

# Tactics Ogre: The Knight of Lodis Equipment Guide

by Shotgunnova

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      \_____/ Equipment Guide by (( _____)
Shotgunnova [Patrick Summers] \) {, '-----

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01) Swords [EG01]

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-----  
Anbicion  
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"One-handed weapon (Virtue). Sacred sword that King Anbicion received in a covenant with God.

AGI: +5  
PWR: +68  
VIRT RES: -5  
BANE RES: +15  
EFFECT: Anbicion  
MOVE: -0.4  
SELL: Can't Sell  
GET: Clear Angel's Headstone - Hall of Conviction [Path A]

-----  
Answerer

-----  
"One-handed weapon (Bane). Assassin sword whose name means 'to answer.'

PWR: +68  
SELL: 1900 G  
GET: Versus Mode Only

-----  
Balmung  
-----

"Two-handed weapon. Attack power up VS dragons. Dragonslayer created from the claws of the dragon Fafnir."

PWR: +64  
MOVE: -0.7  
SELL: 1560 G  
GET: Can be won in Quest Mode

-----  
Claymore  
-----

"A large, two-handed sword with a V-shaped hilt. A ring is attached to the hilt."

PWR: +48  
MOVE: -0.6  
SELL: 600 G  
GET: All shops after clearing Sotavento [1200 G]  
: Can be unearthed as a buried treasure  
: Common equip for knight-type characters [obtain via invitation]

-----  
Dragon Gem Sword  
-----

"One-handed weapon. Dragon Handling effect. Sword with jeweled hilt adorned with a dragon's gem. Enables communication with dragons."

PWR: +48  
MOVE: -0.4  
SELL: 440 G  
GET: Initially equipped to Glycinia [Sufrir -- Path B]  
: Dragon Tamer at Haena [Path B]  
: Obtain in Quest Mode

-----  
Estoc  
-----

"One-handed weapon. Slender thrusting sword with a knuckle guard on the hilt to protect the user's hand."

PWR: +40  
SELL: 320 G  
GET: All shops after clearing Urodela [640 G]  
: Possible buried treasure

-----  
Fafnir  
-----

"One-handed weapon. Attack power up VS dragons. Used by Sigurd to defeat the dragon Fafnir."

PWR: +58  
MOVE: -0.5  
SELL: 800 G  
GET: Clear Battle in Solea  
: Warlock at Garden of Memories [Path A/B; Invite]

-----  
Firedrake Sword  
-----

"One-handed flaming sword (Fire)."

PWR: +56  
WATR RES: +5  
MOVE: -0.5  
SELL: 720 G  
GET: Warlock at Ostorea West [Path A/B; Invite]  
: Duke Knight at Ostorea South [Path A/B]  
: Can be won in Quest Mode

-----  
Fragarach  
-----

"Two-handed weapon (Bane). Sword with a cross-shaped hilt whose name means 'revenge'. 1 of 4 Netherworld Weapons."

PWR: +75  
VIRT RES: +5  
BANE RES: -5  
SELL: 1900 G  
GET: Versus Mode Only

-----  
Gram  
-----

"One-handed weapon (Earth). Elven sword that shines because of its unique forging."

PWR: +58  
WIND RES: +5  
MOVE: +0.0  
SELL: 1125 G  
GET: Clear battle at Haena [Path B]

-----  
Ice Blade  
-----

"One-handed frozen sword (Water)."

PWR: +52

FIRE RES: +5  
MOVE: -0.5  
SELL: 720 G  
GET: Dragoon at Haena [Path B]  
: Buried treasure at Rana [Path A/B]

-----  
Inca Rose  
-----

"One-handed weapon (Fire). Thrusting sword known as the 'Rose of the Desert'."

PWR: +52  
WATR RES: +5  
MOVE: +0.0  
SELL: 550 G  
GET: Rictor's initial weapon [Path B]

-----  
Laevateinn  
-----

"Two-handed weapon (Fire). Flaming sword of Surt, destined to consume the world in fire."

PWR: +60  
WATR RES: +5  
MOVE: -0.5  
SELL: 1560 G  
GET: Duke Knight in Ostorea Crypt [Path A]

-----  
Long Sword  
-----

"One-handed weapon. A large hacking sword."

PWR: +40  
MOVE: -0.5  
SELL: 350 G  
GET: All shops carry after Formido [700 G]

-----  
Needle of Light  
-----

"One-handed weapon (Virtue). Thrusting sword that draws on sacred energy and light."

PWR: +60  
BANE RES: +5  
MOVE: -0.2  
SELL: 720 G  
GET: Angel Knight in Ostorea Crypt [Path A]  
: Angel Knight in Charadrius [Path B]  
: Initially equipped to Lobelia  
: Can be won in Quest Mode

-----

Notos

-----

"Two-handed WPN (Wind). Double-edged sword of Notos, god of the South Wind. 1 of 4 Relics of Wind."

PWR: +62

ERTH RES: +5

MOVE: -0.6

SELL: 1560 G

GET: Clear Battle at Ostorea West

-----

Oracion

-----

"Rumored to allow communication with the gods. Banish Effect. 1 of 4 Divine Armaments."

TYPE: One-handed

PWR: 71

INT: +8

EFFECT: Banish

BANE RESIST: +5

MOVE: -0.6

SELL: 2000 G

GET: Can be won in Quest Mode

-----

Peridot Sword

-----

"One-handed cold peridot sword (Water)."

PWR: +0

FIRE RES: +5

GET: Can be won in Quest Mode

-----

Short Sword

-----

"One-handed weapon. Power 30. Good sword for beginners."

PWR: +30

MOVE: +0.0

SELL: 180 G

GET: All shops carry from game's beginning

-----

Sum Mannus

-----

"One-handed lightning sword (Wind)."

PWR: +54

ERTH RES: +5

MOVE: -0.5

SELL: 720 G

GET: Duke Knight at Ostorea West [Path A/B]

-----  
Sword of Tiamat  
-----

"Two-handed weapon. Attack power up VS dragons. Dragonslayer created from the fangs of Tiamat."

PWR: +60

MOVE: -0.6

SELL: 1125 G

GET: Duke Knight in Ostorea Crypt [Path B]

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02) Bows

[EG02]

-----  
Bow Gun  
-----

"One-handed weapon for missile attack. Short-range, accurate wooden bow."

AGI: +1

PWR: +30

Range: 6

SELL: 270 G

GET: All shops stock after Formido [540 G]

-----  
Composite Bow  
-----

"Two-handed weapon for missile attack. Composite bow reinforced by flexible metal."

