

-Glass Thread (#206) x1

-Underground Lake Water (#6) x1

-Red Essence (#14) x2

tools: Finishing tools are needed

use: despite the obvious uses, this item really does nothing in this game.

#28 Smoke Bombs (がんしゃく玉)

item level 3 [class: Explosives]

Imagine alchemy item

Difficulty: 11, MP cost: 6, # of days to make: 1

-Flam (#36) x1

-Urchin's Parent (#128) x2

-Green Essence (#147) x1

use: use it in battle for quick getaways!

#29 Gedichtnis Alloy (ゲデヒトニス合金)

item level 3 [class: Metal]

Imagine alchemy item

Difficulty: 13, MP cost: 15, # of days to make: 1

-Fools' Silver (#204) x2

-Dragon Bone (#12) x1

-Red Essence (#14) x2

tools: Bellows and Lamp are required

use: good for making accessories

#30 Gas Bomb (ケホケホ玉)

item level 3 [class: Explosives]

Imagine alchemy item

Difficulty: 13, MP cost: 7, # of days to make: 1

-Flam (#36) x1

-Sunfire Stone (#215) x1
-Red Essence (#14) x1

tools: Hammer is required

use: Tear-gas blinds the enemy, and makes it harder for them to hit you

#31 Tiny Sun (小さな太陽)

item level 3 [class: Everyday items]
Imagine alchemy item
Difficulty: 12, MP cost: 10, # of days to make: 1
-Glass Thread (#206) x3
-Fiery Incense (#15) x1
-Red Essence (#14) x1

tools: Finishing tools are required

use: mostly good for making other stuff.

#32 Power Doll (力持ち様)

item level 3 [class: Alchemy, Toys]
Imagine alchemy item
Difficulty: 15, MP cost: 15, # of days to make: 1
-Leitzenmater Doll (#214) x1
-Phoenix Feather (#9) x1
-Red Essence (#14) x2

use: Cute, but otherwise no use that I know of

#33 Rainbow Kaleidoscope (七色スコープ)

item level 3 [class: Gemstones, Toys]
Imagine alchemy item
Difficulty: 13, MP cost: 10, # of days to make: 2
-Ritter Quartz (#231) x1
-Flamel Sand (#10) x2
-Red Essence (#14) x1

tools: Finishing tools are required

use: none, really.

#34 Tea Set (バラスト)

item level 3 [class: Metal, Everyday Items]
Imagine alchemy item
Difficulty: 14, MP cost: 12, # of days to make: 2
-Peat Moss (#211) x3
-Comet (#42) x1
-Red Essence (#14) x2

tools: Bellows and Lamp are required

#35 Light Mirror (光の鏡)

item level 3 [class: Alchemy, Gemstones]
Imagine alchemy item

Difficulty: 14, MP cost: 18, # of days to make: 2

- Ritter Quartz (#231) x2
- Underground Lake Water (#6) x2
- Red Essence (#14) x1

tools: Finishing tools are required

use: when equipped, provides resistance to charm attacks

#36 Flam (フラム)

item level 3 [class: Explosives]

Difficulty: 11, MP cost: 4, # of days to make: 1

- Burning Sand (#17) x2
- Wax (#24) x1

tools: Mortar is required

use: Good explosive to use in battle, early on

#37 Living Quill (生きてる羽ペン)

item level 4 [class: Alchemy, Living items]

Difficulty: 22, MP cost: 20, # of days to make: 1

- Living Rope (#168) x1
- Phoenix Feather (#9) x1
- Oak wood (#126) x1
- Green Essence (#147) x2

tools: Finishing tools are required

use: cool item concept, but no real use in the game, unfortunately

#38 Acid (液化溶剤)

item level 4

Difficulty: 16, MP cost: 7, # of days to make: 2

- Underground Lake Water (#6) x2
- Wax (#24) x3

tools: Distillation set and glassware are required

use: melts through metals and stone with only a few drips!

#39 Carmine Fabric (カーマイン織り)

item level 4 [class: Everyday items, Travel items]

Imagine alchemy item

Difficulty: 20, MP cost: 18, # of days to make: 1

- Silk (#217) x2
- Phoenix Feather (#9) x1
- Red Essence (#14) x1

tools: Sewing kit is required

use: required for a lot of other travel goods and accessories

#40 Bright Morning Ring (輝ける朝)

item level 4 [class: Accessory, Gemstones]
Imagine alchemy item
Difficulty: 18, MP cost: 11, # of days to make: 2
-Sacred Stone Mysteria (#226) x1
-Tiny Sun (#31) x1
-Red Essence (#14) x1

tools: Finishing tools are required

#41 Skill Bomb (芸術はバクハツ)
item level 4 [class: Explosives, Charm items]
Imagine alchemy item
Difficulty: 19, MP cost: 15, # of days to make: 2
-Flam (#36) x2
-Wind Brush (#225) x1
-Red Essence (#14) x1

use: In battle, hits enemy with magic attack, possibly charms them

#42 Comet (コメート)
item level 4 [class: Gemstone]
Difficulty: 19, MP cost: 21, # of days to make: 4
-Comet Fragment (#5) x1
-Polishing Powder (#207) x2
-Red Essence (#14) x1

use: look pretty, serve as an ingredient item, be sold.

#43 Comfy Fur Blanket (ぬくぬく毛布)
item level 4 [class: Travel item, Everyday item]
Imagine alchemy item
Difficulty: 22, MP cost: 12, # of days to make: 1
-Carmin Fabric (#39) x1
-Snow Wolf Pelt (#200) x1
-Red Essence (#14) x1

tools: Sewing kit is required

uses: none, that I know of

#44 Silver Night (白銀の夜)
item level 4 [class: Gemstone]
Imagine alchemy item
Difficulty: 21, MP cost: 14, # of days to make: 2
-Sacred Stone Mysteria (#226) x1
-Comet (#42) x1
-Red Essence (#14) x1

tools: Finishing tools are required

use: needed to make an Eternal Ring

#45 Star Crystal (星水晶)

item level 4 [class: Gemstone, Accessory]
Imagine alchemy item
Difficulty: 17, MP cost: 24, # of days to make: 3
-Ritter Quartz (#231) x1
-Star Sand (#23) x2
-Underground Lake Water (#6) x1
-Red Essence (#14) x2

use: When equipped, makes you immune to paralysis

#46 Eternal Ring (エターナルリング)
item level 5, [class: Accessory]
Difficulty: 21, MP cost: 30, # of days to make: 4
-Silver Night (#44) x1
-Grantz Silver (#233) x1
-Red Essence (#14) x1

tools: Finishing tools are required

note: In order to get this recipe, you must first recruit Haresh, bring him to Zarlburg, and wait for him to commission a ring from you. Then go to the Academy library to get the recipe.

#47 Energy Friend Drink (気のいい友達)
item level 5 [class: Refreshments, Alcohol]
Imagine alchemy item
Difficulty: 12, MP cost: 6, # of days to make: 1
-Distilled Alcohol (#155) x1
-Needle Plant (#8) x2
-Green Essence (#147) x1

tools: Distillation set and glassware are required

use: when drunk, it reduces a character's fatigue by 100

#48 Balanced Earrings (均衡のイヤリング)
item level 5 [class: Accessory]
Imagine alchemy item
Difficulty: 24, MP cost: 25, # of days to make: 3
-Grabi Crystals (#227) x2
-Gedichtnis Alloy (#29) x1
-Red Essence (#14) x1

tools: Pliers and Athanor are required

use: When equipped, it raises your recovery rate

#49 Night Sky Trapped (閉じ込めた夜空)
item level 5 [class: Gemstone]
Imagine alchemy item
Difficulty: 15, MP cost: 22, # of days to make: 4
-Grantz Silver (#233) x1
-Star Sand (#23) x3
-Red Essence (#14) x1

use: When equipped, raises magic defense

#50 Nova (ノーヴァ)

item level 5 [class: Gemstone]

Difficulty: 21, MP cost: 32, # of days to make: 5

-Grantz Silver (#233) x2

-Comet (#42) x2

-Red Essence (#14) x1

tools: Athanor is required

use: gives you immunity to poison when equipped

#51 Hero's Hood (ヒーローの証)

item level 5 [class: Accessory]

Imagine alchemy item

Difficulty: 24, MP cost: 18, # of days to make: 2

-Carmine Fabric (#39) x1

-Tiny Sun (#31) x1

tools: Sewing kit is required

use: When equipped, that character will be targeted more often by enemies

#52 Furnace Glass (火炉)

item level 5 [class: Alchemy, Explosives]

Imagine alchemy item

Difficulty: 26, MP cost: 45, # of days to make: 4

-Burning Water (#18) x4

-Gedichtnis Alloy (#29) x2

tools: Pliers and Athanor are required

use: looks cool, but mostly a conversation piece

#53 Feather Flam (ふわふわフラム)

item level 5 [class: Explosives]

Imagine alchemy item

Difficulty: 18, MP cost: 12, # of days to make: 2

-Grabi Crystals (#227) x1

-Flam (#36) x1

-Red Essence (#14) x1

tools: Scales are required

use: Blasts enemy which just attacked you

#54 Potwarmer (ポットウォーマー)

item level 5 [class: Everyday items]

Imagine alchemy item

Difficulty: 25, MP cost: 11, # of days to make: 1

-Carmine Fabric (#39) x2

-Burning Sand (#17) x1

-Wax (#24) x2

tools: Sewing kit is required

use: none

#55 Megaflam (メガフラム)

item level 5 [class: Explosive]

Difficulty: 22, MP cost: 16, # of days to make: 3

-Flam (#36) x2

-Burning Sand (#17) x2

-Wax (#24) x1

tools: Scales are required

use: Make the enemies go BOOM

#56 Wild Tiger Fang (猛虎のキバ)

item level 5 [class: Accessory]

Imagine alchemy item

Difficulty: 22, MP cost: 20, # of days to make: 3

-Solid Explosive (#25) x1

-Dwarf Fang (#194) x2

-Red Essence (#14) x1

use: When equipped, raises that character's physical defense

#57 Gigaflam (ギガフラム)

item level 6 [class: Explosives]

Difficulty: 26, MP cost: 24, # of days to make: 4

-Megaflam (#55) x1

-Burning Sand (#17) x2

-Wax (#24) x1

tools: Scales are required

use: Enemies go KABOOM very loudly.

