## **Final Fantasy Tactics Item List**

by Vercingetorix

Updated to v1.30 on Apr 13, 2001

<u> </u>	VT	
^*+_^*+_^*+_^*+_^*+_^*+_^*+_ ^*+	^*+_^*+_^*+_^*+_^*+_^*+_^*+_^	_+*^_+*^_+*^_+*^_+*^_+*^ -*^
<del>-</del> '	Fantasy Tactics (US)(PSX) Items I	' '
<del>-</del> '	y ^Vercingetorix^ [vercingetorix@	
^*+	(feel free to contribute anythin	
'_' ^*+	(reer free to contribute anythin	^*+
<del>-</del> '	^*+_^*+_^*+_^*+_^*+_^*+_^*+	
		(c) 2000
mIRC (dalNET): Vincitori		
ICQ: 6932815		
times, so I decided to use the of all the Weapons that I have ways to find the very rare incurrently have. I began this it got lost in one of my 16 to a recent search did I literal Star Ocean FAQ. Well, here in the company of the c	or Final Fantasy Tactics. I have the save game I have at the Deep I we and where I found them. I will tems, so BY ALL MEANS send me any FAQ almost a year ago, but for Zip Discs and I forgot it was the lly stumble upon it while I was lit is, and I hope that it is of sar of the item descriptions is we hat THE GAME ITSELF has these graduates.	Sungeon to write out a List of probably have only a few information that I do not reasons beyond my control, ere. Only by sheer luck, on coking for a back-up of my some use.
^*+_^*+_^*+_^*+_^*+_^*+_	^*+_^*+_^*+_^*+_^*+_^*+_^*+_	*+_^*+_^*+_^*+_^*+_
	^*+_^*+_^*+_^*+_^*+_^*+_^*+_^*+_^	*+_^*+_^*+_^*+_^*+_^*+_^*+
^*+_^*+_^*+_^*+_^*+_^*+_^*+_	^*+_^*+_^*+_^*+_^*+_^*+_^*+_^*+_^	*+_^*+_^*+_^*+_^*+_^*+_^*+
TABLE OF CONTENTS:		
TABLE OF CONTENTS:	O. SPEARS	IV. ACCESSORIES
TABLE OF CONTENTS:  I. WEAPONS and SHIELDS  A. KNIVES	O. SPEARS P. STICKS	IV. ACCESSORIES A. SHOES
IABLE OF CONTENTS:  I. WEAPONS and SHIELDS  A. KNIVES  B. NINJA SWORDS	O. SPEARS P. STICKS Q. WOMEN'S BAGS	IV. ACCESSORIES A. SHOES B. GAUNTLETS
FABLE OF CONTENTS:  I. WEAPONS and SHIELDS  A. KNIVES  B. NINJA SWORDS  C. SWORDS	O. SPEARS P. STICKS Q. WOMEN'S BAGS R. CLOTHS	IV. ACCESSORIES A. SHOES B. GAUNTLETS C. RINGS
FABLE OF CONTENTS:  I. WEAPONS and SHIELDS A. KNIVES B. NINJA SWORDS C. SWORDS D. KNIGHT SWORDS	O. SPEARS P. STICKS Q. WOMEN'S BAGS	IV. ACCESSORIES A. SHOES B. GAUNTLETS C. RINGS D. ARMLETS
FABLE OF CONTENTS:  I. WEAPONS and SHIELDS A. KNIVES B. NINJA SWORDS C. SWORDS D. KNIGHT SWORDS E. KATANAS	O. SPEARS P. STICKS Q. WOMEN'S BAGS R. CLOTHS S. SHIELDS	IV. ACCESSORIES A. SHOES B. GAUNTLETS C. RINGS D. ARMLETS E. MANTLES
IABLE OF CONTENTS:  I. WEAPONS and SHIELDS A. KNIVES B. NINJA SWORDS C. SWORDS D. KNIGHT SWORDS E. KATANAS F. AXES	O. SPEARS P. STICKS Q. WOMEN'S BAGS R. CLOTHS S. SHIELDS	IV. ACCESSORIES A. SHOES B. GAUNTLETS C. RINGS D. ARMLETS E. MANTLES
IABLE OF CONTENTS:  I. WEAPONS and SHIELDS A. KNIVES B. NINJA SWORDS C. SWORDS D. KNIGHT SWORDS E. KATANAS F. AXES G. RODS	O. SPEARS P. STICKS Q. WOMEN'S BAGS R. CLOTHS S. SHIELDS  II. HELMETS A. HELMETS	IV. ACCESSORIES  A. SHOES  B. GAUNTLETS  C. RINGS  D. ARMLETS  E. MANTLES  F. WOMEN'S PERFUMES
IABLE OF CONTENTS:  I. WEAPONS and SHIELDS A. KNIVES B. NINJA SWORDS C. SWORDS D. KNIGHT SWORDS E. KATANAS F. AXES G. RODS H. STAVES	O. SPEARS P. STICKS Q. WOMEN'S BAGS R. CLOTHS S. SHIELDS  II. HELMETS A. HELMETS B. HATS	IV. ACCESSORIES  A. SHOES  B. GAUNTLETS  C. RINGS  D. ARMLETS  E. MANTLES  F. WOMEN'S PERFUMES  V. ITEMS
IABLE OF CONTENTS:  I. WEAPONS and SHIELDS A. KNIVES B. NINJA SWORDS C. SWORDS D. KNIGHT SWORDS E. KATANAS F. AXES G. RODS H. STAVES I. HAMMERS	O. SPEARS P. STICKS Q. WOMEN'S BAGS R. CLOTHS S. SHIELDS  II. HELMETS A. HELMETS	IV. ACCESSORIES  A. SHOES  B. GAUNTLETS  C. RINGS  D. ARMLETS  E. MANTLES  F. WOMEN'S PERFUMES  V. ITEMS  A. NINJA STARS
FABLE OF CONTENTS:  I. WEAPONS and SHIELDS A. KNIVES B. NINJA SWORDS C. SWORDS D. KNIGHT SWORDS E. KATANAS F. AXES G. RODS H. STAVES I. HAMMERS J. GUNS	O. SPEARS P. STICKS Q. WOMEN'S BAGS R. CLOTHS S. SHIELDS  II. HELMETS A. HELMETS B. HATS C. WOMEN'S RIBBON	IV. ACCESSORIES  A. SHOES  B. GAUNTLETS  C. RINGS  D. ARMLETS  E. MANTLES  F. WOMEN'S PERFUMES  V. ITEMS  A. NINJA STARS  B. THROWING BALLS
IABLE OF CONTENTS:  I. WEAPONS and SHIELDS A. KNIVES B. NINJA SWORDS C. SWORDS D. KNIGHT SWORDS E. KATANAS F. AXES G. RODS H. STAVES I. HAMMERS J. GUNS K. CROSS BOWS	O. SPEARS P. STICKS Q. WOMEN'S BAGS R. CLOTHS S. SHIELDS  II. HELMETS A. HELMETS B. HATS C. WOMEN'S RIBBON  III. ARMOR	IV. ACCESSORIES  A. SHOES  B. GAUNTLETS  C. RINGS  D. ARMLETS  E. MANTLES  F. WOMEN'S PERFUMES  V. ITEMS  A. NINJA STARS
IABLE OF CONTENTS:  I. WEAPONS and SHIELDS A. KNIVES B. NINJA SWORDS C. SWORDS D. KNIGHT SWORDS E. KATANAS F. AXES G. RODS H. STAVES I. HAMMERS J. GUNS K. CROSS BOWS L. BOWS	O. SPEARS P. STICKS Q. WOMEN'S BAGS R. CLOTHS S. SHIELDS  II. HELMETS A. HELMETS B. HATS C. WOMEN'S RIBBON  III. ARMOR A. ARMOR	IV. ACCESSORIES  A. SHOES  B. GAUNTLETS  C. RINGS  D. ARMLETS  E. MANTLES  F. WOMEN'S PERFUMES  V. ITEMS  A. NINJA STARS  B. THROWING BALLS  C. RECOVERY ITEMS
IABLE OF CONTENTS:  I. WEAPONS and SHIELDS A. KNIVES B. NINJA SWORDS C. SWORDS D. KNIGHT SWORDS E. KATANAS F. AXES G. RODS H. STAVES I. HAMMERS J. GUNS K. CROSS BOWS	O. SPEARS P. STICKS Q. WOMEN'S BAGS R. CLOTHS S. SHIELDS  II. HELMETS A. HELMETS B. HATS C. WOMEN'S RIBBON  III. ARMOR A. ARMOR B. CLOTHES	IV. ACCESSORIES  A. SHOES  B. GAUNTLETS  C. RINGS  D. ARMLETS  E. MANTLES  F. WOMEN'S PERFUMES  V. ITEMS  A. NINJA STARS  B. THROWING BALLS  C. RECOVERY ITEMS
IABLE OF CONTENTS:  I. WEAPONS and SHIELDS A. KNIVES B. NINJA SWORDS C. SWORDS D. KNIGHT SWORDS E. KATANAS F. AXES G. RODS H. STAVES I. HAMMERS J. GUNS K. CROSS BOWS L. BOWS	O. SPEARS P. STICKS Q. WOMEN'S BAGS R. CLOTHS S. SHIELDS  II. HELMETS A. HELMETS B. HATS C. WOMEN'S RIBBON  III. ARMOR A. ARMOR	IV. ACCESSORIES  A. SHOES  B. GAUNTLETS  C. RINGS  D. ARMLETS  E. MANTLES  F. WOMEN'S PERFUMES  V. ITEMS  A. NINJA STARS  B. THROWING BALLS  C. RECOVERY ITEMS
