

Star Ocean: The Second Story Item List

by Odin

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Star Ocean: The Second Story Item List
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By Odin
Email - dark_matter@rogers.com

This item list can distributed freely as long as it is not altered in any way and no money or any type of profit is gained.

This is a list of items from Star Ocean 2. I originally did most of this back in 2000 sometime and decided to neaten it up and make it into something presentable so to speak. I have listed the items in appropriate categories as well as the description the game gives for it. For weapons, armor, etc.. I have put the stats it increases and stuff. Also, I have included where you can find or buy some items or make even. That info will be in [square brackets].

The items have been broken up into various sections:

1. Healing Items (142 items)
2. Battle Items (50 items)
3. Books (42 items)
4. Other Items (99 items)
5. Precious Items (24 items)
6. Weapons (164 items)
7. Armor (34 items)
8. Shields (19 items)
9. Helmets (23 items)
10. Greaves (27 items)
11. Accessories (127 items)

Grand Total: 751 (WOW! That's a lot of ***** items!)

Now on to the items...

*** HEALING ITEMS ***

1-up Pudding - This miracle pudding is said to bring back the dead. (restores HP 100%)

Aceras - A legendary herb said to heal all wounds. Possessing a mysterious magical power, it can heal wounds to a degree. (restores HP 2%)

Amoeba Soup - A thick, strange soup. Why not be brave and try a new kind of taste? (restores MP 68%)
[Found in the Cave of Trials]

Angel's Statue - An image of a beautiful angel that possesses a mysterious power to heal the wounds of all friends. (restores HP 30%)
[Make with Magical Clay using the Art skill]

Apple Crepes - Apples cooked in butter and folded into a crepe. (restores HP

15%)

Apple Jam - Jam made of boiled down apples. (restores HP 12%)

Aquaberry - Special berry that purifies the body of poisons.

Artemis Leaf - Named after the goddess of the hunt, its branched leaves have a purifying effect, and aid in status recovery.

Assorted Cheeses - The abundance of cheese brings a smile to your face.
(restores HP 70%)

Au Gratin Climax - I've heard that a famous chef gave up cooking after being unable to achieve this dish. (restores HP 68%)

Bacon & Eggs - Eggs fried sunny-side up over bacon strips. (restores HP 20%)

Baby Rabbit Risotto - Fried rice with plenty of soup boiled with the meat of a baby rabbit. (restores HP 35%)

Bad Tasting Stew - How was this made, anyway_? (restores MP 1%)

Banana Crepes - Plenty of whipped cream and sliced bananas rolled up with a delicious crepe. (restores HP 18%)

Beautiful Ice Cream - This ice cream will make you want to shout. (restores HP/MP 80%)

Beef Croquettes - A deep fried croquette with a beef filling. (restores HP 30%)

Berry Juice - This juice has a poor bouquet and a thin taste. (restores HP 5%)

Bird's Nest Soup - A Chinese style soup flavored with sea shallow nests and lily tubers. (restores MP 70%)

Bitter Juice - This leaves me speechless_. (restores MP 1%)

Blackberry - Special berry that restores MP. (restores MP 22%)

Blueberry - Special berry that restores HP. (restores HP 22%)

Broth - A broth of meat and vegetables. (restores MP 30%)

Cabbage Roll - Minced meat and other ingredients rolled in blanched cabbaged leaves and boiled. (restores HP 26%)

Carrot Ice Cream - Ice cream made with carrot juice. (restores HP 12%)

Cheese Pizza - Plenty of juicy pineapple on a tasty pizza. (restores HP 68%)

Chocolate Crepes - Whipped cream and chocolate rolled into a crepe. (restores HP 22%)

Corn Potage - A soup made of thickened milk and crushed corn. (restores MP 20%)

Creamed Stew - A meat and vegetables stew simmered for hours and served in a white sauce. (restores MP 70%)

Cure Paralysis - This magical medicine cures paralysis.

Cure Poison - This magical medicine purifies the body of poisons.

Cure Stone - This magical medicine can be used at any time to restore a character who has been turned to stone.

Daikon Miso Soup - This is a popular Japanese breakfast, miso soup with white daikon radish. (restores MP 10%)
[Bought in Mars Village]

Deluxe Doria - A dangerous dish close to becoming pure ostentation. (restores HP 88%)

Exciting Tenderloin - A tenderloin steak that makes you want to jump for joy. (restores HP 70%)

Fine Saute - This saute requires a high degree of skill to get the flame just right. (restores HP 70%)

Fish of Happiness - Tuna flavor varies a great deal depending upon where it was caught. The pot is certainly the symbol of happiness. (restores HP 70%)

French Toast - Bread dipped in a mixture of raw egg and milk and then fried in butter. (restores MP 55%)

Fresh Syrup - This mysterious medicine completely restores one's HP.

Fried Eggs - An egg crisply broken and fried on one side only. (restores HP 18%)

Fried Vegetables - Vegetables such as cabbage and carrots are carefully stir fried in vegetable oil over a strong flame. (restores HP 50%)

Fruit Nectar - Known as the legendary delight of the Norse gods. (restores HP/MP 100%)
[Found in the Cave of Trials]

Fruit Sandwich - A sandwich made with plenty of fruit and whipped cream. (restores MP 50%)

Fruit Smoothie - Fresh milk flavored with fresh fruit and juices. (restores MP 8%)

Fruit Syrup - This mysterious medicine restores 45% of one's MP and HP.