#58 Final Fortress (box) (最後のとりで)

item level 6, [class: Metals]

Imagine alchemy item

-Peat Moss (#211) x3

-Frigent Steel (#61) x1

-Red Essence (#14) x1

tool: Hammer is required

use: raises enemy item drop rate when equipped

#59 Lords' Glass (諸王のグラス)

item level 6 [class: Metals, Everyday items]

Imagine alchemy item

Difficulty: 25, MP cost: 30, # of days to make: 2

-Glass Thread (#206) x5

-Frigent Steel (#61) x1

-Red Essence (#14) x1

tools: Bellows and Athanor are required

use: nothing that I can see

#60 Rainbow Water (虹色の聖水)

item level 6

Difficulty: 22, MP cost: 16, # of days to make: 5

-Acid (#38) x1

-Comet (#42) x1

tools: Centrifuge and glassware are required

use: necessary component on the path to making
Philosopher's Stone

#61 Frigent Steel (フリーゲント鋼)

item level 6 [class: Metals]

Imagine alchemy item

Difficulty: 34, MP cost: 45, # of days to make: 5

-Grabi Crystals (#227) x2

-Grasen Ore (#3) x1

-Underwater Lake Water (#6) x2

-Red Essence (#14) x3

tools: Pliers and Athanor are required

uses: major ingredient for more advanced alchemy, can be
sold to the Blacksmith to make better weapons

#62 Bufail Call (ブファイルの呼び)

item level 7 [class: Musical instruments]

Imagine alchemy item

Difficulty: 32, MP cost: 50, # of days to make: 2

-Leitzenmater Doll (#214)

-Grantz Silver (#233) x1

-Dragon Bone (#12) x1

-Red Essence (#14) x2

tools: Mortar and finishing tools are required

use: when blown in battle, the enemies' defense is lowered

#63 Scorched Earth (燃え盛る大地)

item level 8 [class: Explosives]

Imagine alchemy item

Difficulty: 35, MP cost: 70, # of days to make: 4

-Flam (#36) x1

-Raging Flame (#20) x1

-Megaflam (#55) x3

-Burning Water (#18) x4

tool: Scales are required

use: FLAMETHROWER. Also needed to wake up the Ice

Dragon when you want to fight it.

#64 Love Jacket (愛をこめて)

item level 9 [class: Accessory, Final]