IABLE OF CONTENTS:  I. WEAPONS and SHIELDS A. KNIVES B. NINJA SWORDS C. SWORDS D. KNIGHT SWORDS E. KATANAS F. AXES G. RODS H. STAVES I. HAMMERS J. GUNS K. CROSS BOWS L. BOWS M. MUSICAL INSTRUMENTS N. DICTIONARIES	O. SPEARS P. STICKS Q. WOMEN'S BAGS R. CLOTHS S. SHIELDS  II. HELMETS A. HELMETS B. HATS C. WOMEN'S RIBBON  III. ARMOR A. ARMOR B. CLOTHES	IV. ACCESSORIES  A. SHOES  B. GAUNTLETS  C. RINGS  D. ARMLETS  E. MANTLES  F. WOMEN'S PERFUMES  V. ITEMS  A. NINJA STARS  B. THROWING BALLS  C. RECOVERY ITEMS  VI. RARE ITEM LOCATION
IABLE OF CONTENTS:  I. WEAPONS and SHIELDS A. KNIVES B. NINJA SWORDS C. SWORDS D. KNIGHT SWORDS E. KATANAS F. AXES G. RODS H. STAVES I. HAMMERS J. GUNS K. CROSS BOWS L. BOWS M. MUSICAL INSTRUMENTS N. DICTIONARIES  (* Contrbutions/Contributors	O. SPEARS P. STICKS Q. WOMEN'S BAGS R. CLOTHS S. SHIELDS  II. HELMETS A. HELMETS B. HATS C. WOMEN'S RIBBON  III. ARMOR A. ARMOR B. CLOTHES C. ROBES	IV. ACCESSORIES  A. SHOES  B. GAUNTLETS  C. RINGS  D. ARMLETS  E. MANTLES  F. WOMEN'S PERFUMES  V. ITEMS  A. NINJA STARS  B. THROWING BALLS  C. RECOVERY ITEMS  VI. RARE ITEM LOCATION
IABLE OF CONTENTS:  I. WEAPONS and SHIELDS A. KNIVES B. NINJA SWORDS C. SWORDS D. KNIGHT SWORDS E. KATANAS F. AXES G. RODS H. STAVES I. HAMMERS J. GUNS K. CROSS BOWS L. BOWS M. MUSICAL INSTRUMENTS N. DICTIONARIES  (* Contrbutions/Contributors	O. SPEARS P. STICKS Q. WOMEN'S BAGS R. CLOTHS S. SHIELDS  II. HELMETS A. HELMETS B. HATS C. WOMEN'S RIBBON  III. ARMOR A. ARMOR B. CLOTHES C. ROBES  , Version Info, and Copyright/Dis	IV. ACCESSORIES  A. SHOES  B. GAUNTLETS  C. RINGS  D. ARMLETS  E. MANTLES  F. WOMEN'S PERFUMES  V. ITEMS  A. NINJA STARS  B. THROWING BALLS  C. RECOVERY ITEMS  VI. RARE ITEM LOCATION
IABLE OF CONTENTS:  I. WEAPONS and SHIELDS A. KNIVES B. NINJA SWORDS C. SWORDS D. KNIGHT SWORDS E. KATANAS F. AXES G. RODS H. STAVES I. HAMMERS J. GUNS K. CROSS BOWS L. BOWS M. MUSICAL INSTRUMENTS N. DICTIONARIES  (* Contrbutions/Contributors	O. SPEARS P. STICKS Q. WOMEN'S BAGS R. CLOTHS S. SHIELDS  II. HELMETS A. HELMETS B. HATS C. WOMEN'S RIBBON  III. ARMOR A. ARMOR B. CLOTHES C. ROBES  , Version Info, and Copyright/Dis	IV. ACCESSORIES  A. SHOES  B. GAUNTLETS  C. RINGS  D. ARMLETS  E. MANTLES  F. WOMEN'S PERFUMES  V. ITEMS  A. NINJA STARS  B. THROWING BALLS  C. RECOVERY ITEMS  VI. RARE ITEM LOCATION  Sclaimer at the bottom)
IABLE OF CONTENTS:  I. WEAPONS and SHIELDS A. KNIVES B. NINJA SWORDS C. SWORDS D. KNIGHT SWORDS E. KATANAS F. AXES G. RODS H. STAVES I. HAMMERS J. GUNS K. CROSS BOWS L. BOWS M. MUSICAL INSTRUMENTS N. DICTIONARIES  (* Contrbutions/Contributors	O. SPEARS P. STICKS Q. WOMEN'S BAGS R. CLOTHS S. SHIELDS  II. HELMETS A. HELMETS B. HATS C. WOMEN'S RIBBON  III. ARMOR A. ARMOR B. CLOTHES C. ROBES  , Version Info, and Copyright/Dis	IV. ACCESSORIES  A. SHOES  B. GAUNTLETS  C. RINGS  D. ARMLETS  E. MANTLES  F. WOMEN'S PERFUMES  V. ITEMS  A. NINJA STARS  B. THROWING BALLS  C. RECOVERY ITEMS  VI. RARE ITEM LOCATION  Sclaimer at the bottom)

```
"Air Knife" -- Knife with a curvy edge. Vacuum made by shape of blade increases power.
 ATTACK POWER: 10
                 EVADE %: 5% 2-swords
                                            Wind elemental
"Assassin Dagger" -- Dagger used to assassinate
 ATTACK POWER: 7
                  EVADE %: 5% 2-swords ADD: Death Sentence
"Blind Knife" -- Knife with chemicals. The chemical has a blinding effect.
 ATTACK POWER: 4 EVADE %: 5% 2-swords ADD: Darkness
"Dagger" -- For self-defense. Although blade is longer than a knife, attack power
isn't very high.
 ATTACK POWER: 3
                  EVADE %: 5% 2-swords
"Mage Masher" -- Knife used to battle sorcerers. Mutes target.
ATTACK POWER: 4 EVADE %: 5% 2-swords ADD: Silence
"Main Gauche" -- Dager for attacking and defending. High % of evading attacks.
 ATTACK POWER: 6 EVADE %: 40% 2-swords
"Myhtril Knife" -- Knife made with mythril, a high quality metal suitable for weapons
                and protectors. Sturdy and easy to handle.
                 EVADE %: 5%
 ATTACK POWER: 4
                                 2-swords
"Orichalcum" -- Knife made with a hard, special metal. Light-weight and sharp.
 ATTACK POWER: 7 EVADE %: 5% 2-swords
"Platina Dagger" -- Knife of mythril and platinum. Has a white, shiny blade.
 ATTACK POWER: 7 EVADE %: 5% 2-swords
"Zorlin Shape" -- Knife made in cutlery capital.
 ATTACK POWER: 12 EVADE %: 10% 2-Swords
                                            ADD: Sleep
                               NINJA SWORDS
                                EQUIPPED BY: Ninja
______
"Hidden Knife" -- A sword for concealment. Shorter than standard sword.
ATTACK POWER: 8 EVADE %: 5% 2-swords
                                            2 hands
"Iga Knife" -- Superb Ninja sword used by a secret group.
                 EVADE %: 10% 2-swords
 ATTACK POWER: 15
"Koga Knife" -- A powerful Ninja sword used by a secret group.
 ATTACK POWER: 12 EVADE %: 15% 2-swords 2 hands
"Ninja Edge" -- A sword used by Ninja. Good for battles as blade's longer than regular
             Ninja sword.
 ATTACK POWER: 12 EVADE %: 5% 2-swords
                                            2 hands
"Ninja Knife" -- Multi-purpose weapon for Ninja. Can be used as a Ninja Sword.
 ATTACK POWER: 9 EVADE %: 5% 2-swords 2 hands
"Short Edge" -- Light-weight sword with a short blade. Easy to carry.
 ATTACK POWER: 10
                  EVADE %: 5% 2-swords
"Spell Edge" -- Sword that seals target's actions.
                  EVADE %: 5% 2-swords
 ATTACK POWER: 13
                                            2 hands
                                                      ADD: Don't Act
```