AGI: +1

PWR: +44

Range: 7

MOVE: -0.5

SELL: 640 G

GET: All shops stock after Solea [1280 G]

-----  
Crescente  
-----

"Two-handed missile weapon (Virtue). Crescent bow once used by a lovestruck girl to send a love letter to the stars."

AGI: +8

PWR: +60

Range: 7

BANE RES: +5

EFFECT: Paralysis

MOVE: +0.0

SELL: 1560 G

GET: Initially equipped on Glycinia [If you get her at Charadrius]

: Angel Knight at Garden of Memories [Path A/B; Invite]  
: Can be won through Quest Mode

-----  
Flame Bow  
-----

"Two-handed missile weapon (Fire). Arrows so fast they burst into flame."

PWR: +62  
Range: 6  
WATR RES: +5  
MOVE: -0.6  
SELL: 720 G  
GET: Gorgon at Rebanada [Path A/B, Battle 2; Invite]  
: Can be won in Quest Mode

-----  
Great Bow  
-----

"Two-handed missile weapon. Yak horn bow."

PWR: +35  
Range: 5  
MOVE: -0.3  
SELL: 500  
GET: Archer at Vespa [Path A/B]  
: Possible buried treasure  
: All shops stock after Urodela

-----  
Sandstorm Bow  
-----

"Two-handed weapon for missile attack (Earth). Bow passed on from the time the ancient kingdom Habiram sank into the desert."

PWR: +48  
Range: 6  
WIND RES: +5  
MOVE: -0.5  
SELL: 720 G  
GET: Gorgon at Harmonia [Path A/B]  
: Can be won through Quest Mode

-----  
Sherwood Bow  
-----

"Two-handed missile weapon. Mysterious bow that masks the bowman's presence, leaving targets offguard. 1 of 4 Enchanted Hunting Wares. PWR up VS beasts & dragons."

PWR: +54  
Range: 7  
MOVE: -0.5  
SELL: 1425 G  
GET: Lubina's initial weapon

: Can be won through Quest Mode

-----  
Short Bow  
-----

"One-handed weapon for missile attack. Wooden bow. Not very powerful, but lightweight."

PWR: +20  
Range: 5  
MOVE: +0.0  
SELL:  
GET: All shops stock from game's beginning

-----  
Tathlum  
-----

"Two-handed weapon for missile attack (Bane). Magic Stone whose name means 'Light Speed.' 1 of 4 Netherworld Weapons.

AGI: +1  
PWR: +44  
RANGE: 7  
VIRT RES: +5  
SELL: 1900 G  
GET: Buried Treasure in Rebanada [Path A/B]

-----  
Thunder Bow  
-----

"Two-handed weapon for missile attack (Wind). Bow of Thor, god of thunder."

PWR: +50  
Range: 6  
ERTH RES: +5  
GET: Archer at Haena [Path A]

-----  
Tundra Bow  
-----

"Two-handed missile weapon. Bow found in a pillar of ice. Freezes foes instantly."

PWR: +54  
Range: 6  
FIRE RES: +5  
GET: Initially equipped to Glycinia [Path A; If recruited at Bison]  
: Archer at Ostorea West [Path A/B]  
: Can be won through Quest Mode



-----  
Brionac  
-----

"Two-handed piercing WPN (Bane). 1 of 4 Netherworld Weapons. Can sometimes cause Instant Death.

PWR: +62  
VIRT RES: +5  
MOVE: -0.7  
SELL: 1900 G  
GET: Can be won through Quest Mode

-----  
Earth Javelin  
-----

"Two-handed piercing WPN (Earth). Spear that draws power from the Earth."

PWR: +68  
WIND RES: +5  
MOVE:  
SELL: 810 G  
GET: Valkyrie in Ostorea Crypt [Path A]

-----  
Longicolnis  
-----

"Two-handed piercing weapon (Virtue). Black spear created from the horn of the fallen angel. It can pierce the skin of the Sacred Demon."

PWR: +74  
VIRT RES: +5  
BANE RES: +5  
MOVE: +0.0  
SELL: Can't Sell  
GET: Clear Charadrius [Path A/B]

-----  
Osric's Spear  
-----

"Two-handed piercing WPN (Water). King Zamora's ice spear."

PWR: +66  
MOVE: -0.6  
SELL: 810 G  
GET: Clear battle at Ostorea South [Path A/B]

-----  
Pike  
-----

"Two-handed weapon. Piercing. Metal spear with high attack power despite its slenderness."

PWR: +42

MOVE: -0.4  
SELL: 380 G  
GET: All shops stock after Urodela [760 G]

-----  
Trident  
-----

"Two-handed weapon. Spear with 3-pronged tip. Piercing."

AGI: +3  
PWR: +55  
MOVE: -0.3  
SELL: 550 G  
GET: Aerial's initial equip  
: Valkyrie in Belleza [Path A/B]  
: All shops stock after Sotavento

-----  
Zephyrus  
-----

"Two-handed piercing WPN (Wind). Spear of Zephyrus, god of the West Wind, which never misses. 1 of 4 Relics of the Wind."

PWR: +70  
ERTH RES: +5  
MOVE: -0.6  
SELL: 1560 G  
GET: Scene in Rana after meeting with Berevra at Aquila [Path A/B]

-----  
Volcaetus  
-----

"Two-handed piercing WPN (Fire). Spear retrieved from the once active volcano, Mt. Aquila."

PWR: +64  
WATER RES: +5  
SELL: 810  
GET: Buried treasure at Aquila  
: Can be won through Quest Mode

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04) Staves & Wands

[EG04]

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-----  
Dowsing Rod  
-----

"One-handed weapon. It senses the number of hidden treasures on the stage and deals corresponding damage."

PWR: +0  
MOVE: +0.0  
SELL: 50 G  
GET: Can be won through Quest Mode

-----  
Earth Wand  
-----

"One-handed weapon (Earth). Staff that draws on the spiritual power of the Earth.

INT: +18  
PWR: +26  
WIND RES: +5  
EFFECT: Crag Crush (fixed chance of breaking)  
SELL: 600 G  
GET: Witch in Naja [Path A/B]  
      Can be won in Quest Mode

-----  
Fire Wand  
-----

"One-handed weapon (Fire). Magical staff that Firebird, the spirit of fire, is sealed in."

INT: +17  
PWR: +26  
WATR RES: +5  
EFFECT: Firestorm (fixed chance of breaking)  
MOVE: -0.1  
SELL: 600 G  
GET: Euphaire's initial weapon  
      : Can be won in Quest Mode

-----  
Ice Wand  
-----

"One-handed weapon (Water). Magic staff that Ice King Horribus is sealed in."