Difficulty: 43, MP cost: 100, # of days to make: 4

-Carmine Fabric (#39) x1

-Four-leafed Clover (#140) x4

-Green Essence (#147) x2

tool: Sewing kit is required

use: just looks cute

~~~~~Blue element (water)~~~~~

#65 Crystal Flower (銀花の結晶)

This pretty little flower is usually found in cold places, like Mt. Kand or the snowfield, year-round. It can also be bought at the Academy.

#66 Shubani Herb (シュバニ草)

A plant with many alchemical uses, it has been an ingredient of many magical recipes since the days of the great witch Medea. It can be picked year-round on the rivermouth island or Lake Douben.

use: chew it to reduce fatigue by 15 points

#67 World Soul (世界靈魂)

This strange item supposedly helps keep the world in balance, though no one has ever seen it do anything of the sort. You can only get it from the Alchemist's Pot, the most expensive of the tools at the Academy.

#68 Zegras Herb (ゼグラス草)

This plant is only found on the western coast of Sigzarl, thriving in the salt water. It even grows in the ocean! You can gather it on Mikney Island, or buy it in Castanier.

#69 Flying Fish Wing (羽魚の翼)

This was taken from the body of that preposterous creature, the flying fish of Castanier! Who'd have thought that such a thing could exist! You can find these on Mikney Island year-round, or buy them at the store in Castanier.

#70 Hail Stone (氷雨岩)

A rare stone from the forbidding snowfield, this crystal is even more highly regarded than the Comet for its alchemical properties.



#71 Fis Spring Water (フィス湧き水)

From the mountain springs of Lizy Fis, in Domheit Kingdom, this clear water is as delicious as it is useful.

use: restores 10 MP to one person

#72 Hevell Lake Water (ヘーベル湖の水)

Sweet water from nearby Hevell Lake; it is a major ingredient for many alchemical recipes, and is a very refreshing drink.

use: reduces fatigue by 4 when you drink some

#73 Mystica (ミステイカ)

This little plant, found year-round at Hevell Lake, can be used to make the best tea. It only grows near fresh, clean water

use: restores 3 MP when you chew on some

#74 Lorelei Scale (ローレイの鱗)

Sometimes ships from Castanier find these scales in the water. Sailors believe they come from mermaids. In the light, they shine with all the colors of the rainbow. Very pretty. You can find them on the Millennial Turtle Beach or the rivermouth island.

#75 Ancient Stone (太古の石)

--no information at this time--

#76 Lake Incense (湖のかおり)

item level 1 [class: Incense]

Difficulty: 9, MP cost: 7, # of days to make: 1

-Incense (#205) x1

-Zegras Herb (#68) x2

-Blue Essence (#78) x1

tools: Mortar is required

use: gives one ally a water-element attack

#77 Distilled Water (蒸留水)

item level 1

-Hevell Water (#72) x2

tools: Distillation set is required

use: this stuff is used in a lot of recipes. Try to keep your supply up.

#78 Blue Essence (中和剤 [青])

item level 1

Difficulty: 1, MP cost: 1, # of days to make: 1

-Hevell Water (#72) x1

note: like Red or Green Essence, this item is very common in alchemy recipes. Always keep a good supply of it.

#79 Angel Thread (天使の糸)

item level 1

Difficulty: 7, MP cost: 5, # of days to make: 1

-Shubani Herb (#66) x1

-Zegras Herb (#68) x1

note: this fine thread is often used in clothing-related recipes.

#80 Shining Water (光る水)

item level 1

Difficulty: 5, MP cost: 4, # of days to make, 1

-Fis Spring Water (#71) x1

tool: Distillation set is required

note: this strange liquid appears dark, but glows with a strange green light.

#81 Dried Mystica Leaves (ミステイカの葉)

item level 1 [class: Medicines]

Difficulty: 6, MP cost: 3, # of days to make: 1

-Mystica (#73) x2

-Puni-puni Gem (#137) x1

-Green Essence (#147) x1

use: restores 45 MP to one person

#82 Charm Powder (魅了の粉)

item level 1 [class: Charm Items]

Difficulty: 6, MP cost: 4, # of days to make: 1

-Lorelei Scale (#74) x1

tool: Mortar is required

use: When used in battle, charms the enemy.

#83 Snow Vase (雪の鉢植え)

item level 1 [class: Metals]

Imagine alchemy item

Difficulty: 7, MP cost: 3, # of days to make: 1

-Peat Moss (#211) x2

-Crystal Flower (#65) x1

-Blue Essence (#78) x1

note: Keep your flowers fresh in this self-cooling

vase!

#84 Altena Water (アルテナの水)

item level 2 [class: Medicine]

Difficulty: 9, MP cost: 4, # of days to make: 1

-Distilled Water (#77) x2

-Spinach (#138) x1

-Green Essence (#147) x1

tools: Distillation set and glassware are required

use: restores HP by 90 points

note: make this to unlock the Medicine category under  
Imagine alchemy

#85 Nutrient Drink (栄養剤)

item level 2 [class: Refreshment]

Difficulty: 10, MP cost: 8, # of days to make: 1

-Distilled Water (#77) x1

-Mushroom (#130) x2

-Green Essence (#147) x1

tool: Distillation set is required

use: reduces fatigue by 30 points

#86 Adult's Medicine (おとなのおくすり)

item level 2 [class: Medicine, Alcohol]

Imagine alchemy item

Difficulty: 11, MP cost: 7, # of days to make: 1

-Nutrient Drink (#85) x1

-Distilled Alcohol (#155) x1

-Green Essence (#147) x1

use: restores HP & MP to one character

#87 Kafna Stone (カフナの石)

item level 2, [class: Fortunetelling]

Imagine alchemy item

Difficulty: 8, MP cost: 9, # of days to make: 1

-Gerotta Stone (#188) x1

-Shubani Herb (#66) x1

-Blue Essence (#78) x1

note: a mysterious stone used in fortunetelling

#88 Energy Drops (気合いアメ)

item level 2, [class: Food]

Imagine alchemy item

Difficulty: 9, MP cost: 12, # of days to make: 1

-Lactose (#152) x1

-Mystica (#73) x1

-Green Essence (#147) x1

tool: Saucepan is required

use: in battle, use to max out a character's Skill Bar

#### #89 Preserve Pot (ギャレグ)

item level 2, [class: Metals]

Imagine alchemy item

Difficulty: 12, MP cost: 10, # of days to make: 1

-Fools' Silver (#204) x1

-Crystal Flower (#65) x2

-Blue Essence (#78) x1

note: handy for keeping food and other stuff fresh.

used in a lot of recipes

#### #90 Hyper Source (元気のみなもと)

item level 2, [class: Refreshment, Alcohol]

Imagine alchemy item

Difficulty: 7, MP cost: 9, # of days to make: 1

-Nutrient Drink (#85) x1

-Waltz Grass (#141) x2

-Green Essence (#147) x1

tools: Distillation set and glassware required

use: Restores HP & MP, and reduces fatigue by 10

#### #91 Lanbier Stone (ランビエ石)

item level 2, [class: Accessory, Fortunetelling]

Imagine alchemy item

Difficulty: 13, MP cost: 11, # of days to make: 1

-Kafna Stone (#87) x1

-Shining Water (#80) x2

use: when equipped, fatigue decreases faster

#### #92 Wine God (ワインの神)

item level 2, [class: Accessory, Alcohol]

Imagine alchemy item

Difficulty: 10, MP cost: 17, # of days to make: 2

-Preserve Pot (#89) x1

-Sour Grapes (#135) x2

-Green Essence (#147) x1

use: when equipped, raises MP recovery rate

#### #93 Love Parasol (愛のパラソル)

item level 3, [class: Accessory, Charm Items]

Imagine alchemy item

Difficulty: 15, MP cost: 12, # of days to make: 1

-Charm Powder (#82) x2

-Oak wood (#126) x3

-Green Essence (#147) x1

tool: Hammer is required

use: when equipped, friendships develop more quickly

#### #94 Super Lure (一本釣り)

item level 3, [class: Accessory]

Imagine alchemy item

Difficulty: 15, MP cost: 14, # of days to make: 1

-Charm Powder (#82) x2

-Bamboo (#133) x1

-Angel Thread (#79) x1

-Green Essence (#147) x1

tool: Sewing kit is required

use: Equip it to increase your chances of a big catch at the fishing game

#### #95 Care Medicine (気付け薬)

item level 3, [class: Medicine]

Imagine alchemy item

Difficulty: 16, MP cost: 10, # of days to make: 1

-Guru-guru powder (#144) x2

-Antidote (#96) x1

-Green Essence (#147)

tool: Distillation set is required

use: Cures charm status in battle

#### #96 Antidote (解毒剤)

item level 3 [class: Medicine]

Difficulty: 10, MP cost: 3, # of days to make: 1

-Alcohol Resin (#129) x2

-Hevell Water (#72) x1

-Green Essence (#147)

tools: Mortar and glassware are required

use: cures poison status in battle

#### #97 Mystic Cards (神秘のカード)

item level 3, [class: Accessory. Fortunetelling]

Imagine alchemy item

Difficulty: 12, MP cost: 15, # of days to make: 2

-Lanbier Stone (#91) x1

-Magic Paper (#159) x2

-Green Essence (#147) x2

use: when equipped, you'll find more items more often

#### #98 Essence of World Soul (世界靈魂液)

item level 3, [class: Alchemy]

Difficulty: 16, MP cost: 20, # of days to make: 2

-World Soul (#67) x6

-Distilled Water (#77) x6

tools: Bellows and Athanor are required

note: alternate name would be Ether (in the magical, not medical, sense)

#99 Exorcist's Bell (退魔のベル)

item level 3, [class: Accessory, Travel Items]

Imagine alchemy item

Difficulty: 12, MP cost: 11, # of days to make: 1

-Kafna Stone (#87) x1

-Panpipes (#221) x1

-Blue Essence (#78) x1

tools: Hammer and finishing tools are required

use: when equipped, lowers encounter rate

#100 Cool Compress (ひんやり湿布)

item level 3, [class: Everyday items, Medicine]

Difficulty: 13, MP cost: 14, # of days to make: 1

-Magic Paper (#159) x2

-Crystal Flower (#65) x1

-Green Essence (#147) x1

use: restores HP & MP, reduces fatigue

#101 Frostick (フロステイク)

item level 3, [class: Explosives]

Imagine alchemy item

Difficulty: 14, MP cost: 9, # of days to make: 2

-Preserve Pot (#89) x1

-Sunfire Stone (#215) x1

-Blue Essence (#78) x1

use: a powerful, icy explosive attack. Use on fiery foes.

#102 Water Mirror (水の鏡)

item level 3 [class: Alchemy]

Imagine alchemy item

Difficulty: 15, MP cost: 18, # of days to make: 2

-Shining Water (#80) x2

-Shubal Alloy (#208) x1

-Blue Essence (#78) x1

tool: Finishing tools are required

use: not much, until you start on the Final items

#103 Summoning Bell (呼ばれ鈴)

item level 3, [class: Accessory, Travel Items]

Imagine alchemy item

Difficulty: 12, MP cost: 21, # of days to make: 2

-Lanbier Stone (#91) x1

-Iron (#210) x2  
-Blue Essence (#78) x1

tools: Bellows and finishing tools are required

use: attracts enemies when equipped

#104 Altena Medicine (アルテナの傷薬)

item level 4, [class: Medicine]

Difficulty: 17, MP cost: 10, # of days to make: 2

-Altena Water (#84) x2  
-Shario Oil (#146) x3  
-Nutrient Drink (#85) x2  
-Green Essence (#147) x1

tools: Mortar and centrifuge are required

use: Heals for 300 HP

#105 Altena's Blessing (アルテナの祝福)

item level 4, [class: Medicine]

Imagine alchemy item

Difficulty: 22, MP cost: 15, # of days to make: 1

-Altena Water (#84) x1  
-Lucky Grain (#132) x3  
-Green Essence (#147) x1

tool: Distillation set is required

use: restores a random amount of HP

#106 North Wind's Gift (北風のおくりもの)

item level 4, [class: Explosives]

Imagine alchemy item

Difficulty: 23, MP cost: 28, # of days to make: 3

-Preserve Pot (#89) x2  
-Flying Fish Scales (#69) x2

tool: Sewing kit is required

use: Creates a powerful ice blast that hits all enemies

#107 Sign of the Spirit (精霊の秘文字)

item level 4, [class: Fortunetelling]

Imagine alchemy item

Difficulty: 18, MP cost: 24, # of days to make: 2

-Kafna Stone (#87) x2  
-Pine wood (#126) x1  
-Green Essence (#147) x2

notes: a mysterious box, sealed with a mystic sign which no one can read...

#108 All-powerful Heart (全力無心の心)

item level 4, [class: Accessory]

Imagine alchemy item

Difficulty: 20, MP cost: 32, # of days to make: 3

-Lanbier Stone (#91) x1

-Goz Ore (#190) x2

-Blue Essence (#78) x1

tool: Finishing tools are required

use: the equipped person's status changes randomly

#109 Fertility Medicine (母なる水薬)

item level 4, [class: Medicine]

Imagine alchemy item

Difficulty: 18, MP cost: 30, # of days to make: 2

-Altena Water (#84) x2

-Zegras Herb (#68) x4

tools: Mortar and glassware are required

use: restores HP & MP

#110 Panacea (万能薬)

item level 4, [class: Medicine]

Difficulty: 20, MP cost: 12, # of days to make: 2

-Antidote (#96) x1

-Palsy Cure (#222) x1

-Gasha Charcoal (#216)

-Blue Essence (#78)

tool: Centrifuge is required

use: Cures any and all status ailments

#111 Genook Pot (ゲヌークの壺)

item level 5, [class: Alchemy]

Imagine alchemy item

Difficulty: 20, MP cost: 23, # of days to make: 4

-Peat Moss (#211) x2

-Flying Fish Scale (#69) x3

-Goz Ore (#190) x2

-Blue Essence (#78) x2

tools: Lamp and bellows are required

use: according to the description, it produces an unending stream of distilled water, and from my experience in the game, it actually seems to do that.

#112 Necklace of Hsien (シェーン的首飾り)

item level 5, [class: Accessory, Charm Item]

Imagine alchemy item

Difficulty: 22, MP cost: 26, # of days to make: 1

-Charm Powder (#82) x1

-Pentacle (#212) x2

-Green Essence (#147) x1



tools: Mortar and centrifuge are required

use: when equipped, raises the chances of finding rare items when foraging.

#### #113 Argus Pendant (抜け目ない瞳)

item level 5, [class: Accessory]

Imagine alchemy item

Difficulty:19, MP cost: 27, # of days to make: 3

-Shining Water (#80) x3

-Pinwheel Flower (#185) x2

-Blue Essence (#78) x2

tools: Hammer and finishing tools are required

use: makes it easier to find enemies' dropped items when equipped

#### #114 Heart Guard (ハーリッシュユ)

item level 5, [class: Accessory]

Imagine alchemy item

Difficulty: 24, MP cost: 38, # of days to make: 2

-Stone of Consequences (#234) x1

-Altena Water (#84) x1

-Green Essence (#147) x1

tools: Bellows and Athanor are required

use: when equipped, increases HP recovery

#### #115 Mystica Tea (ミステイカテイ)

item level 5, [class: Medicine]

Difficulty: 20, MP cost: 16, # of days to make: 1

-Dried Mystica Leaves (#81) x1

-Gasha Charcoal (#216) x2

-Distilled Water (#77) x2

-Blue Essence (#78) x1

tool: Distillation set is required

use: restores 250 HP to one person

#### #116 Mountain Spring (山奥の泉)

item level 5, [class: Alchemy]

Imagine alchemy item

Difficulty: 24, MP cost: 38, # of days to make: 3

-Genook Pot (#111) x1

-Shining Water (#80)

tools: Bellow and Athanor are required

use: similar to the Genook Pot, the Mountain Spring gives you an unending supply of Fis Spring Water

#117 Magic Milkbottle (夢のミルクボトル)

item level 5 [class: Alchemy]

Imagine alchemy item

Difficulty: 23, MP cost: 34, # of days to make: 3

-Genook Pot (#111) x1

-Purified Coal (#229) x2

-Blue Essence (#78) x1

tools: Bellows and Athanor are required

use: similar to the Genook Pot, this item gives you an unending supply of Shario Milk

#118 Altena's Guidance (アルテナの導き)

item level 6 [class: Medicine]

Imagine alchemy item

Difficulty: 28, MP cost: 40, # of days to make: 2

-Altena Water (#84) x2

-Care Medicine (#95) x1

tool: Glassware is required

use: revives a downed comrade in battle

#119 Floating Medicine (浮薬)

item level 6 [class: Medicine]

Imagine alchemy item

Difficulty: 25, MP cost: 37, # of days to make: 1

-Shining Water (#80) x1

-Grabi Crystals (#227) x1

-Blue Essence (#78) x1

tools: Mortar and glassware are required

use: none, it seems. Too bad, it could've been cool...

#120 Ice Hearth (氷炉)

item level 6 [class: Alchemy]

Imagine alchemy item

Difficulty: 26, MP cost: 45, # of days to make: 4

-Preserve Pot (#89) x2

-Grantz Silver (#233) x1

-Blue Essence (#78) x1

tools: Pliers and Athanor are required

use: none, as far as I know. Looks cool though

#121 Gordian Knot (ゴルディアンノット)

item level 6 [class: Accessory]

Imagine alchemy item

Difficulty: 22, MP cost: 36, # of days to make: 2

-Angel Thread (#79) x3

-Mystic Cards (#97) x1

tool: Finishing tools are required

use: raises magic defense and recovery rates when equipped

#122 Water Curtain (水のカーテン)

item level 6 [class: Travel Items, Alchemy]

Imagine alchemy item

Difficulty: 26, MP cost: 31, # of days to make: 2

-Stone of Consequences (#234) x1

-Genook Pot (#111) x1

-Blue Essence (#78) x2

use: when used in battle, raises a watery shield which cuts all damage to entire party by half

#123 Elixir (エリキシル剤)

item level 7 [class: Medicine]

Difficulty: 28, MP cost: 45, # of days to make: 5

-Mystica Tea (#115) x1

-Altena Medicine (#105) x1

-Gasha Charcoal (#216) x3

-Blue Essence (#78) x3

tools: Distillation set and centrifuge are required

#124 Spirit Tear (精霊の涙)

item level 7 [class: Alchemy]

Difficulty: 24, MP cost: 60, # of days to make: 6

-Essence of World Soul (#98) x2

note: required in order to make Philosopher's Stone

#125 Ultimate Dark Water (超力暗黒水)

item level 7 [class: Alchemy, Medicine?]

Imagine alchemy item

Difficulty: 31, MP cost: 100, # of days to make: 1

-Shining Water (#80) x3

-Awful-looking Thing (#250) x1

tool: Glassware is required

use: inflicts random status ailments on all enemies