SWORDS

\_\_\_\_\_\_ " Ancient Sword" -- Sword made by ancient methods. ATTACK POWER: 9 EVADE %: 5% 2-swords 2 hands ADD: Don't Move "Blood Sword" -- Sword with magenta blade. Bloody looking blade symbolizes its gruesome effects. ATTACK POWER: 8 EVADE %: 5% 2-swords 2 hands (\*Recover HP equal to damage with the sword) "Broad Sword" -- Wide blade used for slaying. Cheap oridnary sword. Low attack power. ATTACK POWER: 4 EVADE %: 5% 2-swords 2 hands "Coral Sword" -- Single-edged sword with coral design. ATTACK POWER: 8 EVADE %: 5% 2-swords 2 hands Lightning elemental "Diamond Sword" -- Sword with small diamonds in the blade. Slices enemy up. ATTACK POWER: 10 EVADE %: 5% 2-swords 2 hands "Ice Brand" -- Sword as clear as ice. ATTACK POWER: 13 EVADE %: 10% 2-swords 2 hands Ice elemental MAGIC: Ice 2 "Iron Sword" -- Iron sword. Extremely heavy but with a wide sturdy blade. ATTACK POWER: 6 EVADE %: 5% 2-swords 2 hands "Long Sword" -- Double-edged, sharp and straight. Ordinary sword used for slaying and stabbing. ATTACK POWER: 5 EVADE %: 10% 2-swords 2 hands "Materia Blade" -- Foreigner's Sword. ATTACK POWER: 10 EVADE %: 10% 2-swords 2 hands (\*without this sword, Cloud cannot use his Limit Breaks) "Mythril Sword" -- Mythril Sword, a special type of metal. Extremely light and shiny. ATTACK POWER: 7 EVADE %: 8% 2-swords 2 hands "Nagrarock" -- Ebony sword from the Apocalypse. ATTACK POWER: 1 EVADE %: 50% 2-swords 2 hands "Platinum Sword" -- Shiny sword made of platinum and mythril. The wide edge cuts extremely well. ATTACK POWER: 12 EVADE %: 10% 2-swords 2 hands "Rune Sword" -- Sword with ancient engravings. ATTACK POWER: 14 EVADE %: 15% 2-swords 2 hands AT Magic+2 "Sleep Sword" -- Wide-bladed sword with a jet black design. ATTACK POWER: 9 EVADE %: 5% 2-swords 2 hands ADD: Sleep KNIGHT SWORDS EQUIPPED BY: Knight \_\_\_\_\_\_ "Chaos Blade" -- Holy Knight sword said to be from God. ATTACK POWER: 40 EVADE %: 20% 2-swords 2 hands ALWAYS: Regen ADD: Petrify "Defender" -- Wide steel Knight sword. Rounded tip on the grip has a gem inside. ATTACK POWER: 16 EVADE %: 60% 2-swords 2 hands