INT: +20  
PWR: +20  
FIRE RES: +5  
EFFECT: Ice Field (fixed chance of breaking)  
MOVE: -0.1  
SELL: 600 G  
GET: Elrik's initial weapon  
      : Witch in Naja [Path A/B]  
      : Can be won in Quest Mode

-----  
Kerykeion  
-----

"One-handed weapon (Bane). Staff of the god Hermes, decorated with entwined serpents."

INT: +28  
PWR: +32  
VIRT RES: +4  
EFFECT: Dark Quest  
SELL: 600 G

GET: Can be won through Quest Mode

-----  
Ripple's Staff  
-----

"One-handed weapon (Virtue). Staff of the witch Ripple, harvesting the power of the stars.

INT: +30

PWR: +28

BANE RES: +5

EFFECT: Shining (fixed chance of breaking)

SELL: 600 G

GET: Initially equipped to Glycinia [if invited at Haena]

-----  
Scipplay's Staff  
-----

"One-handed weapon. Staff made from the wood of the Scipplay Cypress."

INT: +10

PWR: +20

MOVE: +0.0

SELL: 135 G

GET: All shops stock from game's beginning

-----  
Sugar Cane  
-----

"One-handed weapon. Sweet candy cane, decorated with red and white food coloring, that tickles the minds and tastebuds of small children. Be careful not to gain too much weight!"

PWR: +16

MOVE: +0.0

SELL: 1100 G

GET: Clear Harmonia [Path A/B]

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05) Hammers & Flails

[EG05]

-----  
Euros  
-----

"Two-handed weapon (Wind). Hammer with the power of Euros, god of the East Wind. 1 of 4 Relics of Wind."

PWR: +62

ERTH RES: +5

MOVE: -0.5

SELL: 1560 G

GET: Daemon at Charadrius [Path B]

-----  
Flame Flail

-----  
"Two-handed chain flail. Emits heat/light."

PWR: +60  
WATR RES: +5  
GET: Priest at Charadrius [Path A; Invite]  
: Can be won through Quest Mode

-----  
Halt Hammer  
-----

"One-handed weapon. Stone-crushing hammer."

PWR: +40  
MOVE: -0.2  
SELL: 360  
GET: All shops stock it after Urodela.

-----  
Hammer of Tears  
-----

"Two-handed weapon (Water). Stunning hammer formed from a tear of Basque, god of the sea."

PWR: +62  
FIRE RES: +5  
MOVE: -0.5  
SELL: 1425 G  
GET: Can be won through Quest Mode

-----  
Mystic Hammer  
-----

"Two-handed weapon (Virtue). Sacred hammer with the 10 commandments of Filarhh, the sun god, inscribed upon it."

PWR: +62  
BANE RES: +5  
SELL: ????  
GET: Gameshark Only?

-----  
Sanscion  
-----

"Two-handed hammer (Earth). Used by Galf, overlord of the Netherworld."

PWR: +76  
EFFECT: Confusion  
SELL: ????  
GET: Prize in Vs. Mode

-----  
Chocolate Shield  
-----

"One-handed shield made from sugar and cocoa beans. Careful,  
those of you with a sweet tooth!"

SPLL DEF: +5  
PHYS DEF: +10  
PHYS RES: +15  
SELL: 1100 G  
GET: Pumpkinhead's Shop in Scabellum [2200 G]

-----  
Dark Shield  
-----

"One-handed shield stained with the blood of fallen foes (Bane).

SPLL DEF: +15  
PHYS DEF: +20  
PHYS RES: +25  
VIRT RES: +20  
MOVE: -0.7  
SELL: 1250  
GET: Prize in Vs. Mode

-----  
Dragon Shield  
-----

"One-handed shield of layered dragon scales. DEF up VS dragons. When  
equipped, user is transformed into a dragon."

SPLL DEF: +5  
PHYS RES: +20  
PHYS DEF: +20  
MOVE: -0.5  
SELL: 1250 G  
GET: Buried treasure at Scabellum  
: Knight at Ostorea Throne Room  
: Can be won through Quest Mode

-----  
Earth Shield  
-----

"One-handed shield of Dryad, the forest nymph (Earth)."

SPLL DEF: +10  
PHYS DEF: +20  
PHYS RES: +25  
WIND RES: +20  
MOVE: -0.6  
SELL: 1250 G  
GET: Knight in Naja [Path A/B]  
: Angel Knight in Ostorea Crypt [Path A]  
: Can be won through Quest Mode

-----

Flame Shield

-----

"One-handed shield forged by the fire djinn, Efreet (Fire)."

SPLL DEF: +10

PHYS DEF: +20

PHYS RES: +25

WATR RES: +20

MOVE: -0.6

SELL: 1250 G

GET: Duke Knight at Charadrius [Path A]

: Angel Knight at Garden of Memories [Path A/B; Invite]

: Can be won through Quest Mode

-----

Ice Shield

-----

"One-handed shield of the frost giant, Firbolg (Water)."

SPLL DEF: +10

PHYS DEF: +20

PHYS RES: +25

FIRE RES: +20

MOVE: -0.6

SELL: 1250 G

GET: Hawkman at Arena [Path B]

: Duke Knight at Haena [Path B]

: Can be won through Quest Mode

-----

Saint's Shield

-----

"One-handed shield protected by Oberon (Virtue). 1 of 4 Divine Armaments."

SPLL DEF: +15

PHYS DEF: +20

PHYS RES: +25

BANE RES: +20

MOVE: +0.0

SELL: 1250 G

GET: Duke Knight at Ostorea West

: Can be won in Quest Mode

-----

Thunder Shield

-----

"One-handed shield of the thunder beast, Nue (Wind)."

SPLL DEF: +10

PHYS DEF: +20

PHYS RES: +25

ERTH RES: +20

SELL: 1250 G

GET: Hawkman in Aquila [Path A/B]

: Can be won in Quest Mode

-----  
Tower Shield  
-----

"One-handed rectangular shield. High defensive power, but slows movement."

SPLL DEF: +5  
PHYS RES: +10  
PHYS DEF: +15  
MOVE: -0.1  
SELL: 325 G  
GET: All shops stock from game's beginning [650 G]

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07) Katanas & Axes [EG07]

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-----  
Bloody Cleaver  
-----

"Two-handed weapon (Bane). Huge butcher's knife."

PWR: +72  
VIRT RES: +5  
EFFECT: Life Force  
MOVE: +0.0  
SELL: 1125 G  
GET: Clear Ostorea Crypt [Path A]  
      : Clear Charadrius [Path B]  
      : Prize in Vs. Mode

-----  
Boreas  
-----

"Two-handed weapon (Wind). Deadly axe with the power of Boreas, god of the North Wind. 1 of 4 Relics of the Wind."