~~~~~Green element (earth)~~~~~

#126 Oak wood (アイヒェ / Eiche)

Sturdy, useful wood native to the east highlands of Kariel, and Douben Lake near Grackenburg.

#127 Urchin (うに)

A strange little nut that strongly resembles a sea urchin. It hurts a lot to be hit with one! You can

find them year-round in the forests near Zarlborg

use: equip them for use in battle!

#128 Urchin's Elder (うにの親分)

This cute little cactus is native to the desert south of Grackenburg, and is especially common around the Oasis. For some reason, Potato the Fairy has a large amount in stock in his traveling store.

#129 Spirits Tree Sap (お酒の木の樹液)

The Spirits Tree, a native of the east highlands of Kariel, has a potent sap which can be refined into distilled alcohol. Rather odd when you think about it...

#130 Devil's Smile Mushroom (オニワライタケ)

A species of mushroom native to the nearby forest and Lizy Fis. You should always be careful when picking mushrooms, because many aren't safe to eat! This one will make you smile and laugh, and you won't be able to stop!

#131 Shario Milk (シャリオミルク)

The milk of the Shario mountain sheep, it's useful not just for alchemy, but also for cooking. Potato's fairy store always has a good supply.

use: drink it for some quick HP healing! (40HP)

#132 Lucky Grain (祝福の麦)

This golden grain of barley is given as a sign of good luck every year. You can buy as much as you like at the Academy store.

#133 Bamboo (竹)

A species of bamboo common to Douben Lake and the Forest of Medea. It's supposed to bloom once every hundred years.

#134 Donkheit Flowers (ドンケルハイト)

A very rare flower, this is! It can only be picked in the woods near Zarlborg during the annual eclipse. Any other time, and you won't find it!

#135 Sour Grapes (苦ブドウ)

Bleh, who would ever want to eat these? They're way too sour! They can be found in the eastern highlands and the forest of Kalt in the summer or winter, at which time they make an excellent food source for hungry birds. You can also buy them at the Academy.

#136 Honeycomb (ハチの巣)

The nest of the Kukros Bees of Medea Forest, you can pick them up in the summer or fall, or buy them from Potato. They're valuable for their sweet honey, and for making wax.

#137 Puni-puni Gem (ぶにぶに玉)

Puni-puni! These funny little gumdrops are found inside the bodies of Puni slimes. No one knows why, but the little guys need them to stay alive. Strange.

#138 Spinach (ほうれんそう)

No one's sure why the Academy sells magical healing spinach, but rumor has it that it's Headmaster Dornier's favorite food.

use: heals 20HP when you eat it.

#139 Magic Grass (魔法の草)

Found at Hevell Lake, the nearby woods, and the Graden Plateau year-round, this common plant has many useful magical properties, hence the name.

#140 Four-leaf Clover (四つ葉の詰め草)

This lucky but rare little plant can be found on the great plains or Mikney Island, or bought at the store in Kentnis. They grow well in open fields, and are a favorite morsel for the local cattle.

#141 Waltz Grass (ワルツ草)

A long-stemmed grass, Waltz grass grows best in wide, open spaces like the great plains or the Graden plateau, where they dance in the wind.

use: chewing on some will restore 40 HP

#142 Desert Rose (砂の花)

The legendary flower of the sands, this beautiful plant is one of the rarest blooms in all the land. It can only be found at the Oasis at the height of the Eclipse, though you can also win one from the frightful Queen of the Sands, if you dare.

use: it can increase one character's maximum MP

#143 Dry Powder (乾燥剤)

item level 1 [class: Household Items]

Imagine alchemy item

Difficulty: 5, MP cost: 4, # of days to make: 1

-Magic Paper (#159) x1

-Puni-puni Gem (#137) x1

If you need to keep something dry, like bread, just keep a little packet of this stuff nearby, and it'll suck up all the water! Just don't eat it yourself, that wouldn't be good at all...

#144 Guru-guru Powder (ぐるぐるパウダー)

item level 1

Difficulty: 7, MP cost: 5, # of days to make: 1

-Urchin's Elder (#128) x2

-Puni-puni Gem (#137)

tool: Centrifuge is required

use: can lower an enemy's physical defense and magic attack. Get the recipe from Nordis in the Library.

#145 Genezun Milk (ゲネズンミルク)

item level 1 [class: Food, Medicine]

Imagine alchemy item

Difficulty: 4, MP cost: 3, # of days to make: 1

-Nutrient Drink (#85) x1

-Sharior Milk (#131) x1

-Green Essence (#147) x1

tool: Glassware is required.

use: Drink it to regain 60 HP

#146 Sharior Oil (シャリオ油)

item level 1

Difficulty: 6, MP cost: 1, # of days to make: 1

-Sharior Milk (#131) x1

tool: Centrifuge is required.