"Excalipar" -- ????? (NEEDS CONFIRMATION - haven't heard of it at all)

```
"Ragnarok" -- Knight sword from the Apocalypse.
 ATTACK POWER: 24
                   EVADE %: 20%
                                2-swords
                                             2 hands
                                                        ALWAYS: Shell
"Save the Queen" -- Knight sword given as a symbol of one's loyalty.
 ATTACK POWER: 18 EVADE %: 30% 2-swords
                                           2 hands
                                                        ALWAYS: Protect
 ______
                                  K A T A N A S
                               EOUIPPED BY: Samurai
"Asura Knife" -- Bright white sword.
 ATTACK POWER: 7 EVADE %: 15% 2-swords
"Bizen Boat" -- Hight quality iron sand sword. Hand-made by Osafune.
 ATTACK POWER: 9 EVADE %: 15% 2-swords 2 hands
"Chirijiraden" -- Chirijiraden ornamental sword, made with delicate work.
                   EVADE %: 15%
 ATTACK POWER: 25
                                2-swords
                                             2 hands
"Heaven's Cloud" -- Replica of a sword from a dragon's tail that damaged a samurai
                 kingdom.
 ATTACK POWER: 11 EVADE %: 15% 2-swords
                                             2 hands
"Kikuichimoji" -- Crysanthemum crested sword.
 ATTACK POWER: 15
                 EVADE %: 15% 2-swords
                                             2 hands
"Kiyomori" -- Well made famous sword. Beautiful and cuts extremely well.
 ATTACK POWER: 12
                   EVADE %: 15%
                                 2-swords
"Koutetsu Knife" -- Sword with tiger engraved on the blade.
 ATTACK POWER: 8 EVADE %: 15% 2-swords
                                             2 hands
"Masamune" -- Beautifully designed sword and case. Masterpiece of a famous sword maker.
                 EVADE %: 15% 2-swords
 ATTACK POWER: 18
                                              2 hands
"Muramasa" -- Peculiar sword that sucks large amounts of blood.
 ATTACK POWER: 14
                   EVADE %: 15%
                                 2-swords
"Murasame" -- A peculiar sword. Causes much blood shed in battle with its sharp edge.
 ATTACK POWER: 10 EVADE %: 15% 2-swords 2 hands
"Sasuke Knife" -- A legendary Ninja Sword.
 ATTACK POWER: 14
                 EVADE %: 15% 2-swords
       Koga knife- atk.-15 eva.-5 (I think) find it at Bridge
                                    AXES
                          EQUIPPED BY: Squire, Geomancer
"Battle Axe" -- Ornamental battle axe. Slash enemy by hurling it with both hands.
 ATTACK POWER: 9 2 hands only
"Giant Axe" -- Axe with huge head. A lager version of the typical axe.
 ATTACK POWER: 12
                   2 hands only
"Slasher" -- Axe that slows target. Destruction level's also high.
 ATTACK POWER: 16 2 hands only ADD: Slow
```

\_\_\_\_\_\_

RODS EQUPPED BY: Wizard, Summoner, Oracle "Dragon's Rod" -- Rod carries by one attended by dragons. Tip made of dragon bones. ATTACK POWER: 5 EVADE %: 20% 2-swords 2 hands "Faith Rod" -- Rod that fills those who touch it with faith. ATTACK POWER: 5 EVADE %: 20% 2-swords 2 hands ALWAYS: Faith ADD: Faith "Flame Rod" -- Rod with fire elemental. ATTACK POWER: 3 EVADE %: 20% 2-swords 2 hands STRENGTHEN: Fire MAGIC: Fire "Ice Rod" -- Rod with ice elemental. ATTACK POWER: 3 EVADE %: 20% 2-swords 2 hands STRENGTHEN: Ice Magic: Ice "Poison Rod" --Rod with deadlt poison on its tip." 2 hands ADD: Poison ATTACK POWER: 3 EVADE %: 20% 2-swords "Rod" -- Rod-like oak weapon ATTACK POWER: 3 EVADE %: 20% 2-swords 2 hands "Thunder Rod" -- Rod with lightning elemental. ATTACK POWER: 3 EVADE %: 20% 2-swords 2 hands STRENGTHEN: Lightning MAGIC: Bolt "Wizard Rod" -- Rod that increases the magic ability of the user. ATTACK POWER: 4 EVADE %: 20% 2-swords 2 hands AT Magic+2 STAVES EQUIPPED BY: Priest, Time Mage, Summoner, Oracle "Gold Staff" -- Glittering golden staff 2 hands ATTACK POWER: 6 EVADE %: 15% 2-swords "Healing Staff" -- Staff with power of spirit inside. Recovers HP of whoever it strikes. EVADE %: 15% 2-swords 2 hands (\*Restores target's HP ATTACK POWER: 4 equal to attack damage) "Oak Staff" -- Oak staff ATTACK POWER: 3 EVADE %: 15% 2-swords 2 hands "Rainbow Staff" -- Staff with serpent scales on the tip. ATTACK POWER: 5 EVADE %: 15% 2-swords 2 hands

"White Staff" -- Staff for one who takes holy orders. Symbolic meaning is stronger than its power in battle.

ATTACK POWER: 3 EVADE %: 15% 2-swords 2 hands CANCEL: Death Sentence

"Wizard Staff" -- Cypress staff. Increases magic attack power of user.

ATTACK POWER: 4 EVADE %: 15% 2-swords 2 hands AT Magic+1

-----

H A M M E R
EQUIPPED BY: Squire, Ninja

\_\_\_\_\_

```
"Flail" -- Wooden stick connected to a metal one, which is the attack portion.
 ATTACK POWER: 9 2-swords
                             2 hands
"Flame Whip" -- Weapon with a iron hammer head.
 ATTACK POWER: 11 2-swords 2 hands Fire elemental MAGIC: Fire 2
"Morning Star" -- Medieval Mace
 ATTACK POWER: 16
                2-swords
                            2 hands
"Scorpion Tail" -- Like the morning star, but with one spike bigger than the others.
 ATTACK POWER: 23
                  2-swords
                             2 hands
                                  GUNS
                          EQUIPPED BY: Chemist, Mediator
"Blast Gun" -- Gun that shoots lightning elemental bullets.
 ATTACK POWER: 22 EVADE %: 5% RANGE: 8
                                          Lightning elemental
"Blaze Gun" -- Gun that shoots ice elemental bullets.
 ATTACK POWER: 20 EVADE %: 5% RANGE: 8 Ice elemental
"Glacier Gun" -- Gun that shoots fire elemental bullets.
 ATTACK POWER: 21 EVADE %: 5% RANGE: 8 Fire elemental
"Mythril Gun" -- Mythril gun
 ATTACK POWER: 8
                  EVADE %: 5%
                               RANGE: 8
"Romanda Gun" -- Gun brought from Romanda, an area in the north.
 ATTACK POWER: 6
               EVADE %: 5%
                              RANGE: 8
"Stone Gun" -- ????
 ATTACK POWER: 8 EVADE %: 5% RANGE: 8
______
                              CROSS BOWS
                              EQUIPPED BY: Archer
______
"Bow Gun" -- Crossbow you can shoot with one hand. Uses short arrows.
 ATTACK POWER: 3 EVADE %: 5% RANGE: 4
"Cross Bow" -- Crossbow with improved mechanism increasing attack power.
 ATTACK POWER: 4
                  EVADE %: 5%
                               RANGE: 4
"Gastrafitis" -- Most powerful cross bow. Unusually big gives a huge reaction.
                  EVADE %: 5% RANGE: 4
 ATTACK POWER: 10
"Hunting Bow" -- Crossbow used to hunt monsters.
 ATTACK POWER: 6 EVADE %: 5% RANGE: 4
"Night Killer" -- Crossbow that shoots special arrows causing abnormal status.
 ATTACK POWER: 3 EVADE %: 5%
                               RANGE: 4 ADD: Darkness
"Poison Bow" -- Crossbow with a device that lets it use poison arrows.
 ATTACK POWER: 4 EVADE %: 5% RANGE: 4
                                          ADD: Poison
```

