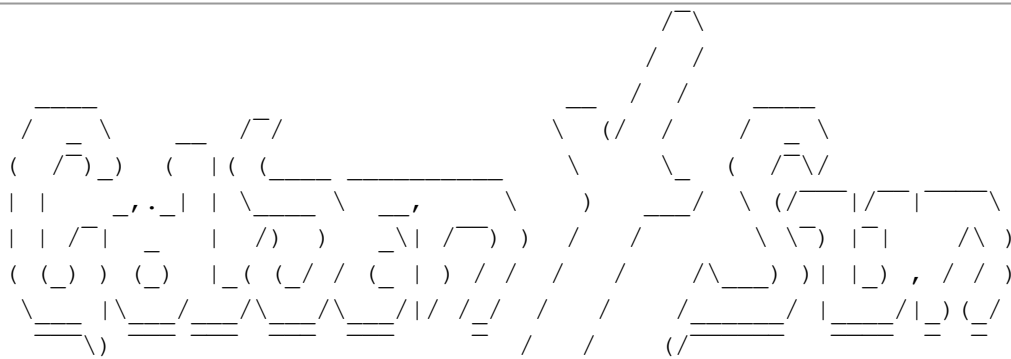


Golden Sun: The Lost Age Shop List

by Shotgunnova

Updated on Apr 22, 2016



THE LOST AGE

Shop List by
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Asterisks (*) denote artifacts, special equipment or items. At first shops don't carry any, but when an applicable item is bought/sold, it goes into the shop's artifact stock. Additionally, any new shop's artifact inventory will carry any previously visited shop's, which reduces tedious backtracking. Finally, it's worth noting that if the team drops (throws away) an artifact, some of which are one-of-a-kind, it mysteriously appears in shops thereafter.

[SH01] - DAILA

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Herb	FJSP	---	---	---	---	Heal 50 HP	10
Antidote	FJSP	---	---	---	---	Cure Poison	20
Long Sword	F--P	14	---	---	---	-----	200
Short Sword	F--P	08	---	---	---	-----	120
Mace	F-S-	06	---	---	---	-----	80
Wooden Stick	-JS-	04	---	---	---	-----	40
Cotton Shirt	FJSP	---	03	---	---	-----	20
Travel Vest	FJSP	---	07	---	---	-----	50
One-Piece Dress	-JS-	---	04	---	---	-----	25
Wooden Shield	F--P	---	06	---	---	-----	40
Padded Gloves	FJSP	---	02	---	---	-----	10

Leather Cap	FJSP	---	03	---	---	-----	30

[SH02] - MADRA

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Herb	FJSP	---	---	---	---	Heal 50 HP	10
Antidote	FJSP	---	---	---	---	Cure Poison	20
Long Sword	F--P	14	---	---	---	-----	200
Short Sword	F--P	08	---	---	---	-----	120
Battle Axe	F--P	24	---	---	---	-----	280
Mace	F-SP	06	---	---	---	-----	80
* Magic Rod	-JS-	16	---	---	---	Murk	380
Travel Vest	FJSP	---	07	---	---	-----	50
Wooden Shield	F--P	---	06	---	---	-----	40
Padded Gloves	FJSP	---	02	---	---	-----	10
Leather Armlet	-JS-	---	07	---	---	-----	180
Leather Cap	FJSP	---	03	---	---	-----	30
Circlet	-JS-	---	06	---	---	-----	120
Leather Boots	FJSP	---	06	---	---	-----	270

[SH03] - ALHAFRA

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Herb	FJSP	---	---	---	---	Heal 50 HP	10
Antidote	FJSP	---	---	---	---	Cure Poison	20
Elixir	FJSP	---	---	---	---	Cure Del/St/Sl	50
Sacred Feather	FJSP	---	---	---	---	Less encountrs	70
Long Sword	F--P	14	---	---	---	-----	200
Broad Sword	F--P	40	---	---	---	-----	1000
Hunter's Sword	FJ-P	28	---	---	---	-----	520
Battle Axe	F--P	24	---	---	---	-----	280
Heavy Mace	F-SP	26	---	---	---	-----	500
Leather Armor	F--P	---	12	---	---	-----	240
Travel Vest	FJSP	---	07	---	---	-----	50
Travel Robe	-JS-	---	10	---	---	-----	200
Wooden Shield	F--P	---	06	---	---	-----	40
Leather Gloves	FJSP	---	10	---	---	-----	220
Leather Armlet	-JS-	---	07	---	---	-----	180
Open Helm	F--P	---	09	---	---	-----	180
Leather Cap	FJSP	---	03	---	---	-----	30
Circlet	-JS-	---	06	---	---	-----	120
Leather Boots	FJSP	---	06	---	---	-----	270