An oil skimmed from the top of Sharior milk. It's not good to eat, however.

#147 Green Essence (中和剤 [緑])

item level 1

Difficulty: 1, MP cost: 1, # of days to make: 1

-Magic Grass (#139) x1

The most commonly used type of essence. Be sure to keep a good supply!

#148 Honey (ハチミツ)

item level 1

Difficulty: 3, MP cost: 1, # of days to make: 1

-Honeycomb (#136) x2

tool: Centrifuge is required

use: Yum! Eating this can reduce fatigue by 25!

Too bad Marie doesn't like supersweet things...

#149 Grape Juice (ぶどう汁)

item level 1

Difficulty: 6, MP cost: 2, # of days to make: 1

-Sour Grapes (#135) x3

tool: Mortar is required

A slight improvement, but still much too sour to drink...

#150 Forest Scent (森のかおり)

item level 1 [class: Incense]

Imagine alchemy item

Difficulty: 7, MP cost: 4, # of days to make: 1

-Incense (#205) x1

-Waltz Grass (#141) x2

-Green Essence (#147) x1

tool: Mortar is required

use: in battle, this earthy fragrance can lend its element to a person's attack

#151 Fairy Porridge (妖精がゆ)

item level 1, [class: Food, Medicine]

Imagine alchemy item

Difficulty: 5, MP cost: 6, # of days to make: 1

-Guru-guru Powder (#144) x1

-Lucky Grain (#132) x1

-Hevell Water (#72) x3

-Green Essence (#147) x2

tool: Saucepan is required

use: This delicious broth will heal a person for 200 HP, but its use-cost is pretty high too (50MP!)

#152 Lactose (ラクトース)

item level 1 [class: Food]

Difficulty: 6, MP cost: 5, # of days to make: 1

-Honey (#148) x2

-Sharior Milk (#131) x1

tool: Saucepan is required

use: This sweet jelly will heal a person for 55 HP

#153 Number One Beer! (一番ビール)

item level 2, [class: Alcohol]

Imagine alchemy item

Difficulty: 9, MP cost: 6, # of days to make: 1

-Distilled Alcohol (#155) x2

-Lucky Grain (#132) x2

tool: Distillation set is required

use: Hic! This stuff is the best! Relieves fatigue by 70 points

#154 Box Candies (ウアラップ [Ger.?.])

item level 2, [class: Food]

Imagine alchemy item

Difficulty: 11, MP cost: 8, # of days to make: 1

-Lactose (#152) x1

-Lucky Grain (#132) x1

tools: Mortar and lamp are required

use: Regain 75 HP by eating these cooked candy balls

#155 Distilled Alcohol (お酒のもと)

item level 2, [class: Alcohol]

Difficulty: 9, MP cost: 2, # of days to make: 1

-Spirits Tree Sap (#129) x2

tool: Centrifuge is required.

use: Reduces fatigue by 20, essential ingredient for all other alcoholic items

#156 Galactose (ガラクトース)

item level 2, [class: Food]

Imagine alchemy item

Difficulty: 12, MP cost: 4, # of days to make: 1

-Lactose (#152) x2

-Guru-guru Powder (#144) x1

tool: Saucepan is required

use: Eat this pure block of candy to regain 180 HP

#157 Honey Wine (ハチミツワイン)

item level 2, [class: Alcohol]

Imagine alchemy item

Difficulty: 14, MP cost: 7, # of days to make: 1

-Grape juice (#149) x2

-Honey (#148) x1

tools: Glassware is required

use: This sweet concoction reduces fatigue by 50

#158 Hanse Oil (ハンス油)

item level 2, [class: Everyday items]

Imagine alchemy item

Difficulty: 12, MP cost: 9, # of days to make: 1

-Guru-guru Powder (#144) x2

-Shario Oil (#146) x1

tools: Distillation set and centrifuge are required

note: useful when you need to slide things around.
Just remember to tell other people when you wax the floor with it. Elie got really mad at Marie about that one time...

#159 Magic Paper (魔法の紙)

item level 2, [class: Alchemy]

Difficulty: 11, MP cost: 8, # of days to make: 2

-Oak wood (#126) x2

tool: Mortar is required

note: all-purpose paper, useful in any situation!

#160 Carpenter's Glue (森の建築士)

item level 2, [class: Alchemy]

Imagine alchemy item

Difficulty: 10, MP cost: 10, # of days to make: 1

-Burning Water (#18) x1

-Spirits Tree Sap (#129) x1

-Green Essence (#147) x2

tool: Centrifuge is required

notes: A strong adhesive that bonds well with wood

#161 Sweet Sasayaki (甘いささやき)

item level 3, [class: Alcohol]

Imagine alchemy item

Difficulty: 14, MP cost 10, # of days to make: 2

-Grape Juice (#149) x1

-Lactose (#152) x1

tool: Glassware is required

use: reduces fatigue by 25, restores MP by same amount

#162 Plant Fertilizer (植物用栄養剤)

item level 3, [class: Medicine]

Difficulty: 12, MP cost: 6, # of days to make: 1

-Magic Grass (#139) x3

-Bamboo (#133) x1

-Altena Water (#84) x1

-Green Essence (#147) x1

tool: Mortar is required

notes: excellent for when you want plants to grow well

#163 Xylophone (シロフオーン)

item level 3, [class: Instruments]

Imagine alchemy item

Difficulty: 17, MP cost: 12, # of days to make: 2

- Mystel Wood (#213) x2
- Carpenter's Glue (#160) x2
- Polishing Powder (#207) x1
- Green Essence (#147) x1

tools: Hammer and finishing tools are required

use: play this in battle to raise your party's defense

#164 Mysterious Puzzle (秘密のおうち)

item level 3, [class: Alchemy, Fortunetelling?]

Imagine alchemy item

- Leitzenmater Doll (#214) x2
- Carpenter's Glue (#160) x1
- Green Essence (#147) x1

tool: Hammer is required

notes: a strange little puzzle, it will keep children or adults busy for a long time

#165 Fructose (フルクトース)

item level 3, [class: Food, Alcohol]

Imagine alchemy item

Difficulty: 15, MP cost: 10, # of days to make: 1

- Distilled Alcohol (#155) x2
- Lactose (#152) x1
- Honey Wine (#157) x1

tool: Glassware is required

use: this concoction restores 80 HP to whoever drinks it

#166 Lacto-cone (ラクトコーン)

item level 3, [class: Food]

Imagine alchemy item

Difficulty: 16, MP cost: 9, # of days to make: 1

- Lactose (#152) x1
- Waltz Grass (#141) x3

tools: Mortar and lamp are required

use: Restores HP and reduces fatigue!

#167 Letterbook (レターブック)

item level 3, [class: Household items]

Imagine alchemy item

Difficulty: 12, MP cost: 14, # of days to make: 1

- Magic Paper (#159) x1
- Hanse Oil (#158) x1

notes: a nice little letterbook, but otherwise nothing special

#168 Living Rope (生きてるワナ)

item level 3, [class: Alchemy, Living items]
Difficulty: 14, MP cost: 18, # of days to make: 2
-Magic Grass (#139) x2
-Bamboo (#133) x1
-Puni-puni Gem (#137) x1

tool: Mortar is required

notes: a strange rope that moves on its own. Good for guarding against thieves!

#169 Living Parasol (生きてるパラソル)

item level 4, [class: Alchemy, Travel, Living items]
Imagine alchemy item
Difficulty: 26, MP cost: 20, # of days to make: 2
-Living Rope (#168) x1
-Bamboo (#133) x1
-Magic Paper (#159) x2

tools: Hammer and finishing tools are required

notes: You'll never forget THIS umbrella anywhere! It will follow you around if you leave it behind!

#170 Living Broom (生きてるホウキ)

item level 4, [class: Alchemy, Household, Living items]
Difficulty: 16, MP cost: 22, # of days to make: 2
-Magic Grass (#139) x3
-Bamboo (#133) x2
-Lucky Grain (#132) x1
-Living Rope (#168) x1

tool: Mortar is required

use: it will keep your workshop clean for two months!

#171 Glockenspiel (シュピール)

item level 4, [class: Instruments]
Imagine alchemy item
Difficulty: 20, MP cost: 24, # of days to make: 2
-Mystel Wood (#213) x2
-Iron (#210) x1
-Oak Wood (#126) x1
-Green Essence (#147) x2

tools: Hammer and finishing tools are required

use: play in battle to raise your party's magical attack and defense

#172 Glass Xylophone (シュピゲン)

item level 4, [class: Instruments]
Imagine alchemy item
Difficulty: 22, MP cost: 28, # of days to make: 3

-Mystel Wood (#213) x2
-Glass Thread (#206) x2
-Oak Wood (#126) x1
-Green Essence (#147) x2

tools: Hammer and finishing tools are required

use: play in battle to raise your party's physical attack and defense

#173 Toupee (トウペイル)

item level 4, [class: Accessory, Charm item?]