BOWS

```
"Ice Bow" -- Bow that shoots ice elemental arrows.
 ATTACK POWER: 5 RANGE: 5 2 hands only
                                         Ice elemental
"Lightning Bow" -- Bow that shoots arrows at lightning speed. Lightning elemental
              arrows.
 ATTACK POWER: 6 RANGE: 5 2 hands only Lightning elemental
 MAGIC: Bolt 2
"Long Bow" -- Standard bow. An extensive range, lasts a long time.
 ATTACK POWER: 4 RANGE: 5
                           2 hands only
"Mythril Bow" -- Mythril reinforced bow.
 ATTACK POWER: 7 RANGE: 5 2 hands only
"Perseus Bow" -- Bow used by mythological hero. Made entirely of metal, it requires
            great strength to pull it.
 ATTACK POWER: 16 RANGE: 5
                           2 hands only
"Silver Bow" -- Silver bow. Reinforced with thin slats of horn and wood.
 ATTACK POWER: 5 RANGE: 5 2 hands only
"Ultimus Bow" -- Bow of the hunting goddess.
 ATTACK POWER: 10 RANGE: 5 2 hands only
"Windslash Bow" -- Bow that shoots ultra-high speed arrows. Wind elemental arrows.
              Increases damaging power with a vacuum created around the arrow.
ATTACK POWER: 8 RANGE: 5 2 hands only Wind elemental
"Yoichi Bow" -- Bow of a famous archer. Huge bow with tremendous power.
 ATTACK POWER: 12 RANGE: 5 2 hands only
                     MUSICAL INSTRUMENT
                           EQUIPPED BY: Bard
______
"Bloody Strings" -- Stringed instrument produces many sounds with a wide range.
ATTACK POWER: 13 EVADE %: 10% RANGE: 3
"Fairy Harp" -- ????
                EVADE %: 10% RANGE: 3 ADD: Charm
 ATTACK POWER: 15
"Ramia Harp" -- Harp produces sounds that affect the mind causing confusion.
 ATTACK POWER: 10 EVADE %: 10% RANGE: 3 ADD: Confusion
______
                           DICTIONARY
                      EQUIPPED BY: Oracle, Calculator
"Battle Dict" -- Dictionary used in battle.
 ATTACK POWER: 7 EVADE %: 15% RANGE: 3
"Monster Dict" -- Thick Dictionary.
ATTACK POWER: 8 EVADE %: 15%
                             RANGE: 3
"Papyrus Plate" -- Ancient dictionary with a cover made out of minerals.
 ATTACK POWER: 9 EVADE %: 15% RANGE: 3
```

"Dragon Whisker" - Spear made of a mysterious metal neither wood nor metal. Said to be dragon whiskers.

ATTACK POWER: 17 EVADE %: 10% RANGE: 2 2 hands

"Holy Lance" -- Bright Holy Spear.

ATTACK POWER: 14 EVADE %: 10% RANGE: 2 2 hands Holy elemental

MAGIC: Holy

"Javelin" -- Cheap light-weight spear. Attacks areas one panel away.

ATTACK POWER: 8 EVADE %: 10% RANGE: 2 2 hands

"Javelin" -- Ultimate spear with matchless attack power.

ATTACK POWER: 30 EVADE %: 10% RANGE: 2 2 hands

"Mythril Spear" -- Spear with mythril head.

ATTACK POWER: 10 EVADE %: 10% RANGE: 2 2 hands

"Oberisk" -- Huge steeple-shaped spear.

ATTACK POWER: 12 EVADE %: 10% RANGE: 2 2 hands

"Partisan" -- Wide double-edged spear. Devised to cause severe damage to its enemy.

ATTACK POWER: 11 EVADE %: 10% RANGE: 2 2 hands

"Spear" -- Standard spear. Capable of long distance attacks.

ATTACK POWER: 9 EVADE %: 10% RANGE: 2 2 hands

\_\_\_\_\_\_

STICKS

EQUIPPED BY: Oracle, Calculator

-----

"Battle Bamboo" -- Long, slender bamboo stick. Attacks by bending it.

ATTACK POWER: 7 EVADE %: 20% RANGE: 2 2 hands

"Cypress Rod" -- Cypress staff.

ATTACK POWER: 6 EVADE %: 20% RANGE: 2 2 hands

"Gokuu Rod" -- Stick that causes those it strikes to lose faith.

ATTACK POWER: 7 EVADE %: 20% RANGE: 2 2 hands ADD: Innocent

"Iron Fan" -- Gigantic metal-framed fan. Used like a stick with the fan folded.

ATTACK POWER: 7 EVADE %: 20% RANGE: 2 2 hands

"Musk Rod" -- Musk tree stick. Shaped like a huge dipper.

ATTACK POWER: 8 EVADE %: 20% RANGE: 2 2 hands

"Octagon Rod" -- Octagon-carved stick on a steel plate.

ATTACK POWER: 12 EVADE %: 20% RANGE: 2 2 hands

CANCEL: Darkness - Silence - Oil - Frog - Poison - Slow - Stop - Don't Move - Don't Act

"Whale Whisker" -- Ebony stick. The material, neither wood nor metal, said to be giant

whale whiskers.