PWR: +70  
ERTH RES: +5  
SELL: 1560 G  
GET: Daemon in Harmonia [Path A/B]

-----  
Earth Dragon Axe  
-----

"Two-handed weapon (Earth). Wide blade used for decapitation. Attack Power up VS dragons."

PWR: +68  
WIND RES: +5  
SELL: 1125 G  
GET: Clear Rebanada [Path A/B, 2nd Battle]  
      : Can be won in Quest Mode

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Francisca

-----

"One-handed weapon. Power 40. Small, light axe."

PWR: +40

SELL: 230

MOVE: -0.3

SELL: 230 G

GET: Clear Lutra Islands [1st battle in game]

: All shops stock after clearing Formido

-----

Frozen Axe

-----

"Two-handed weapon (Water). Shining silver axe known as the 'Winter General,'  
useful in the cold."

PWR: +66

FIRE RES: +5

SELL: ????

GET: Prize in Vs. Mode

-----

Kagari-bi

-----

"Two-handed weapon (Fire). Far Eastern Katana that glows with  
searing flames."

AGI: +4

PWR: +52

WATR RES: +5

SELL: 720 G

GET: Equipped to Shiven [Path A]

: Prize in Vs. Mode

-----

Matsukaze

-----

"Two-handed weapon (Wind). Far Eastern katana that produces blades of  
wind."

AGI: +4

PWR: +52

ERTH RES: +5

MOVE: -0.6

SELL: 720 G

GET: Clear Urodela

: Prize in Vs. Mode

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Prox

----

"Two-handed flaming axe (Fire)."

PWR: +64

WATR RES: +5  
MOVE: -0.6  
SELL: 1125 G  
GET: Can be won in Quest Mode

-----  
Yomogi-u  
-----

"Two-handed weapon (Earth). Far Eastern katana that intensifies the user's power."

AGI: +4  
PWR: +52  
WIND RES: +5  
SELL: 720 G  
GET: Ninja at Haena [Path A]  
: Can be won in Quest Mode

-----  
Yu-giri  
-----

"Two-handed weapon (Water). Far Eastern katana that gleams with dew."

AGI: +4  
PWR: +52  
FIRE RES: +5  
MOVE: -0.6  
SELL: 720 G  
GET: Can be won in Quest Mode

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08) Whips & Fans

[EG08]

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-----  
Battle Fan  
-----

"One-handed weapon. Iron-plated fan."

PWR: +44  
SELL: 160 G  
GET: All shops stock after Urodela

-----  
Caldia  
-----

"One-handed weapon (Virtue). Heart-shaped fan used by dancing maidens to worship the goddess of beauty."

AGI: +8  
PWR: +52  
BANE RES: +5  
EFFECT: Charm, Protection from Charm  
MOVE: -0.4  
SELL: 600 G  
GET: Siren at Ostorea South [Path A/B]

: Can be won in Quest Mode

-----  
Beast Whip  
-----

"Two-handed weapon. Beast Handling effect. Whip that allows communication with beasts."

PWR: +52  
Range: 2  
MOVE: -0.4  
SELL: 720 G  
GET: Complete Battle at Vespa [Ch. 2]  
: Can be won in Quest Mode

-----  
Gypsy Queen  
-----

"Caldia that has been tainted with evil (Bane). One-handed."

AGI: +4  
PWR: +52  
VIRT RES: +5  
BANE RES: -2  
EFFECT: Confusion  
SELL: 720  
GET: Cybil's initial weapon [Path A]  
: Prize in Vs. Mode

-----  
Holy Comet  
-----

"Two-handed weapon (Virtue). Sacred whip that emits a brilliant light."

PWR: +62  
Range: 2  
BANE RES: +5  
SELL: 810 G  
GET: Initially equipped to Glycinia [Vespa -- 2nd Time Around]  
: Prize in Vs. Mode

-----  
Leather Whip  
-----

"Two-handed weapon. Leather whip."

PWR: +45  
RANGE: 2  
SELL: 390 G  
GET: All shops stock after Urodela

-----  
Rapture Rose  
-----

"Two-handed weapon (Bane). Thorn whip made from rose vines."

PWR: +66

RANGE: 2

EFFECT: Charm

VIRT RES: +5

SELL: 810 G

GET: Gorgon at Rebanada [Path A/B, 2nd Battle; Invite]

: Can be won in Quest Mode

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09) Helms

[EG09]

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-----  
Bandanna  
-----

"Cloth headwrap."

INT: +5

PHYS RES: +1

SPLL DEF: +2

PHYS DEF: +3

MOVE: +0.0

SELL: 110 G

GET: All shops stock from the game's beginning

-----  
Candy Helm  
-----

"Sweet helm of hardened honey. Not for those on a diet!"

SPLL DEF: +2

PHYS RES: +7

PHYS DEF: +21

MOVE: +0.0

SELL: 1100 G

GET: Pumpkinhead's Shop in Scabellum [2200 G]

-----  
Circlet of Wisdom  
-----

"Circlet adorned with a gem of wisdom."

INT: +10

PHYS RES: +5

SPLL DEF: +15

PHYS DEF: +15

MOVE: +0.0

SELL: Can't Sell

GET: Can be given to Alphonse by Eleanor in Chapter 3.

-----  
Dragon Helm  
-----

"Helmet crafted from the skull of a dragon. Repels Dragon Breath and transforms wearer into a dragon."

SPLL DEF: +5  
PHYS RES: +10  
PHYS DEF: +30  
MOVE: +0.0  
SELL: 720 G  
GET: Knight at Ostorea Throne Room [Path A/B]  
: Prize in Vs. Mode

-----  
Freude Helm  
-----

"Sacred helm of Filarhh. Repels darkness (Virtue). 1 of 4 Divine Armaments."

SPLL DEF: +10  
PHYS RES: +10  
PHYS DEF: +30  
BANE RES: +10  
MOVE: -0.3  
SELL: 720 G  
GET: Duke Knight at Charadrius [Path A]  
: Can be won in Quest Mode

-----  
Goblin Helm  
-----

"Helmet worn by a legendary sword master who defeated 100 foes. (Bane)"

AGI: +4  
STR: +20  
PHYS RES: +7  
PHYS DEF: +21  
VIRT RES: +5  
MOVE: +0.0  
SELL: 720 G  
GET: Clear Rebanada [Path A/B, 1st Battle]  
: Prize in Vs. Mode

-----  
Holy Crown  
-----

"Blessed crown used by priests. (Virtue)"

INT: +5  
PHYS RES: +7  
PHYS DEF: +21  
SPLL DEF: +10  
BANE RES: +5  
MOVE: -0.2  
SELL: 720 G  
GET: Can be won in Quest Mode

-----  
Iron Helm  
-----

"Iron helmet that leaves portions of the head unprotected."