[SH04] - MIKISALLA

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Herb	FJSP	---	---	---	---	Heal 50 HP	10
Antidote	FJSP	---	---	---	---	Cure Poison	20
Elixir	FJSP	---	---	---	---	Cure Del/St/Sl	50
Sacred Feather	FJSP	---	---	---	---	Less encountrs	70
Broad Axe	F--P	50	---	---	---	-----	1400
* Blessed Ankh	-JS-	46	---	---	---	Psyphon Seal	1600
Psynergy Armor	F--P	---	21	---	---	PP +20	1000
Armlet	-JS-	---	17	---	---	-----	900

Bronze Helm	F--P	---	14	---	---	-----	600
-------------	------	-----	----	-----	-----	-------	-----

[SH05] - GAROH [Weapon/Armor shop doesn't open until post-Air's Rock]

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Herb	FJSP	---	---	---	---	Heal 50 HP	10
Antidote	FJSP	---	---	---	---	Cure Poison	20
Elixir	FJSP	---	---	---	---	Cure Del/St/Sl	50
Sacred Feather	FJSP	---	---	---	---	Less encountrs	70
Broad Sword	F--P	40	---	---	---	-----	1000
Hunter's Sword	FJ-P	28	---	---	---	-----	520
Battle Axe	F--P	24	---	---	---	-----	280
Heavy Mace	F-SP	26	---	---	---	-----	500
* Witch's Wand	-JS-	32	---	---	---	Stun Voltage	850
Leather Armor	F--P	---	12	---	---	-----	240
Adept's Clothes	FJSP	---	18	---	---	PP +8	850
Travel Robe	-JS-	---	10	---	---	-----	200
Bronze Shield	F--P	---	14	---	---	-----	500
Leather Gloves	FJSP	---	10	---	---	-----	220
Leather Armlet	-JS-	---	07	---	---	-----	180
Open Helm	F--P	---	09	---	---	-----	180
Wooden Cap	FJSP	---	10	---	---	-----	400
Circlet	-JS-	---	06	---	---	-----	120
* Safety Boots	FJSP	---	12	---	---	AGL x0.7	700

[SH06] - NAMIBWE

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Herb	FJSP	---	---	---	---	Heal 50 HP	10
Antidote	FJSP	---	---	---	---	Cure Poison	20
Elixir	FJSP	---	---	---	---	Cure Del/St/Sl	50
Sacred Feather	FJSP	---	---	---	---	Less encountrs	70
Broad Sword	F--P	40	---	---	---	-----	1000
Battle Rapier	FJ-P	58	---	---	---	-----	2900
Broad Axe	F--P	50	---	---	---	-----	1400
Battle Mace	F-SP	56	---	---	---	-----	2600
* Psynergy Rod	-JS-	64	---	---	---	Psynergy Leech	3800
Adept's Clothes	FJSP	---	18	---	---	PP +8	850
Silk Robe	-JS-	---	20	---	---	-----	1400
Iron Shield	F--P	---	20	---	---	-----	1200
Armlet	-JS-	---	17	---	---	-----	900
Bronze Helm	F--P	---	14	---	---	-----	600
Wooden Cap	FJSP	---	10	---	---	-----	400
Silver Circlet	-JS-	---	16	---	---	-----	1300

[SH07] - KIBOMBO [Weapon/Armor shops closed until post-Gobamba Statue]

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Herb	FJSP	---	---	---	---	Heal 50 HP	10
Nut	FJSP	---	---	---	---	Heal 200 HP	200
Antidote	FJSP	---	---	---	---	Cure Poison	20
Elixir	FJSP	---	---	---	---	Cure Del/St/Sl	50
Sacred Feather	FJSP	---	---	---	---	Less encountrs	70
Claymore	F--P	70	---	---	---	-----	4000