ATTACK POWER: 16 EVADE %: 20% RANGE:2 2 hands

\_\_\_\_\_\_

WOMEN'S BAG

-----

```
"C Bag" -- High quality brand name bag.
 ATTACK POWER: 10
                    AT Magic+1
"FS Bag" -- Custom-made bag for battle.
 ATTACK POWER: 20
"H Bag" -- Limited quantity bag sold at a high price.
 ATTACK POWER: 14
                    Speed+1
"P Bag" -- Simple, but fashionable bag.
 ATTACK POWER: 12 ALWAYS: Regen
                                      CLOTHS
                                  EQUIPPED BY: Dancer
"Cashmere" -- Woolen cloth with elasticity and heat absorbtion. Soft, pleasant to touch.
 ATTACK POWER: 10 EVADE %: 50% RANGE: 2
"Persia" -- Brightly colored textile with unique thickness, used for carpeting.
 ATTACK POWER: 8 EVADE %: 50% RANGE: 2
"Ryozan Silk" -- ????
                  EVADE %: 50% RANGE: 2
 ATTACK POWER: 15
______
                                     SHIELDS
                      EQUIPPED BY: Knight, Archer, Geomancer, Lancer
"Aegis Shield" -- Repica of the Shield of God. Raises.
 S`EV Physical 10% - Magic 50% AT Magic+1
"Bronze Shield" -- Bronze Shield. Made small to evade attacks quickly.
 S`EV Physical 16%
"Buckler" -- Small shield used in white soldier evade % is low, but it's easy to handle.
 S`EV Physical 13% - Magic 3%
"Crystal Shield" - Crystal inlaid shield. Crystals look like mined gems.
 S`EV Physical 40% - Magic 15%
"Diamond Shield" -- Diamond Shield. High magic due to divine protection of gems.
 S`EV Physical 34% - Magic 15%
"Escutcheon" -- The cheapest shield. S`EV (the shield's evade %) is very low.
 S`EV Physical 10% - Magic 3%
"Escutcheon" -- Ultimate shield with matchless evade %.
 S`EV Physical 75% - Magic 50%
"Flame Shield" -- Inlaid magenta mythril shield. The gems possesses the fire elemental.
 S`EV Physical 31% ABSORB: Fire HALF: Ice WEAKNESS: Water
"Genji Shield" -- Black foreign-made shield. Made of steel with a unique shape.
 S`EV Physical 43%
"Gold Shield" -- Gold rimmed mythril shield. Physical attacks is higher than magic
               attacks.
 S`EV Physical 25%
"Ice Shield" -- Gem inlaid Mythril shield. The gems possesses the ice elemental.
```

```
S`EV Physical 28%
                  ABSORB: Ice HALF: Fire
                                            WEAKNESS: Lightning
"Kaiser Plate" -- Shield named after ancient king. Raises wpn evade % and wpn attack.
 S`EV Physical 46% - Magic 20% STRENGTHEN: Fire Lightning Ice
"Mythril Shield" -- Mythril shield. Lighter than it looks and easy to handle.
 S`EV Physical 22% - Magic 5%
"Platina Shield" -- Mythril/Platinum shield. Has a white luster.
 S`EV Physical 37% - Magic 10%
"Round Shield" -- Small, sturdy shield. The surface ornamented with complex paterns.
 S`EV Physical 19%
"Venetian Shield" -- Bright shield with special pigment. Reduces elemental damage by
                 half
 S`EV Physical 50% - Magic 25% HALF: Fire Lightning Ice
______
H E L M S
                                 HELMETS
                       EQUIPPED BY: Knight, Lancer, Samurai
______
"Barbuta" - Large helmet with a T-shaped gap for the face.
HP+40
"Bronze Helmet" -- Standard bronze helmet.
"Circlet" -- Helmet with inlay in the forhead. Ears are exposed make it to lighter.
"Cross Helmet" -- Helmet that covers head and neck. The face guard protects the face.
HP+70
"Crystal Helmet" -- Inlaid crystal helmet. The crystals look like mined gems.
 HP+120
"Diamond Helmet" -- Inlaid cross helmet. Spiritually dense gems increase helmet's power.
"Genji Helmet" -- Black foreign helmet. Made of steel with a unique shape.
HP+130
"Gold Helmet" -- Gold helmet.
 HP+60
"Grand Helmet" -- ????
HP+150
         CANCEL: Dark - Sleep
"Iron Helmet" -- Sturdy steel helmet.
HP+30
"Leather Helmet" -- Rosin helmet with great elasticity.
 HP+10
```

```
HP+50
"Platina Helmet" -- Mythril/Platinum helmet. Has a white luster.
 HP+90
______
                                    HATS
  EQUIPPED BY: Squire, Chemist, Archer, Priest, Wizard, Time Mage, Summoner, Thief,
           Mediator, Oracle, Geomancer, Ninja, Calculator, Bard, Dancer
"Black Hood" -- Black cloth hood.
 HP+72
"Feather Hat" -- Sturdy white feather hat.
         MP+5
"Flash Hat" -- Crystal hat whose spiritual power increases agility and magic power.
          MP+15
                   AT Magic+1
                                Speed+1
"Golden Hairpin" -- Beautiful golden hairpin.
 HP+80
         MP+50
                   CANCEL: Silence
"Green Beret" -- Beret worn by special unit.
 HP+48
         Speed+1
"Headgear" -- Leather head gear. Sturdy leather hat.
          AT Physical+1
"Holy Mirter" -- Nobles' hat for holy workers who conduct ceremonies.
 HP+64
         MP+20 AT Magic+1
"Leather Hat" -- Sturdy leather hat.
 HP+8
"Red Hood" -- Red cloth hood.
          MP+8
"Thief Hat" -- Hat increases agility and prevents abnormal status.
         Speed+2 CANCEL: Don't Move - Don't Act
"Triangle Hat" -- 3-cornered hat with magic pattern on top.
       MP+12 AT Magic+1
"Twist Headband" -- Twisted towel wrapped around one's head. Strengthens oneself.
         AT Physical+2
______
                            WOMEN'S RIBBON
"Barette" -- Hairpin that prevents abnormal status.
         CANCEL: Dead - Petrify - Invitation - Confusion - Blood Suck - Berserk -
                 Stop - Charm - Sleep
"Cachusha" - Hairpin that prevents abnormal status.
 HP+20 CANCEL: Undead - Darkness - Silence - Frog - Poison - Slow - Don't Move -
                  Don't Act - Death Sentence
```

"Mythril Helmet" -- Mythril helmet. Light and sturdy.

```
ARMOR
                                    ARMOR
                       EQUIPPED BY: Knight, Lancer, Samurai
"Bronze Armor" -- Simple bronze helmet.
 HP+30
"Carabini Mail" -- Thick Myhtril armor. This can endure extreme impact.
 HP+100
"Chain Mail" -- Chainlink armor.
"Crystal Mail" -- Inlaid crystal platinum armor. The crystals look like mined gems.
 HP+110
"Diamond Armor" -- Diamond armor.
 HP+80
"Genji Armor" -- Black foreign armor. Firmly protects the abdomen.
"Gold Armor" -- Like Platemail, but reinforced with
 HP+70
"Leather Armor" -- Layered leather armor.
"Linen Curiass" -- Armor which outer shell is bronze, and inside is linen.
"Maximillion" -- ????
 HP+200
"Mythril Armor" -- Mythril armor. Sturdy and light
"Platina Armor" -- Mythril/Platinum armor. Has a white luster.
"Plate Mail" -- Improved Mythril armor with increased capacity.
 HP+60
"Reflect Mail -- "Armor protects the wearer from magic attacks with 'Reflect'.
         ALWAYS: Reflect
 HP+130
                                    CLOTHES
   EQUIPPED BY: Squire, Chemist, Archer, Priest, Wizard, Time Mage, Summoner, Thief,
```