SPLL DEF: +2  
PHYS RES: +10  
PHYS DEF: +30  
SELL: 400 G  
GET: All shops stock after clearing Sotavento

-----  
Leather Hat  
-----

"Common tanned leather hat."

SPLL DEF: +2  
PHYS RES: +2  
PHYS DEF: +6  
MOVE: +0.0  
SELL: 90 G  
GET: All shops stock from beginning of game

-----  
Plumed Headband  
-----

"Lucky plumed headband."

AGI: +5  
PHYS RES: +2  
SPLL DEF: +5  
PHYS DEF: +6  
BANE RES: +4  
MOVE: -0.1  
SELL: 240 G  
GET: All shops stock after clearing Formido

-----  
Pointy Hat  
-----

"Wide-brimmed, conical hat."

INT: +5  
PHYS RES: +2  
PHYS DEF: +6  
SPLL DEF: +10  
MOVE: +0.0  
SELL: 720 G  
GET: Witch in Belleza [Path A/B]  
: Witch at Naja [Path A/B; Invite]  
: Witch at Sotavento [Path A/B; Invite]  
: Priest at Ostorea South [Path A/B; Invite]  
: Can be won in Quest Mode

-----  
Sherwood Hat  
-----

"Hat adorned with a branch from Sherwood Forest. 1 of 4 Enchanted

Hunting Wares. Improves attentiveness."

AGI: +5

PHYS RES: +2

SPLL DEF: +5

PHYS DEF: +6

MOVE: -0.1

SELL: 720 G

GET: Archer at Solea [Path A/B]

: Prize in Vs. Mode

---

---

10) Armor

[EG10]

---

---

-----  
Brigandine  
-----

"Armor made of leather and plate, but lighter than plate."

AGI: +5

SPLL DEF: +10

PHYS RES: +10

PHYS DEF: +30

MOVE: -0.5

SELL: 1600 G

GET: Warlock at Garden of Memories [Path A/B; Invite]

: Can be won in Quest Mode

-----  
Candy Armor  
-----

"Delectable armor made from hardened sugar. Don't be tempted by its sweet pleasures!"

PHYS RES: +10

SELL: 1100 G

GET: Pumpkinhead's Shop in Scabellum [2200 G]

-----  
Chain Mail  
-----

"Armor made of woven chain links and reinforced with iron plates."

SPLL DEF: +5

PHYS RES: +6

PHYS DEF: +18

MOVE: -0.2

SELL: 550 G

GET: All shops stock after clearing Urodela

-----  
Cloak of Authority  
-----

"Cloak designed to resist the effects of the elements."

PHYS RES: +5  
PHYS DEF: +15  
SPLL DEF: +30  
WIND RES: +5  
FIRE RES: +5  
ERTH RES: +5  
WATR RES: +5  
MOVE: -0.1  
SELL: 1230 G  
GET: Siren at Ostorea South [Path A/B]  
: Siren at Ostorea South [Path A/B; Invite]

-----  
Cloak of Oath  
-----

"Cloak given to those ordained as saints (Virtue)."

INT: +10  
PHYS RES: +5  
PHYS DEF: +15  
SPLL DEF: +20  
VIRT RES: -5  
BANE RES: +10  
MOVE: -0.1  
SELL: 1230 G  
GET: Lobelia's initial armor  
: Prize in Vs. Mode

-----  
Cursed Garment  
-----

"Cursed clothing tailored by disciples of darkness (Bane)."

PHYS RES: +6  
SPLL DEF: +10  
PHYS DEF: +18  
VIRT RES: +10  
SELL: ????  
GET: Prize in Vs. Mode

-----  
Dragon Armor  
-----

"Dragonscale armor resistant to Dragon Breath. Transforms user into a dragon."

SPLL DEF: +5  
PHYS RES: +10  
PHYS DEF: +30  
MOVE: +0.0  
SELL: 1600 G  
GET: Dragoon at Haena [Path B]  
: Prize in Vs. Mode

-----  
Earth Garb  
-----



"Robe with the power of the earth (Earth)."

INT: +5  
PHYS RES: +5  
PHYS DEF: +15  
SPLL DEF: +20  
WIND RES: +10  
MOVE: -0.1  
SELL: 1230 G  
GET: Witch in Sotavento [Path A/B]  
: Can be won in Quest Mode

-----  
Earth Leather  
-----

"Enchanted hard leather bearing the emblem of earth (Earth)."

PHYS RES: +6  
PHYS DEF: +18  
SPLL DEF: +10  
WIND RES: +10  
MOVE: -0.1  
SELL: 720 G  
GET: Hawkman at Rebanada [Path A/B, 2nd Battle]  
: Can be won in Quest Mode

-----  
Flame Leather  
-----

"Enchanted hard leather armor bearing the mark of fire (Fire)."

PHYS RES: +6  
PHYS DEF: +18  
SPLL DEF: +10  
WATR RES: +10  
MOVE: -0.1  
SELL: 720 G  
GET: Archer in Haena [Path A]  
: Swordmaster at Hall of Corruption [Path A/B; Invite]  
: Angel Knight at Garden of Memories [Path A/B; Invite]  
: Can be won in Quest Mode

-----  
Fire Garb  
-----

"Robe which was found buried in volcanic ash (Fire)."

INT: +5  
PHYS RES: +5  
PHYS DEF: +15  
SPLL DEF: +20  
WATR RES: +10  
MOVE: -0.1  
SELL: 1230 G  
GET: Warlock at Ostorea West [Path A/B; Invite]  
: Can be won in Quest Mode

-----  
Fur Coat  
-----

"Expensive coat made from animal pelts."

INT: +5  
SPELL DEF: +5  
PHYS RES: +5  
PHYS DEF: +15  
MOVE: -0.2  
SELL: 2400 G  
GET: Pumpkinhead's Shop in Scabellum [4800 G]

-----  
Grincer Coat  
-----

"Camouflage cloak dyed in the colors of the forest. 1 of 4 Enchanted Hunting Wares. DEF up VS beasts."

SPELL DEF: +5  
PHYS RES: +6  
PHYS DEF: +18  
ERTH RES: +2  
MOVE: -0.2  
SELL: 1600 G  
GET: Archer at Ostorea West [Path A/B]  
: Can be won in Quest Mode

-----  
Hard Leather  
-----

"Animal hide."

PHYS DEF: +9  
PHYS RES: +3  
SPELL DEF: +5  
MOVE: -0.1  
SELL: 270 G  
GET: All shops stock from game's beginning

-----  
Heavy Armor  
-----

"Heavy plate armor reinforced with additional plates."