Imagine alchemy item

Difficulty: 20, MP cost: 22, # of days to make: 3

-Magic Paper (#159) x2
-Waltz Grass (#141) x3
-Angel Thread (#79) x3
-Green Essence (#147) x1

tool: Finishing tools are required

notes: Needed for the Blacksmith's Ego plotline

#174 Lowen Wine (ローエンワイン)

item level 4, [class: Alcohol]

Imagine alchemy item

Difficulty: 20, MP cost: 30, # of days to make: 2

-Grape Juice (#149) x2
-Distilled Alcohol (#155) x1

tool: Glassware is required

use: Restores MP by 40, reduces fatigue by same

#175 Living Boots (生きてる靴)

item level 4, [class: Travel, Accessory, Living item]

Imagine alchemy item

Difficulty: 25, MP cost: 32, # of days to make: 3

-Living Rope (#168) x1
-Winged Boots (#240) x1
-Green Essence (#147) x2

tool: Sewing kit is required

use: equip them on Marie, Elie, or Anis to increase their travel speed by 1/3. I.e., a 6-day trip will only take 4 days with these boots equipped.

#176 Lively Apron (きびきびエプロン)

item level 5, [class: Household, Accessory, Living item]

Imagine alchemy item

Difficulty: 28, MP cost: 40, # of days to make: 1

-Silk Cloth (#217) x2
-Talking Broom (#178) x1
-Green Essence (#147) x1

tool: Sewing kit is required

use: equip it on Marie, Elie, or Anis, and the amount of clutter in the lab will grow more slowly than normal (less need for cleaning)

#177 Happy Fool (患者の幸福)

item level 5, [class: Accessory, Charm item]

Imagine alchemy item

Difficulty: 26, MP cost: 38, # of days to make: 2

-Magic Paper (#159) x2

-Four-leaf Clover (#140) x1

tool: Sewing kit is required

use: lowers your accuracy (I think) when equipped. There might be some plus-side to wearing this, but I don't know what it might be.

#178 Talking Broom (しゃべるほうき)

item level 5, [class: Household, Alchemy, Living items]

Imagine alchemy item

Difficulty: 29, MP cost: 50, # of days to make: 2

-Living Broom (#170) x1

-Sign of the Spirit (#107) x1

-Green Essence (#147) x1

use: Keeps the lab clean for 2 months! (medium cleaning power)

#179 Living Duster (生きてるハタキ)

item level 5, [class: Household, Living items]

Imagine alchemy item

Difficulty: 28, MP cost: 40, # of days to make: 2

-Living Broom (#170) x1

-Silk Cloth (#217) x2

-Green Essence (#147) x1

tool: Sewing kit is required

use: keeps the lab clean for 4 months (low cleaning power)

#180 Living Xylophone (生きてる木琴)

item level 6, [class: Instruments, Living item]

Imagine alchemy item

Difficulty: 32, MP cost: 60, # of days to make: 3

-Living Rope (#168) x1

-Xylophone (#163) x1

-Plant Fertilizer (#162) x3

use: play this odd instrument in battle to randomly raise stats on everyone.

#181 Cleaning Demon (掃除魔)

item level 7, [class: Household, Alchemy, Living item]

Imagine alchemy item

Difficulty: 35, MP cost: 70, # of days to make: 3

-Living Broom (#170)

-Living Duster (#179)

tool: Sewing kit is required

use: A super-powered cleaning machine, but only good for one month. For when you REALLY need to clean the lab...

#182 Blessing Pot (恵みの壺)

item level 9, [class: Alchemy]