Mediator, Oracle, Geomancer, Ninja, Calculator, Bard, Dancer

"Adaman Vest" -- Heavy metal vest. HP+36

<sup>&</sup>quot;Black Costume" -- Black battle clothes.

```
HP+100
          CANCEL: Stop
"Brigadine" -- Mythril garment. Reinforced with platinum plates.
"Chain Vest" -- Chain linked shirt.
 HP+24
"Clothes" -- Battle clothes. Sturdier than normal clothing.
"Earth Clothes" -- Garment made from beautifully designed fabric.
 HP+85 MP+10 ABSORB: Earth
                                      STRENGTHEN: Earth
"Judo Outfit" -- Martial art uniform from another culture.
 HP+60
        AT Physical+1 CANCEL: Dead
"Leather Outfit" -- Leather battle clothes.
"Leather Vest" -- Layered leather battle clothes.
"Mythril Vest" -- Mythril vest. Small mythril plates sewed on the chest area.
 HP+30
"Power Sleve" -- String to tie up excess parts of a garment for agility.
        AT Physical+2
"Rubber Costume" -- Close-fitting Rosin garment.
          MP+30
                    CANCEL: Lightning
"Secret Clothes" -- Ninja clothes. Good for convert acts.
          Speed+2 ALWAYS: Transparent
"Wizard Outfit" -- Sorcerer's hooded garment.
 HP+42 MP+15
                                      R O B E S
EQUIPPED BY: Knight, Priest, Wizard, Time Mage, Summoner, Mediator, Oracle, Geomancer,
                             Lancer, Samurai, Calculator
"Black Robe" -- Ebony gown. Strengthens elemental magic.
 HP+60 MP+30 STRENGTHEN: Fire Lightning Ice
"Chameleon Robe" -- Green robe dyed with an extract from a shiny green stone.
          MP+28 CANCEL:Dead ABSORB: Holy
"Light Robe" -- Robe woven from a glistening fabric.
          MP+50
 HP+75
"Linen Robe" -- Simple linen robe.
 HP+10
        MP+10
"Robe of Lords" -- Exquisite robe worn by elder preists.
 HP+100 MP+80 AT Physical+1 - Magic+1 ALWAYS: Protect - Shell
"Silk Robe" -- Smotth silken robe.
 HP+20
          MP+16
"White Robe" -- Pure-white gown. Reduces elemental damage by half.
          MP+34 HALF: Fire Lightning Ice
```

```
"Wizard Robe" -- Hooded robe
 HP+30
         MP+22
                 AT Magic+2
ACCESORIES
                               EQUIPPED BY ALL
                                SHOES
"Battle Boots" -- Layered leather battle boots
 MOVE+1
"Feather Boots" -- Soft, light-weight shoes.
 ALWAYS: Float
"Germinas Boots" -- Fitted boots. Easy to move around in.
 MOVE+1
       JUMP+1
"Red Shoes" -- Leather shoes colored with magenta dye.
 AT Magic+1
            MOVE+1
"Rubber Shoes" -- Shoes made by soaking in rosin. Cancel lightning-elemental magic.
 CANCEL: Don't Move
"Spike Boots" -- Cleated running shoes. Increases jump power with firm grip.
 JUMP+1
"Sprint Boots" -- Expensive, brand-name shoes.
                             GAUNTLETS
"Bracer" -- Thin, leather gauntlet.
 AT Physical+3
"Genji Gauntlet" -- Crimson foreign gauntlet.
 AT Physical+2 - Magic+2
"Magic Gauntlet" -- Gauntlet that increases magic attack power.
AT Magic+2
"Power Wrist" -- Gauntlet increases weapon attack power.
 AT Physical+1
                               RINGS
______
"Angel Ring -- Ring receives divine protection from an angel.
 CANCEL: Dead - Darkness ALWAYS: Reraise
```

"Cursed Ring" -- ????

```
AT Physical+1 - Magic+1
                       Speed+1
                                 CANCEL: Invitation
                                                     ALWAYS: Undead
"Defense Ring" -- Metal ring with spiritual powers.
 CANCEL: Sleep - Death Sentence
"Magic Ring" -- Inlaid ring with spiritual powers.
 CANCEL: Silence - Berserk
"Reflect Ring" -- Ring that reflects magic with words of the engraved contract.
 ALWAYS: Reflect
                                ARMLET
______
"108 Gems" -- Beads connected together with 108 linden seeds.
 CANCEL: Undead - Blood Suck - Frog - Poison
"Defense Armlet" -- Magenta inlaid armlet.
 CANCEL: Don't Move - Don't Act
"Diamond Armlet" -- Inlaid armlet with high spiritual powers.
 AT Physical+1 - Magic+1 CANCEL: Slow
"Jade Armlet" -- Armlet inlaid with polished jewels.
 CANCEL: Petrify - Stop
"N-Kai Armlet" -- Ceremonial armlet. Worn for the God of darkness.
                         HALF: Dark
 CANCEL: Confusion - Charm
                              MANTLES
______
"Dracula Mantle" -- Cape with outer fabric black and the inner fabric magenta.
 A`EV Physical 28% - Magic 28%
"Elf Mantle" -- Thin, short fabric cape. Special fabric with spiritual powers.
 A`EV Physical 25% - Magic 25%
"Feather Mantle" -- Light cap, soft as a feather.
 A`EV Physical 40% - Magic 30%
"Leather Mantle" -- Sturdy leather cape.
 A`EV Physical 15% - Magic 15%
"Small Mantle" -- Small woolen cape.
 A`EV Physical 10% - Magic 10%
"Vanish Mantle" -- ????
 A`EV Physical 35% - Magic 0% ALWAYS: Transparent
"Wizard Mantle" -- Hooded Sorcerer's cape.
 A`EV Physical 18% - Magic 18% AT Magic+1
______
                         WOMEN'S PERFUME
```

"Cherche" -- ????

ALWAYS: Float - Reflect

```
"Chantage" -- Perfume with a peaceful scent.
 ALWAYS: Reraise - Regen
"Salty Rage" -- ????
 ALWAYS: Protect - Shell
"Setiemson" -- Perfume with an exotic scent.
 ALWAYS: Haste - Transparent AT Magic+1
                              RIBBONS
"Ribbon" -- Hairpin that prevents abnormal statuses.
 HP + 10 CANCEL: "All abnormal statuses except Oil."
ITEMS
                          NINJA STARS
"Magic Shuriken" -- Windmill-shaped dirk. Slashes enemy with its high-speed spinning.
 ATTACK POWER: 7
"Shuriken" -- Throwing weapon used by Ninja. Hits enemy by spinning.
 ATTACK POWER: 4
"Yagyu Darkness" -- Cross shuriken used by famous Ninja school. Edgesis hook-shaped to
                raise damaging power.
 ATTACK POWER: 10
                         THROWING BALLS
"Fire Ball" -- Ball that causes fire damage.
 ATTACK POWER: 8 Fire elemental
"Lightning Ball" -- Ball that causes lightning damage.
 ATTACK POWER: 8
               Lightning elemental
"Water Ball" -- Ball that causes water damage.
 ATTACK POWER: 8 Water elemental
 ______
                         RECOVERY ITEMS
"Antidote" -- Medicine neutralizes poison from enemy attacks.
 CANCEL: Poison
"Echo Grass" -- Herb used to restore units who've lost their voices, so they can cast
 CANCEL: Silence
```