PHYS DEF: +39  
SPELL DEF: +10  
MOVE: -0.5  
SELL: 1100 G  
GET: Duke Knight at Haena [Path B]  
: Knight at Ostorea Crypt [Path A/B; Invite]  
: Knight at Ostorea Crypt [Path A/B; Invite]

-----  
Ice Chain

-----  
"Enchanted chain mail that uses the strength of ice (Water)."

PHYS RES: +6  
PHYS DEF: +18  
SPLL DEF: +10  
FIRE RES: +10  
MOVE: -0.2  
SELL: 720 G  
GET: Gorgon at Hall of Corruption [Path A/B; Invite]  
: Angel Knight at Hall of Conviction [Path A/B; Invite]  
: Angel Knight at Hall of Conviction [Path A/B; Invite]  
: Glycinia's initial armor [If you get her at Vespa, 1st time 'round]  
: Elrik's initial armor  
: Can be won in Quest Mode

-----  
Leviathan Mail  
-----

"Armor modeled after Leviathan, an enormous creature of the Oberro Sea (Water)."

PHYS DEF: +39  
SPLL DEF: +15  
PHYS RES: +13  
FIRE RES: +15  
MOVE: +0.0  
SELL: 1230 G  
GET: Buried treasure at Ostorea South [Path A/B]  
: Daemon at Charadrius [Path B]  
: Can be won in Quest Mode

-----  
Nathalork Mail  
-----

"Armor fashioned from the hide of the ferocious Nathalork (Earth)."

PHYS DEF: +39  
SPLL DEF: +15  
PHYS RES: +13  
WIND RES: +15  
MOVE: +0.0  
SELL: 1230  
GET: Angel Knight at Charadrius [Path B]  
: Can be won in Quest Mode

-----  
Peregrine Mail  
-----

"Armor made of the feathers of the eagle Hraesvelg (Wind)."

PHYS DEF: +39  
SPLL DEF: +15  
PHYS RES: +13  
ERTH RES: +15  
MOVE: -0.4

SELL: 1230 G

GET: Can be won in Quest Mode

-----  
Phoenix Mail  
-----

"Armor hewn from the legendary Phoenix (Fire)."

PHYS DEF: +39

SPLL DEF: +15

PHYS RES: +13

WATR RES: +15

MOVE: +0.0

SELL: 1230 G

GET: Buried treasure at Ostorea West [Path A/B]  
: Can be won in Quest Mode

-----  
Plate Mail  
-----

"Upper-body armor composed of iron plates."

SPLL DEF: +10

PHYS RES: +10

PHYS DEF: +30

MOVE: +0.0

SELL: 980 G

GET: All shops stock after clearing Ostorea

-----  
Pure-White Dress  
-----

"White dress worn only by noble, purehearted women (Virtue). Its godliness repels impurity."

INT: +15

PHYS RES: +5

PHYS DEF: +15

SPLL DEF: +25

VIRT RES: +5

BANE RES: +10

MOVE: +0.0

SELL: 1230 G

GET: Can be won in Quest Mode

----  
Robe  
----

"Light robe. Not very durable."

PHYS DEF: +3

PHYS RES: +1

SPELL DEF: +10

MOVE: +0.0

SELL: 270 G

GET: All shops stock from game's beginning

-----  
Robe of Abyss  
-----

"Robe of vast darkness (Bane)."

INT: +10  
PHYS RES: +5  
PHYS DEF: +15  
SPLL DEF: +20  
VIRT RES: +10  
BANE RES: -5  
MOVE: -0.1  
SELL: 1230 G  
GET: Cybil's initial armor [Path A]  
: Can be won in Quest Mode

-----  
Robe of the Wise  
-----

"Cloak that enhances spell PWR with its interwoven crystals."

INT: +5  
PHYS RES: +6  
PHYS DEF: +18  
SPLL DEF: +25  
MOVE: -0.1  
SELL: 1230 G  
GET: Complete battle at Arena [Path A]  
: Priest at Sotavento [Path A/B; Invite]  
: Priest at Ostorea South [Path A/B; Invite]  
: Wizard at Ostorea Throne Room [Path A/B; Invite]  
: Euphaire's initial armor

-----  
Rune Plate  
-----

"Blessed, full-body armor with runic inscriptions (Virtue)."

PHYS RES: +13  
SPLL DEF: +15  
PHYS DEF: +39  
BANE RES: +15  
MOVE: ????  
SELL: ????  
GET: Prize in Vs. Mode

-----  
Saint's Garb  
-----

"Blessed clothing tailored by disciples of light (Virtue)."

PHYS RES: +6  
SPLL DEF: +10  
PHYS DEF: +18  
BANE RES: +10

MOVE: +0.0  
SELL: 720 G  
GET: Rictor's initial armor

-----  
Southern Cross  
-----

"Lucky armor with the emblem of the Southern Cross, rumored to have been worn by the gods. 1 of 4 Divine Armaments. (Virtue)"

PHYS RES: +10  
PHYS DEF: +30  
SPLL DEF: +30  
BANE RES: +15  
MOVE: +0.0  
SELL: 1600 G  
GET: Can be won in Quest Mode

-----  
Spell Robe  
-----

"Heavy cloak woven with metal fibers. Enhances spell PWR."

INT: +5  
PHYS RES: +4  
PHYS DEF: +12  
SPLL DEF: +15  
MOVE: +0.0  
SELL: 1230 G  
GET: Witch in Belleza [Path A/B]  
: All shops stock after clearing Solea

-----  
Thunder Chain  
-----

"Enchanted chain mail with the power of lightning (Wind)."

PHYS RES: +6  
SPLL DEF: +10  
PHYS DEF: +18  
ERTH RES: +10  
MOVE: +0.0  
SELL: 720 G  
GET: Aerial's initial armor  
: Ninja in Haena [Path A]  
: Warlock at Garden of Memories [Path A/B; Invite]  
: Angel Knight at Garden of Memories [Path A/B; Invite]  
: Can be won in Quest Mode

-----  
Water Garb  
-----

"Garment worn by priests of Titania, queen of the faeries. Protected by the spirit of water (Water)."

INT: +5

PHYS RES: +5  
PHYS DEF: +15  
SPLL DEF: +20  
FIRE RES: +10  
MOVE: -0.1  
SELL: 1230 G  
GET: Witch in Naja [Path A/B]  
      : Wizard in Ostorea Throne Room [Path A/B]  
      : Can be won in Quest Mode

-----  
Wind Garb  
-----

"Replica of the robe worn by Skyfarer, as depicted in an ancient relief (Wind)"

INT: +5  
PHYS RES : +5  
EARTH RES: +10  
PHYS DEF : +15  
SPLL DEF : +20  
GET: Can be won in Quest Mode

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11) Accessories

[EG11]

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-----  
Amulet  
-----

"Necklace known as the 'Eye of the Basilisk'. Prevents petrification."