Imagine alchemy item

Difficulty: 42, MP cost: 70, # of days to make: 1

-Genook Pot (#111) x1

-Fairy Porridge (#151) x3

-Lowen Wine (#174) x1

-Green Essence (#147) x2

tool: Finishing tools are required

notes: Feel hungry? Just reach inside and grab some food! It never runs out! (still testing this)

~~~~~White element (wind)~~~~~

#183 Mistletoe (アイヘエの宿り木)

A pretty little parasite, growing on the branches of oak trees in the Forest of Kalt. It's a traditional ingredient in the incense used by the Church of Altena.

#184 River Mud (河口の土)

While mud is mud, this stuff is special, apparently. Collected from the island at the mouth of the Stedel River, this clay-rich mud is highly prized by potters.

#185 Wind Crystal (風の結晶)

A strange, crystalline flower that grows in the snow-fields and the Graden Plateau. A small breeze blows wherever they grow.

#186 Gasha Branch (ガッシュの枝)

A branch from a Gasha Tree, which grow along the Stedel River and in Lizy Fis. The leaves give off a strong odor which is immediately noticeable.

use: cures the sleep status ailment

#187 Grabi Stone (グラビ石)

With complete disregard to the laws of physics and their own appearance, these odd stones are so light that they practically float in the air! They are only found in the Eastern Highlands of Kariel.

#188 Gerotta Stone (ゲロッタ石)

This stone, common to the Kobold Caves, emits a pale, eerie light, and is sometimes used by miners to light up their tunnels.

#189 Silk Thread (国宝虫の糸)

This rare foreign commodity is available only through the Academy store, but its strength and versatility make it perfect for clothing.

#190 Goz Ore (ゴズ鉱石)

An unlucky stone, said to be found in places where bad things have happened to people. Hopefully it won't mess up your work! Found in the Hills of Schweit.

#191 Dune Sand (砂丘の砂)

Fine-grained sand from the dunes of the Millennial Turtle Beach. Don't get sunburned while gathering it!

#192 Salt (塩)

Salt's just one of those staple items, but surprisingly few recipes in this game use it. Too many sweets in the Food category, and not enough stews or breads. If you need some, though, it's easily bought at the Academy or in Castanier.

#193 Zuftaf Grass (ズフタフ槍の草)

Found along Hevell Lake and the Stedel River, this medicinal herb is named for the famous Zuftaf Lances. It is prized by herbalists as a strong soporific.

use: weak sleep-status attack in-battle

PS: Anyone know what the Zuftaf Lances might be? I've found references to them in 3 different series, from three different game companies.

#194 Duarg Fang (デアルグの牙)

[rare item]

A scary fang taken from the beastmen of Mount Kand! Whoever extracted this tooth must have had a lot of guts!

#195 Pig Iron (鉄もどき)

Raw iron from the Kobold Caves and Mount Kand, this metal needs to be forged before it's of any use.

#196 Sunshine Stone (日影石)

The rippled white-and-black patterns on this stone seem to mimic sunlight and shadows. Very pretty.

It can be found on Mount Kand, and in the hills of Schweit.

#### #197 Fest (フェスト)

This hard, white stone can be found by the basket-load near the Stedel River. Its main use is for making abrasive powders.

#### #198 Mysteria Ore (ミステリア原石)

The rough appearance of this ore makes it hard to believe that, with a little work, you'd be rewarded with a magnificent gemstone...

#### #199 Poison Toadstool (ヤドクタケ)

Found on the grassland and in the Forest of Medea, this is one toxic toadstool! Always be careful when picking mushrooms in the forest!

#### #200 Snow Wolf Pelt (雪ウォルフの毛皮)

[rare item]

The fur of the great white wolves of the Snowfields, Snow Wolf Pelts are highly prized, especially by the snow wolves. Good luck getting one.

#### #201 Regien Stone (レジエン石)

A metallic mineral that is sometimes found washed up on the banks of the Stedel River or Lake Doben. The Stedel Waterfall can churn up boulders of amazing size, from time to time.

#### #202 Surf Stone (波乗り石)

[ultra-rare item]

I'll let you know when I find this. I know it's connected to Filly's letters, and probably Frau Schtrait the sea dragon, as well.

#### #203 Wave Footprints (波の足跡)

[ultra-rare item]

Sometimes a particularly strong wave will leave permanent imprints on the sands of the Millenial Turtle beach. Castanier locals pick them up and keep them as good luck items. Talk to Otto the item merchant in Castanier late in the game to get this item.

#### #204 Fools' Silver (いつわりの銀)

item level 1, [class: Metals]

Difficulty: 8, MP cost: 3, # of days to make: 1

-Pig Iron (#195) x1

-Underground Lake Water (#6) x1

-Red Essence (#14) x1

tools: Mortar and Lamp are required



notes: Nordis gives you the recipe for this early on in the game.

#### #205 Incense (香る小枝)

item level 1, [class: Incense]

Difficulty: 6, MP cost: 3, # of days to make: 1

-Mistletoe (#183) x1

tools: Mortar is required

use: The sweet scent of incense reduces fatigue by 5

notes: Mircasse will give you this recipe after your first trip to Kariel.

#### #206 Glass Thread (ガラスの糸)

item level 1

Difficulty: 1, MP cost: 2, # of days to make: 1

-Dune Sand (#191) x3

tool: Centrifuge is required

#### #207 Polishing Powder (研磨剤)

item level 1

Difficulty: 1, MP cost: 1, # of days to make: 1

-Fest (#197) x1

tool: Mortar is required.

note: Making this powder is usually apprentice work, because it's so easy.

#### #208 Shubal Alloy (シュバル合金)

item level 1, [class: Metals]

Imagine alchemy item

Difficulty: 6, MP cost: 6, # of days to make: 1

-Fools' Silver (#204) x1

-Ash (#247) x1

tools: Bellows and lamp are required

#### #209 Sky Scent (空のかおり)

item level 1, [class: Incense]

Imagine alchemy item

Difficulty: 8, MP cost: 5, # of days to make: 1

-Incense (#205) x2

-Wind Crystal (#185) x1

tools: Hammer and mortar are required

use: adds wind-element to someone's attack

#### #210 Iron (鉄)

item level 1, [class: Metals]  
Difficulty: 7, MP cost: 1, # of days to make: 1  
-Regien Stone (#201) x1  
-Distilled Water (#77) x1  
-Blue Essence (#78) x1

tool: Hammer is needed.

#211 Peat Moss (ピートモス)  
item level 1  
Difficulty: 7, MP cost: 4, # of days to make: 1  
-River Mud (#184)

tool: Centrifuge is required.

#212 Pentacle (ペンタクル)  
item level 1, [class: Accessory]  
Imagine alchemy item  
Difficulty: 7, MP cost: 7, # of days to make: 1  
-Iron (#210) x1  
-Shubani Herb (#66) x1  
-Blue Essence (#78) x1

tool: Finishing tools are required.

use: when equipped, increases the amount of HP regenerated per day.

#213 Mystel Wood (ミステル材)  
item level 1  
Difficulty: 4, MP cost: 5, # of days to make: 1  
-Mistletoe (#183) x2  
-Puni-puni Gem (#137) x1  
-Green Essence (#147) x1

note: get this recipe from the traveling bard in Year 2.

#214 Leitzenmater Doll (ライツェントマタ)  
item level 1, [class: Toys]  
Difficulty: 6, MP cost: 7, # of days to make: 1  
-Silk Cloth (#217) x1  
-Oak Wood (#126) x2  
-Carpenter Glue (#160) x1  
-Green Essence (#147) x2

tools: Finishing tools and Loupe are required.

note: get this recipe from Aizell early in Year 1

#215 Heat Shimmer Stone (陽炎石)  
item level 2, [class: Metals]  
Imagine alchemy item  
Difficulty: 7, MP cost: 8, # of days to make: 1  
-Fools' Silver (#204) x1

-Salt (#192) x3

tools: Bellows and Lamp are required.

#216 Gasha Charcoal (ガッシュの木炭)

item level 2, [class: Medicine]

Difficulty: 8, MP cost: 4, # of days to make: 1

-Gasha Branch (#186) x1

-Burning Sand (#17) x1

-Red Essence (#14) x1

tool: Lamp is required.

use: in battle, can remove sleep status from everyone.

#217 Silk Cloth (国宝布)

item level 2

Difficulty: 9, MP cost: 3, # of days to make: 3

-Magic Grass (#139) x2

-Silk Thread (#189) x1

-Green Essence (#147) x2

tool: Sewing kit is required.

#218 Numb Powder (しびれ薬)

item level 2, [class: Medicine]

Difficulty: 8, MP cost: 5, # of days to make: 1

-Poison Toadstool (#199) x1

-Puni-puni Gem (#137) x1

-Green Essence (#147) x1

tool: Mortar is required.

use: can paralyze one enemy.

#219 Zuftaf Water (ズフタフ槍の水)

item level 2, [class: Medicine]

Difficulty: 6, MP cost: 4, # of days to make: 1

-Zuftaf Grass (#193) x2

-Hevell Water (#72) x1

-Blue Essence (#78) x1

tool: Distillation set is required.

use: can put one enemy to sleep (medium strength)

#220 Somnia Potion (ねんねんころり)

item level 2, [class: Medicine]

Imagine alchemy item

Difficulty: 8, MP cost: 8, # of days to make: 1

-Nutrient Drink (#85) x1

-Zuftaf Grass (#193) x2

-Blue Essence (#78) x1

tool: Glassware is required.

use: can put all enemies to sleep

#221 Panpipes (パンの角)

item level 2, [class: Instruments]

Imagine alchemy item

Difficulty: 10, MP cost: 12, # of days to make: 1

-Mystel Wood (#213) x1

-Poison Toadstool (#199) x2

tools: Loupe and finishing tools are required.

use: when used in battle, petrifies enemies with fear (paralysis)

#222 Palsy Cure (マヒロン)

item level 2, [class: Medicines]

Difficulty: 12, MP cost: 14, # of days to make: 1

-Antidote (#96) x1

-Gasha Charcoal (#216) x1

-Blue Essence (#78) x2

use: cures one person of paralysis

#223 Amar Amulet (アマルの守り)

item level 3, [class: Accessory]

Imagine alchemy item

Difficulty: 12, MP cost: 12, # of days to make: 2

-Kafna Stone (#87) x1

-Leitzenmater Doll (#214) x1

-Blue Essence (#78) x1

tools: Finishing tools are required.

use: equip on Marie, Elie, or Anis, and enemies will have a hard time hitting them.

#224 Moebius Charm (おわりのはじまり)

item level 3, [class: Accessory]

Imagine alchemy item

Difficulty: 15, MP cost: 10, # of days to make: 1

-Iron (#210) x1

-Goz Ore (#190) x1

tool: Finishing tools are required.

use: when equipped, increases the speed with which your Skill Gauge fills up, in battle

#225 Sky Paintbrush (風描き絵筆)

item level 3, [class: Alchemy items]

Imagine alchemy item

Difficulty: 13, MP cost: 20, # of days to make: 1

-Angel Thread (#79) x2

-Mistletoe (#183) x1

-Blue Essence (#78) x2

note: I really wish this did something in-game, 'cuz it looks cool.

#226 Mysteria Stone (奇跡ミステリア)

item level 3, [class: Gemstones]

Difficulty: 15, MP cost: 21, # of days to make: 2

-Mysteria Ore (#198) x1

tool: Hammer is required.

#227 Grabi Crystals (グラビ結晶)

item level 3

Difficulty: 18, MP cost: 18, # of days to make: 2

-Grabi Stone (#187) x3

-Distilled Water (#77) x2

-Blue Essence (#78) x1

tools: Distillation set and mortar are required.

#228 Pipe Doll (煙人形)

item level 3, [class: Incense]

Imagine alchemy item

Difficulty: 11, MP cost: 21, # of days to make: 1

-Incense (#205) x1

-Oak Wood (#126) x2

-Green Essence (#147) x1

tools: Finishing tools and loupe are required.

notes: A cute little wooden doll. The subject of a short conversation with Dio.

#229 Purified Coal (浄化炭)

item level 3

Difficulty: 15, MP cost: 16, # of days to make: 2

-Gasha Charcoal (#216) x2

-Salt (#192) x2

-Zegras Herb (#68) x1

-Blue Essence (#78) x1

tools: Bellows and lamp are required.

#230 Cat's Paws (ネコ足のクツ)

item level 3, [class: Accessory, Travel items]

Imagine alchemy item

Difficulty: 16, MP cost: 24, # of days to make: 2

-Silk Cloth (#217) x1

-Puni-puni Gem (#137) x2

-Green Essence (#147) x1

tool: Sewing set is required.

use: These cute little kitty boots lower your encounter

rate when you travel.

#231 Ritter Quartz (リッタークォーツ)

item level 3, [class: Metals, Gemstones]

Imagine alchemy item

Difficulty: 14, MP cost: 16, # of days to make: 2

-Fools' Silver (#204) x3

-Hail Stone (#70) x1

-Blue Essence (#78) x1

tool: Athanor is required.

notes: This item unlocks the Gemstones category in Imagine Alchemy.

#232 Singing Shamisen (歌うサーリンダー)

item level 4, [class: Instruments]

Imagine alchemy item

Difficulty: 17, MP cost: 28, # of days to make: 3

-Mystel Wood (#213) x2

-Angel Thread (#79) x1

-Polishing Powder (#207) x1

-Blue Essence (#78) x1

tools: Loupe and finishing tools are required.

use: Randomly raises stats on everyone in your party.

#233 Grantz Silver (グランツ銀)

item level 4, [class: Metals]

Difficulty: 20, MP cost: 22, # of days to make: 2

-Sunshine Stone (#196) x2

-Shining Water (#80) x1

-Blue Essence (#78) x1

notes: you get this recipe from Clice in Kentnis, but only after Nordis tells you about it in Year 2.

#234 Stone of Warding (結界石)

item level 4, [class: Alchemy]

Difficulty: 16, MP cost: 17, # of days to make: 3

-Glass Thread (#206) x2

-Purified Coal (#229) x3

-Fest (#197) x2

-Polishing Powder (#207) x1

tools: Mortar and lamp are required.

use: In battle, can reduce the damage taken from one attack by 50%

#235 Sterling Cutlery (光輝なカトラリ)

item level 4, [class: Metals, Gemstones]

Imagine alchemy item

Difficulty: 16, MP cost: 30, # of days to make: 3

-Mysteria Stone (#226) x2  
-Grantz Silver (#233) x1

tool: Athanor is required.

use: None really, unless there's a dinner scene in this game that I haven't found yet.

#236 Messenger Bird (声を聴かせて)

item level 4, [class: Toys]

Imagine alchemy item

Difficulty: 19, MP cost: 28, # of days to make: 2

-Leitzenmater Doll (#214) x1

-Kafna Stone (#87) x1

-Blue Essence (#78) x1

tool: Finishing tools are required.

use: After this item is made, Elie may choose to start trading correspondence with Filly.

#237 Lufthood (ルフトフード)

item level 5, [class: Accessory, Travel Items]

Imagine alchemy item

Difficulty: 22, MP cost: 37, # of days to make: 1

-Grabi Crystals (#227) x2

-Silk Cloth (#217) x1

tool: Sewing kit is required.

use: Raises speed when equipped.

#238 Kittycat Doll (ヴィーの猫)

item level 6, [class: Toys]

Imagine alchemy item

Difficulty: 21, MP cost: 30, # of days to make: 3

-Leitzenmater Doll (#214) x1

-Hanse Oil (#158) x2

-Green Essence (#147) x1

tools: Sewing kit and finishing tools are required.

notes: Aww! A cute little kitty! Marie just loves it to death!

#239 Tablet of Time (時の石版)

item level 6, [class: Alchemy]

Difficulty: 24, MP cost: 25, # of days to make: 3

-Comet (#42) x1

-Wax (#24) x2

-Salt (#192) x3

-Red Essence (#14) x2

tools: Mortar and lamp are required.

use: Freezes the enemy in time for several rounds.

#240 Winged Boots (羽飛びの靴)

item level 6, [class: Accessory, Travel Items]

Imagine alchemy item

Difficulty: 25, MP cost: 38, # of days to make: 4

-Silk cloth (#217) x2

-Flying Fish Scale (#69) x4

-Blue Essence (#78) x2

tool: Sewing kit is required.

use: Reduces travel times by 50%

#241 Dark Summons (闇への誘い)

item level 6, [class: Gemstones]

Imagine alchemy item

Difficulty: 27, MP cost: 45, # of days to make: 4

-Fool's Silver (#204) x1

-Duarg Fang (#194) x3

tools: Bellows and athanor are required.

use: Bring it to the top of Airfalk Tower to access the Demon World.

#242 Ruchzite (ルーヘツアイト)

item level 6, [class: Gemstones]

Imagine alchemy item

Difficulty: 24, MP cost 32, # of days to make: 3

-Stone of Warding (#234) x1

-Preserve Pot (#89) x1

-Wind Crystal (#185) x2

-Blue Essence (#78) x1

use: Enemies will have a harder time hitting you with this equipped.

#243 Luftzite (ルフトザイト)

item level 6, [class: Gemstones]

Imagine alchemy item

Difficulty: 23, MP cost: 40, # of days to make: 2

-Stone of Warding (#234) x1

-Wind Crystal (#185) x1

use: Raises recovery speed when equipped

#244 Aroma Materia (アロママテリア)

item level 7, [class: Alchemy]

Difficulty: 26, MP cost: 70, # of days to make: 6

-Salt (#192) x1

-Rainbow Water (#60) x1

-Golden Stone (#4) x1

-Red Essence (#14) x1

use: One of four ingredients for the Philosopher's Stone.



#245 Flying Carpet (空飛ぶじゅうたん)  
item level 7, [class: Travel Items, Living Items]  
Imagine alchemy item  
Difficulty: 32, MP cost: 60, # of days to make: 4  
-Living Broom (#170) x2  
-Grabi Crystals (#227) x2  
-Silk Cloth (#217) x1  
-Green Essence (#147) x1

tools: Mortar and sewing kit are required.

use: Ride on this, and your travel time is reduced by 75%!

#246 Black Hole (虚無の穴)  
item level 8, [class: Alchemy, Final]  
Imagine alchemy item  
Difficulty: 36, MP cost: 90, # of days to make: 3  
-Grabi Crystals (#227) x2  
-Stone of Warding (#234) x1

tools: Pliers and athanor are required

use: Extinguishes all enemies in battle. Bye-bye!