"Elixir" -- Precious medicine that completely restores HP and MP.

```
"Ether" -- Medicine restores MP. MP restore 20
"Eye Drop" -- Medicine used when one's sight is lost in magic attacks.
 CANCEL: Darkness
"Hi-Ether" -- Medicine restores MP. Stronger that Ether. MP restore 50
"Hi-Potion" -- Medicine restores HP. Stronger that Potion. HP restore 70
"Holy Water" -- Holy water that reviveds dead.
 CANCEL: Undead - Blood Suck
"Maiden's Kiss" -- Medicine used to restore units who've become frogs.
 CANCEL: Frog
"Phoenix Down" -- Mysterious feather revives dead units. Disappears after use.
 CANCEL: Dead
"Potion" -- Medicine restores HP. HP restore 30
"Remedy" -- Remedy that cures various abnormal status.
 CANCEL: Petrify - Darkness - Confusion - Silence - Oil - Frog - Poison - Sleep
"Soft -- Tool to cure pertrified units. Needle breaks after one use.
 CANCEL: Petrify
"X-Potion" -- Medicine restores HP. Stronger that Hi-Potion. HP restore 150
RARE ITEM LOCATION (S)
Use this grid to check for item locations with the "Move-Find Item" abiltiy:
                             1 2 3 4 5 6 7 8 9 10
                            3 3 3 3 3 3 3 3 3 3 3 3
                          1
                            ? ? ? ? ? ? ? ? ? ?
                             ? ? ? ? ? ? ? ? ? ?
                             ? ? ? ? ? ? ? ? ? ?
                             ? ? ? ? ? ? ? ? ? ?
                          5
                             ? ? ? ? ? ? ? ? ? ?
                             ? ? ? ? ? ? ? ? ? ?
                            ? ? ? ? ? ? ? ? ? ?
                          8
                             ? ? ? ? ? ? ? ? ? ?
                         10 ? ? ? ? ? ? ? ? ? ?
(If the battle map is greater than 10 x 10, simply expand this grid; I will indicate some
landmarks and/or features to identify the way I set up the grid, since it is possible to
move the battle map's angles. For example, I will tell you that in this battle map grid,
quadrant (1,1) has a tree, and (2,4) is a grass patch with 4H height.)
______
(NOTE: In alphabetical order, but NOT by item type)
* - refers to the "ulitmate" version of each weapon; THIS version CANNOT be purchased.
"Blast Gun" ----- (1) Find ('Move-Find Item' ability) at 'Bridge' battle. !UNVERIFIED!
"Blood Sword" ---- (1) Steal from Gafgarion at 'Golgorond Execution Site' battle.
"Chantage" ----- (1) Steal from Meliadoul at 'Bervenia Free City' battle.
```

```
"Defender" ----- (1) Steal from Meliadoul at 'Bervenia Free City' battle.
"Dragon Whiskers" - (1) Poach a Red Dragon (resale: 44,000 Gil).
"Excalibur" ----- (1) Orlandu joins your party with it.
"Estucheon*" ----- (1) Find ('Move-Find Item' ability) at 'Nelvesaka Temple' on one of
                      the pillars where the Hydras are. !UNVERIFIED!
"Genji Armor" ---- (1) Steal from Elmdor at 'Limberry Castle' (1st battle).
"Genji Gauntlet" -- (1) Steal from Elmdor at 'Limberry Castle' (1st battle).
"Genji Helmet" ---- (1) Steal from Elmdor at 'Limberry Castle' (1st battle).
"Genji Shield" ---- (1) Steal from Elmdor at 'Limberry Castle' (1st battle).
"Javelin*" ----- (1) Find ('Move-Find Item' ability) at 'Nelvesaka Temple' on one of
                      the pillars where the Hydras are. !UNVERIFIED!
"Koga Knife" ----- (1) Find ('Move-Find Item' ability) at 'Bridge' battle. !UNVERIFIED!
"Masamune" ----- (1) Steal from Elmdor at 'Limberry Castle' (1st battle).
"Materia Blade" --- (1) Find ('Move-Find Item' ability) at the highest point of 'Bervenia
                       Volcano'.
"Nagrarock" ----- (1) Poach a Porky (resale: 10 Gil).
                   (2) Find ('Move-Find Item' ability) somewhere in the Deep Dungeon(?).
"Rubber Costume" -- (1) Poach a Hydra (resale: 48,000 Gil).
"Zorlin Shape" ---- (1) Poach a Plague (the rare item; harder to find).
"Sasuke Knife" --- (1) Find ('Move-Find Item' ability) at 'Nelvesaka Temple' battle
                      towards the back. !UNVERIFIED!
"Scorpion Tail" --- (1) Poach a Hyudra (resale: 40,000 Gil).
"Vanish Mantle" --- (1) Find ('Move-Find Item' ability) at 'Germinas Peak' battle at the
                       highest peak. !UNVERIFIED!
"Whale Whisker" --- (1) Poach a Tiamat (resale: 37,500 Gil).
CONTRIBUTIONS:
Troy Ruhmann ---->
                                                                     [troymr@usa.net]
 -- "Zorlin Shape
     Knife made in cutlery capital.
      Attack Power: 12
      Evade %: 10%
     2 Swords
      Add: Sleep
    "It cost me 6,000 gil to buy it in the Fur shop."
     THNX... If anyone can tell me which monster was poached; I could then add it to the
     Rare Item Location section. =)
 -- The monster is the Plague
 -- "Mace of Zeus
     Staff that strengthens the power of the user.
     Attack power: 6
```

```
Evade %: 15%
     2-swords
     2-hands
     At: Physical +2
       Magic +1
     Found in the Deep Dungeon level "Delta" at coordinates (1,6) I think."
Alex F. ---->
                                                           [asfryman@hotmail.com]
 -- Scorpion Tail, Whale Whisker, Sasuke Knife, Koga Knife, Blast Gun, Rubber Costume,
    Javelin*, Escutcheon*, Nagrarock --> info AND location ^ ^ (THNX)
?????? ----->
                                                            [FlareofFury@aol.com]
 -- Maximillion, Grand Helmet, Cursed Ring, Ribbon, FS Bag, Stone Gun, Fairy Harp,
   Ryozan Silk, Secret Clothes, Vanish Mantle, Cherche, Slaty Rage, Setiemson.
 -- Fixed info on Sleep Edge, Koga Knife, Nagrarok.
?????? ----->
                                                               [RcSoLjA@aol.com]
 -- New sword i've NEVER heard of - Excalipar. Need info; description; ANYTHING. but
    Thnx ^ ~. Also the location of the vanish mantle.
VERSION INFO:
v1.00 (13-Jun-1999) -- Initial Release
     (21-Jul-2000) -- Initial Re-release (after being lost for a year)
     (25-Jul-2000) -- Took me four days to reorganize the list... hopefully this is a
                      final version.
     (29-Jul-2000) -- Got a little lazy, but, to compensate, I decided to add all the
                      attack and recovery items.
v1.1 (04-Aug-2000) -- Decided to change the format to reduce size. I'm gonna simulate
                      the way it is displayed in the game when you look up the item's
                      information(i.e, hit "select" on the item) Let's hope it works.
                      I also started the "Item Location Section" at the bottom of the
                      FAO.
v1.11 (11-Aug-2000) -- First contribution!!!! =) Completed contribution (12-Aug-2000)
v1.12 (12-Aug-2000) -- Added a grid for any "Move-Find Item contributions. And another
                     contribution.
v1.20 (20-Oct-2000) -- Added BIG chunk of information. My thanks go to Alex F. !!!
v1.30 (13-Apr-2001) -- Been a WHILE since I updated, but that all changed thnx to a BIG
                     contribution by FlareofFury@aol.com!! THNX.
```

## DISCLAIMER/COPYRIGHT:

This FAQ can be freely distributed, however ONLY in its entirety and with due credit to its author. It has taken me ALOT of time and effort to do this. If you wish to use this information for your own FAQ or web-page, etc. PLEASE give credit I don't mind sharing this information otherwise I would not have sent it to GameFAQs.com. I give credit to ANY contributions, and I only expect of others what I expect of myself.