INT: +7  
SPELL DEF: +20  
MOVE: +0.0  
SELL: 720 G  
GET: Initially equipped to Aerial  
      : Initially equipped to Euphaire  
      : Initially equipped to Elrik  
      : Initially equipped to Saia  
      : Initially equipped on Lobelia  
      : Dragon Tamer at Charadrius [Path A]  
      : Warlock at Garden of Memories [Path A/B]

-----  
Armllet of Agility  
-----

"Bracelet that grants heroic speed."

AGI: +10  
SPELL DEF: +10  
MOVE: +0.0  
SELL: 1400 G  
GET: Bandit in Arema [Path A]  
      All shops stock after clearing Solea

-----  
Armllet of Wisdom

-----  
"Bracelet that enlightens its wearer."

INT: +15  
SPELL DEF: +10  
MOVE: +0.0  
SELL: 1400 G  
GET: Bandit at Arena [Path A]  
: All shops stock after clearing Solea  
: Knight at Naja [Path A/B; Invite]  
: Vrtra at Charadrius [Path B; Invite]  
: Swordmaster at Hall of Corruption [Path A/B; Invite]  
: Angel Knight at Hall of Conviction [Path A/B; Invite]

-----  
Cassowary Feather  
-----

"Feather of extinct Cassowary. Beast Handling effect."

SPLL DEF: +10  
SELL: 720 G  
GET: Initially equipped to Glycinia [at Bison -- Path A]  
: Initially equipped to Glycinia [at Sufrir -- Path B]  
: Initially equipped to Glycinia [at Vespa -- 2nd time around]  
: Fairy in Arena [Path A]  
: Prize in Vs. Mode

-----  
Dark Ring  
-----

"Ring confining a fairy who fell victim to evil temptation (Bane)."

INT: +8  
SPLL DEF: +10  
VIRT RES: +5  
EFFECT: Dark Quest (fixed chance of breaking)  
SELL: ????  
GET: Prize in Vs. Mode

-----  
Dragon Eyes  
-----

"Gem ring resembling dragon eyes. Prevents abnormal statuses. Wearer transforms into a dragon."

INT: +8  
SPELL DEF: +15  
MOVE: +0.0  
SELL: 1800 G  
GET: Dragon in Bison [Path A]  
: Dragon in Solea  
: Dragon in Haena [Path B]

-----  
Dragon Gem  
-----



"Orb created by the ancient Drakonites. Used to communicate with dragons. Dragon Handling effect."

SPELL DEF: +10  
MOVE: +0.0  
SELL: 720 G  
GET: Initially equipped to Glycinia [at Vespa]  
: Initially equipped to Glycinia [at Haena]  
: Initially equipped to Glycinia [at Lutra]  
: Archer at Solea [Path A/B; Invite]  
: Archer at Solea [Path A/B; Invite]  
: Mushus at Charadrius [Path A]

-----  
Earth Ring  
-----

"Earth crystal ring (Earth)."

STR: +4  
INT: +4  
SPELL DEF: +10  
WIND RES: +5  
EFFECT: Crag Crush (fixed chance of breaking)  
MOVE: +0.0  
SELL: 400 G  
GET: Wizard at Charadrius [Path B]  
: Can be won in Quest Mode

-----  
Firecrest  
-----

"Red gem confining the soul of the Divine Dragon. A sacred treasure."

PHYS DEF: +90  
SPLL DEF: +15  
PHYS RES: +30  
WIND RES: +30  
FIRE RES: +30  
ERTH RES: +30  
WATR RES: +30  
VIRT RES: +30  
BANE RES: +30  
MOVE: +0.0  
SELL: 16000 G  
GET: Pumpkinhead's Shop in Scabellum, after selling 5 Glass Pumpkins: [32000 G]

-----  
Firedrake Ring  
-----

"Fire crystal ring. (Fire)"

SPLL DEF: +10  
STR: +4  
INT: +4  
WATR RES: +5  
EFFECT: Firestorm (fixed chance of breaking)

GET: Quest Mode

-----  
Forest Boots  
-----

"Silent walking boots. 1 of 4 Enchanted Hunting Wares."

AGI: +4

SPLL DEF: +2

PHYS RES: +3

PHYS DEF: +9

MOVE: -0.1

SELL: 425 G

GET: Archer in Haena [Path A]

: Prize in Vs. Mode

-----  
Glass Pumpkin  
-----

"The witch Deneb's lucky magic pumpkin. Rumor has it that one shop in particular will buy it for a good price, and..."

PHYS RES: +5

WIND RES: +5

FIRE RES: +5

PHYS DEF: +15

SPLL DEF: +15

ERTH RES: +5

WATR RES: +5

VIRT RES: +5

BANE RES: +5

MOVE: -0.7

SELL: 2000 G [Pumpkinhead's Shop Only]

GET: Initially equipped to Glycinia

: Buried Treasure in Lutra

: Buried Treasure in Vespa

: Buried Treasure in Gryllus

: Gremlin at Gracula [Path A/B; Only if Glycinia hasn't been recruited]

: Can be won in Quest Mode

-----  
Greasy Boots  
-----

"Boots known as 'black beetle feet'. Enables water walking."

AGI: +3

SPLL DEF: +2

PHYS RES: +3

PHYS DEF: +9

MOVE: -0.1

SELL: 425 G

GET: All shops stock after clearing Urodela

-----  
Necklace of Resist  
-----

"Far Eastern pearl necklace said to resist spell effects. (Virtue)"

INT: +10

BANE RES: +5

MOVE: +0.0

SELL: 40 G

GET: Ninja in Urodela [Path A/B]

: Dragon Zombie at Rebanada [Path A/B, 1st Battle; Invite]

: Dragon Zombie at Angel's Headstone [Path A/B; Invite]

-----  
Pearl Necklace  
-----

"Rare lavender pearl necklace that gleams softly (Water). Prevents abnormal statuses."

SPELL DEF: +20

FIRE RES: +10

MOVE: +0.0

SELL: Can't Sell

GET: Eleanor's initial equip; after Sotavento, it's given to Alphonse.

-----  
Ring of Flight  
-----

"Ring crafted from the wings of a Chimera. Enables wearer to fly."

INT: +3

AGI: +4

SPLL DEF: +5

MOVE: +0.0

SELL: 1400 G

GET: Can be won in Quest Mode

-----  
Ring of Flotation  
-----

"Ring crafted by priests of the Basque Sect which enables wearer to walk on water.

INT: +3

AGI: +4

SPLL DEF: +5

SELL: 1400 G

GET: Hawkman at Rebanada [Path A/B, 2nd Battle]

: Can be won in Quest Mode

-----  
Ring of the Dead  
-----

"Ring granting immortality (Bane)."