~~~~~Black element (decay)~~~~~

#247 Ash (消し灰)
Old, cold ash. It's dropped by enemies, especially ones you've just fried to a crisp. Useful for some recipes.

#248 Mistake A (no kani yet)
A mistake, pure and simple. You wanted something else entirely, but you goofed. Oh well.

#249 Mistake B (no kanji yet)
Another mistake. This was NOT what you wanted when you started that experiment, right? At least it has a little usefulness, in maybe one recipe. And it sells for a decent price, too.

#250 Awful-looking Thing (とんでもないもの)
Rare item
Ugh. You really goofed big time on this mess. It looks like something Picasso would dream up. But it actually has several uses as an alchemy ingredient, so there is a silver lining to this cloud.

#251 Philosopher's Earth (哲学者の土)
item level 7
Difficulty: 28, MP cost: 40, # of days to make: 1
-River Mud (#184) x3

-Ash (#247) x1

notes: not to be confused with the Philosopher's Stone, which has a completely different kanji at the beginning.

Gold element (perfection)

#252 Sigzarl Gold Coin (シグザール金貨)

rare item

A relic of the ancient Sigzarl Kingdom, these gold coins were abandoned as currency when alchemists mastered the art of making gold and caused the currency to depreciate quickly. That's why Zarlburg's coins are all silver these days.

You can find them in the Forest of Medea sometimes. Bandits are also known to have them from time to time.

#253 Sacrifice Coin (身代わり金貨)

item level 1 [class: Metal, Alchemy]

Difficulty: 14, MP cost: 9, # of days to make: 2

-Sigzarl Gold Coin (#252) x1

-Four-leaf Clover (#140) x1

-Salt (#192) x1

-Dwarg Fang (#194) x2

tools: Bellows and Lamp are required

use: When equipped, provides a one-time instant revive if you're knocked out in battle.

#254 All Treasures Incense (万物のかおり)

item level 6 [class: Incense]

Difficulty: 28, MP cost: 70, # of days to make: 1

-Fiery Incense (#15) x1

-Lake Incense (#76) x1

-Forest Incense (#150) x1

-Sky Incense (#209) x1

tools: Athanor is required

use: Restores HP & MP for the entire party

notes: you get this recipe from Filly in a letter, if Elie agrees to be her penpal.

#255 Angel Raiment (天使の羽衣)

item level 7 [class: Travel, Accessory]

Imagine alchemy item

Difficulty: 29, MP cost: 70, # of days to make: 3

-Angel Thread (#79) x3

-Small Fishscale (#69) x2

-Phoenix Feather (#9) x2

tools: Sewing kit is required

use: When equipped, raises elemental defense

#256 Abzolt (アブゾルト)

item level 8 [class: Alchemy, Metals]

Imagine alchemy item

Difficulty: 39, MP cost: 120, # of days to make: 4

-Grantz Silver (#233) x1

-Gold (#257) x1

-Frigent Steel (#61) x1

-Raging Flame (#20) x2

tools: Bellows and Athanor are required

use: none that I know of. It requires a lot of preparation to make, though.

#257 Gold (金)

item level 8 [class: Alchemy, Metals]

Difficulty: 32, MP cost: 100, # of days to make: 1

-Philosopher's Stone (#258) x1

-Philosopher's Earth (#251) x2

tools: glassware and Athanor are required.

use: only for making higher-level items. Gold isn't worth that much in Zarlburg these days, oddly enough...

#258 Philosopher's Stone (賢者の石)

item level 8 [class: Alchemy]

Difficulty: 30, MP cost: 99, # of days to make: 10

-Donarn Tongue (#7) x1

-Spirit Tear (#124) x1

-Donkelheit (#134) x1

-Aroma Materia (#244) x1

tools: glassware is required

use: necessary to make many of the most difficult items in the game

#259 Heaven's Urn (天の釜)

item level 9 (class: Alchemy, Incense)

Imagine alchemy item

Difficulty: 38, MP cost: 120, # of days to make: 7

-Genook Pot (#111) x1

-Grasen Ore (#3) x1

-All Treasures Incense (#254) x2

tools: Bellows and Athanor are required

use: none. Just there to look pretty, I guess. The actual kanji calls it Heaven's Scythe, but that just doesn't seem to compute...

#260 Incense of Ages (時代のかおり)

item level 9 (class: Incense)

Imagine alchemy item

Difficulty: 44, MP cost: 170, # of days to make: 1

-Incense (#205) x3

-All Treasures Incense (#254) x1

-Time Stone (#) x1

tools: Mortar and Athanor

use: this seems to be the only incense with no real use

#261

#262

#263 Dream Melody (近くて遠くて)

item level 10, [class: Final]

imagine alchemy item

Difficulty: 45, MP cost: 200, # of days to make: 6

-Philosopher's Stone (#258) x1

-Desert Rose (#142) x1

-Dragon Claw (#13) x1

tools: Pliers and Athanor are required

notes: one incredibly difficult item to make. It makes a good addition to your Final Book. This music box plays a haunting melody, and you know you've heard it somewhere before... but where? You can't recall. Maybe in a dream...

Marie, Elie, and Anise no Atelier: Item List by WeekendRisktaker

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