	Battle Rapier	FJ-P	58	---	---	---	-----	2900	
	Broad Axe	F--P	50	---	---	---	-----	1400	
	Battle Mace	F-SP	56	---	---	---	-----	2600	
*	Frost Wand	-JS-	76	---	---	---	Frost Bite	5400	
	Chain Mail	F--P	---	25	---	---	-----	2000	
	Adept's Clothes	FJSP	---	18	---	---	PP +8	850	
	Silk Robe	-JS-	---	20	---	---	-----	1400	
	Iron Shield	F--P	---	20	---	---	-----	1200	
	Gauntlets	FJSP	---	23	---	---	-----	1600	
	Armlet	-JS-	---	17	---	---	-----	900	
	Iron Helm	F--P	---	20	---	---	-----	1600	
	Silver Circlet	-JS-	---	16	---	---	-----	1300	

[SH08] - YALLAM

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST	
	Herb	FJSP	---	---	---	Heal 50 HP	10	
	Nut	FJSP	---	---	---	Heal 200 HP	200	
	Antidote	FJSP	---	---	---	Cure Poison	20	
	Elixir	FJSP	---	---	---	Cure Del/St/S1	50	
	Sacred Feather	FJSP	---	---	---	Less encountrs	70	
	Claymore	F--P	70	---	---	-----	4000	
	Battle Rapier	FJ-P	58	---	---	-----	2900	
	Broad Axe	F--P	50	---	---	-----	1400	
	Battle Mace	F-SP	56	---	---	-----	2600	
	Jerkin	-JS-	26	---	---	-----	2400	
	Heavy Armlet	-JS-	25	---	---	-----	2000	
	Mail Cap	FJSP	23	---	---	-----	2000	

[SH09] - APOJII ISLANDS

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST	
	Great Sword	F--P	90	---	---	-----	7000	
	Armored Shell	F--P	---	30	---	-----	3600	
	Knight's Shield	F--P	---	28	---	-----	3000	
	Steel Helm	F--P	---	27	---	-----	3100	
	Guardian Circlet	-JS-	---	25	---	-----	3400	
*	Angelic Ankh	-JS-	83	---	---	Life Leech	6400	
*	Water of Life	FJSP	---	---	---	Revive from KO	3000	
	Herb	FJSP	---	---	---	Heal 50 HP	10	
	Nut	FJSP	---	---	---	Heal 200 HP	200	
	Antidote	FJSP	---	---	---	Cure Poison	20	
	Elixir	FJSP	---	---	---	Cure Del/St/S1	50	
	Sacred Feather	FJSP	---	---	---	Less encountrs	70	

[SH10] - IZUMO

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST	
	War Mace	F-SP	84	---	---	-----	6400	
	Silver Vest	FJSP	---	28	---	-----	3200	
	Platinum Circlet	-JS-	---	29	---	-----	4200	
*	Shamshir	F--P	99	---	---	Acid Bath	10000	
*	Ninja Blade	F--P	94	---	---	Cyclone Attack	8800	
*	War Gloves	FJSP	10	32	---	-----	4000	

Herb	FJSP	---	---	---	---	Heal 50 HP	10
Nut	FJSP	---	---	---	---	Heal 200 HP	200
Antidote	FJSP	---	---	---	---	Cure Poison	20
Elixir	FJSP	---	---	---	---	Cure Del/St/S1	50
Sacred Feather	FJSP	---	---	---	---	Less encountrs	70
* Psy Crystal	FJSP	---	---	---	---	Restore all PP	1500

[SH11] - CHAMPA

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Master Rapier	FJ-P	86	---	---	---	-----	6800
Great Axe	F--P	80	---	---	---	-----	5200
Plate Mail	F--P	---	33	---	---	-----	4400
Silver Armlet	-JS-	---	30	---	---	-----	4000
Silver Helm	F--P	---	30	---	---	-----	3900
* Demonic Staff	-JS-	92	---	---	---	Bad Omen	10000
* Blessed Robe	-JS-	---	36	---	---	HP Recovery +5	7000
Herb	FJSP	---	---	---	---	Heal 50 HP	10
Nut	FJSP	---	---	---	---	Heal 200 HP	200
Antidote	FJSP	---	---	---	---	Cure Poison	20
Elixir	FJSP	---	---	---	---	Cure Del/St/S1	50
Sacred Feather	FJSP	---	---	---	---	Less encountrs	70
* Potion	FJSP	---	---	---	---	Restore all HP	1000