INT: +8

SPLL DEF: +10

SELL: 40 G

GET: Buried Treasure in Ostorea Crypt

: Rebanada: Pick Option B when Saia asks why you fight [he isn't invited]  
: Daemon in Harmonia [Path A/B]

-----  
Sacred Ring  
-----

"Healing ring blessed by the Archangel Eustus (Virtue). Healing effect."

INT: +8  
SPELL DEF: +10  
BANE RES: +5  
EFFECT: Healing (fixed chance of breaking)  
MOVE: +0.0  
SELL: 400 G  
GET: Warlock at Ostorea West [Path A/B]

-----  
Sacred Stone of Bliss  
-----

"Expendable. Sacred gem that retrieves the wearer's soul upon death (Virtue). Recover full HP."

PHYS DEF: +5  
MOVE: +0.0  
SELL: 3200 G  
GET: Pumpkinhead's Shop in Scabellum [6400 G]  
: Can be won in Quest Mode

-----  
Sacrificial Doll  
-----

"Expendable that can be equipped to prevent Instant Death."

SELL: 600 G  
GET: Pumpkinhead's Shop in Scabellum [1200 G]  
: x4 Gremlin at Gracula [Path A/B; Only if Glycinia isn't invited]  
: Can be won in Quest Mode

-----  
Snow Boots  
-----

"Leather-soled boots that prevent slipping on ice."

AGI: +9  
SPLL DEF: +2  
PHYS RES: +3  
PHYS DEF: +9  
SELL: 425 G  
GET: All shops stock after clearing Ostorea  
: Initially equipped to Lobelia  
: Dragon Tamer at Charadrius [Path A; Invite]  
: Priest at Charadrius [Path A; Invite]  
: Priest at Charadrius [Path A; Invite]

-----  
Warp Ring

-----  
"Ring made by mischievous fairies that enables movement between dimensions."

INT: +3  
AGI: +4  
MOVE: +0.0  
SELL: 1400 G  
GET: Duke Knight at Ostorea Throne [Path A/B]  
: Knight at Ostorea Crypt [Path A]  
: Can be given to Alphonse from Eleanor in Chapter 3 [Solea]  
: Can be won in Quest Mode

-----  
Warp Shoes  
-----

"Shoes crafted by mischievous fairies. Allow movement between dimensions."

AGI: +4  
SPELL DEF: +2  
PHYS RES: +3  
PHYS DEF: +9  
MOVE: +0.0  
SELL: 425 G  
GET: Ninja in Belleza  
: Can be won in Quest Mode

-----  
Water Ring  
-----

"Water crystal ring (Water)."

INT: +4  
AGI: +4  
SPELL DEF: +10  
FIRE RES: +5  
EFFECT: Ice Field (fixed chance of breaking)  
MOVE: +0.0  
SELL: 400 G  
GET: Clear battle at Arena [Path B]  
: Witch at Charadrius [Path B; Invite]  
: Can be won in Quest Mode

-----  
Wind Ring  
-----

"Wind crystal ring (Wind)."

INT: +4  
AGI: +4  
SPELL DEF: +10  
ERTH RES: +5  
EFFECT: Thunder Flare (fixed chance of breaking)  
SELL: 400 G  
GET: Giant at Charadrius [Path B]

: Can be won in Quest Mode

-----  
Winged Shoes  
-----

"Shoes made with the wings of a Chimera. Enables wearer to fly."

AGI: +4

PHYS DEF: +9

SPLL DEF: +2

PHYS RES: +3

EFFECT: User 'flies' in movement range, making obstacles ineffective.

MOVE: -0.1

SELL: 425 G

GET: Duke Knight at Haena [Path B]

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12) FAQ

[EG12]

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[Q] - You didn't tell me where I could get \_\_\_\_\_ for free!

[A] - I only did that with the rare drops. For items of no importance, like Short Bows, I didn't give many details because they can all be bought later on.

[Q] - What do you mean, "Gameshark Only?" Aren't you sure?

[A] - Actually, I'm not that sure. All I know is that I've never found them in-game, with Quest Mode included (and I have played Quest Mode more than I've played the plot). I can get the descriptions because some of those are found on enemies, but aren't dropped.

[Q] - "Can be won in Quest Mode" is pretty vague, if you ask me.

[A] - This is just a equipment guide, and I don't know the specifics of how to formulate what drops to get in that mode. That's why you should check out the Quest Mode FAQ instead. =p

[Q] - So how many "Can be won in Quest Mode" items can you win...?

[A] - Although it's randomized, you can win infinite amounts if you stick with it.

[Q] - Some items have similar descriptions. What uses does that imply?

[A] - Items that seem to 'match up', like the Divine Armaments or dragon items, do special things when equipped. If you equip all Divine Armaments, you're impervious to bane attacks; if you put on all dragon items, you'll get a dragon attack matching your element, give support to dragon types, and be impervious to dragon breath attacks; if you put on all of the candy types, you'll regain one-tenth of your HP after each turn (enemy & yours).

[Q] - So then, what about the Enchanted Hunting wares?

[A] - No special additions like the rest, but if you were able to get them all together, they'll give you nice agility bonus. Sadly, they can't all be acquired in natural play, as the boots lie on the A Path and the Sherwood Hat lies on the B Path. The Grincer Coat and Sherwood Bow can both be won in Quest Mode, though. [The boots can be obtained in Vs. Mode however, so people on Path A might be able to complete the set.]

[Q] - Some items have weird effects. What do they do?

[A] - "Shining" is actually the Divine Radiance spell; "Dark Quest" is Fiend's Grip; "Healing" is just a regular Heal spell. The rest don't have special effects.

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13) Thanks To...

[EG13]

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DJDP - Giving me some figures for some gameshark weapons and VS Mode that I wouldn't normally be able to figure out. Thanks!

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14) Help Shotty!

[EG14]

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My notes are all messed up and I only started taking them on different parts of Path A and B, so any information regarding the following would be very much appreciated:

-Earth Javelin info  
-Cursed Garment info  
-Earth Leather info  
-Seraph Plume info

Drop me a line at [shotgunnova\(at\)gmail\(dot\)com](mailto:shotgunnova(at)gmail(dot)com) if you can fill in any stuff.

Note to self: can knights at Ostorea Throne Room be invited for Brigandines, as they carry an iota of story significance?

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15) Updates

[EG15]

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7-14-06 -----> Initial hosting on GameFAQs  
9-01-06 -----> Updated FAQ  
5-15-10 -----> Revamped guide; added in a bunch of missing info

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16) Legality

[EG16]

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