[SH12] - LOHO

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Herb	FJSP	---	---	---	---	Heal 50 HP	10
Nut	FJSP	---	---	---	---	Heal 200 HP	200
Vial	FJSP	---	---	---	---	Heal 500 HP	500
Antidote	FJSP	---	---	---	---	Cure Poison	20
Elixir	FJSP	---	---	---	---	Cure Del/St/S1	50
Sacred Feather	FJSP	---	---	---	---	Less encountrs	70
* Spirit Armlet	-JS-	---	38	---	---	Er/Wa Powr +10	9000
* Potion	FJSP	---	---	---	---	Restore all HP	1000
* Psy Crystal	FJSP	---	---	---	---	Restore all PP	1500
* Mist Potion	FJSP	---	---	---	---	300 HP to all	1000

[SH13] - CONTIGO

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Herb	FJSP	---	---	---	---	Heal 50 HP	10
Nut	FJSP	---	---	---	---	Heal 200 HP	200
Vial	FJSP	---	---	---	---	Heal 500 HP	500
Antidote	FJSP	---	---	---	---	Cure Poison	20
Elixir	FJSP	---	---	---	---	Cure Del/St/S1	50
* Mist Potion	FJSP	---	---	---	---	300 HP to all	9000
* Water of Life	FJSP	---	---	---	---	Revive from KO	3000
Great Sword	F--P	90	---	---	---	-----	7000
Master Rapier	FJ-P	86	---	---	---	-----	6800
Great Axe	F--P	80	---	---	---	-----	5200
War Mace	F-SP	84	---	---	---	-----	6200
* Swift Sword	FJ-P	104	---	---	---	Sonic Smash	9400
* Righteous Mace	F-SP	112	---	---	---	Blinding Smog	8400

Steel Armor	F--P	---	36	---	---	-----	4900	
Silver Vest	FJSP	---	28	---	---	-----	3200	
Silver Armlet	-JS-	---	30	---	---	-----	4000	
Knight's Helm	F--P	---	33	---	---	-----	4600	
Platinum Circlet	-JS-	---	29	---	---	-----	4200	
* Mirrored Shield	F--P	---	39	---	---	Can delude foe	5200	
* Jeweled Crown	FJSP	---	33	---	05	-----	4000	

- Swift Sword also gives +10 Wind Power
- Righteous Mace also gives 3 HP/turn recovery

[SH14] - SHAMAN VILLAGE [Shops are closed until post-Trial Road]

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST	
Herb	FJSP	---	---	---	---	Heal 50 HP	10	
Nut	FJSP	---	---	---	---	Heal 200 HP	200	
Vial	FJSP	---	---	---	---	Heal 500 HP	500	
Antidote	FJSP	---	---	---	---	Cure Poison	20	
Elixir	FJSP	---	---	---	---	Cure Del/St/S1	50	
* Silver Blade	F--P	108	---	---	---	Aqua Sock	12000	
* Crystal Rod	-JS-	106	---	---	---	Drown	13400	
* Magical Cassock	-JS-	---	39	---	---	PP Recovery +2	9000	
* Potion	FJSP	---	---	---	---	Restore all HP	1000	
* Psy Crystal	FJSP	---	---	---	---	Restore all PP	1500	

[SH15] - PROX

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST	
Herb	FJSP	---	---	---	---	Heal 50 HP	10	
Nut	FJSP	---	---	---	---	Heal 200 HP	200	
Vial	FJSP	---	---	---	---	Heal 500 HP	500	
Mist Potion	FJSP	---	---	---	---	300 HP to all	9000	
Antidote	FJSP	---	---	---	---	Cure Poison	20	
Elixir	FJSP	---	---	---	---	Cure Del/St/S1	50	
Sacred Feather	FJSP	---	---	---	---	Less encountrs	70	
* Mysterious Robe	-JS-	---	48	---	---	-----	38500	
* Psy Crystal	FJSP	---	---	---	---	Restore all PP	1500	
* Water of Life	FJSP	---	---	---	---	Revive from KO	3000	

- Mysterious Robe has 20HP and 10PP/round recovery

VI. UPDATES & CONTRIBUTORS

[UPDT]

05-22-09 -----+ Added to GameFAQs

THANKS TO...

- Sailor/Ceej, for hosting my FAQstuffs
- The GS2 messageboard, for a wealth of information and being awesome

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