Gateau Marjolaine - The careful harmony between sponge cake and cheese is legendary. (restores HP 100%)

Gelatin Steak - A new type of steak with a surprisingly familiar soup. (restores MP 60%)

Genie's Steak - A steak after the epitome of meat flavor. (restores HP 90%)

Genie's Veggie Soup - A vegetable-based soup. Delicious but hard to define. (restores MP 90%)

Goddess Statue - An image of a heavenly goddess that possesses a mysterious power to restore the MP of all friends. (restores MP 30%)
[Steal from Proprietor at Fun City Tavern]
[Make with Magical Clay using the Art skill]

Golden Stew - A seafood stew. By the way, is it just me or do all clams really

taste better cooked? (restores MP 90%)

Gorgonzola - Perfectly ripened gorgonzola cheese. Those who know it, love it.
(restores HP 78%)

Green Potage - A cream soup with chopped spinach. (restores MP 25%)

Ground Lamb Steak - Ground lamb patties cooked on a griddel. (restores HP 40%)
[Make with meat using the Cooking skill]

Gruel - Rice boiled in plenty of extra water until its grains lose their shape.
Some like a little nori seaweed or pickled plum on top. (restores HP 10%)

Hamburger - Fresh ground meat mixed with chopped onions, patted and grilled just
right. (restores HP 19%)

Happos-sai - Meat and vegetables are stir-fried in vegetable oil, then garnished
with their own juices thickened with arrowroot powder or cornstarch. (restores
HP 20%)

Hassaku Tea - A truly clear and dry tea with a price worthy of its taste. A tea
for tea lovers. (restores MP 40%)

Heavenly Doria - There is a truth expressed in the successful mixture of
anything-in cooking, music, literature, and even in computer games. (restores
HP/MP 100%)

Herbal Oil - This magical tonic can restore 30% of one's MP.

Holy Mist - This holy incense restores 60% of the HP of all friends.
[Combine Aceras with Lavender using the Compounding skill]

Hot Syrup - This mysterious medicine restores 70% of either one's MP or HP.

Ichigoni - A legendary Japanese seafood broth containing sea urchin and abalone
and other treasures of the sea. (restores MP 90%)

Ichigoni Supreme - The sea urchin used for stock is separated from the sea
urchin left in the broth. This is so good it's almost illegal. (restores MP
90%)

Inviting Filet - A meat-lover's delight. (restores HP 100%)

'Ishidaya' Tea - Slow brewed pure rice special tea. The care given to polishing
the rice gives this premium tea its divine taste and high price. (restores MP
60%)

Jambalaya - Rice boiled in broth and other ingredients are baked in an oven till
the surface is crispy. (restores HP 46%)

Konyaku Jelly - A firm gelatin like preparation using the Japanese Konyaku root.
(restores HP 40%)

Lady Fingers - A cake in the graceful form of a woman's finger. (restores HP/MP
8%)

Lavender - A shrub in the family Labiatae, it soothes the spirit and acts as a
tonic. It also heals wounds to a degree. (restores HP 3%)

Life Insurance - This document is a contract made just in case something

unfortunate happens. Use it when you need it.

[Make using the Specialty skill Reverse Side]

Macaroni Au Gratin - Boiled macaroni, flavored, mixed with cream sauce and baked in an oven. (restores HP 10%)

Magical Salad - Plenty of fresh vegetables and sea salt have been used in this salad. (restors MP 100%)

Maple Syrup - This mysterious medicine restores 20% of one's HP.

Meat Dumpling - A steamed Chinese dumpling with a filling of minced pork and green onions. (restores HP 22%)

Meat Fried Rice - Fried rice prepared with thinly sliced strips of meat. (restores HP 60%)

Merlin Drink - The use of this medicine completely restores MP.

Milky Potage - A potage that warms you all the way to your heart. (restores MP 80%)

Miracle Fried Rice - Only those who have conquered the flame can achieve this divine fried rice dish. (restores HP 75%)

Mixed Syrup - This mysterious medicine restores 30% of one's MP and HP.
[Combine Rose Hips with Rose Hips using the Compounding skill]

Mushroom Soup - A dish made with rare and fragrant autom matsutake mushrooms. (restores MP 66%)

Nightmare Pot - Taken when feeling poorly this medicine does heal wounds, but it has side effects when you are feeling well.

Orange Au Gratin - A dessert made of oranges, egg yolks, sour cream, and sugar mixed and baked. (restores HP 21%)
[Make from Fruit using the Cooking skill]

Orange Sherbet - A cool sherbet made with freshly squeezed orange juice. (restores HP 10%)

Pancakes - Flour, sugar, baking soda, eggs, and milk. Served brown and hot. (restores HP 23%)

Peking Duck - Roast duck thinly sliced and wrapped together with vegetables and bean paste in thin wheat flour skins. (restores HP 70%)

Pickled Plum - Green plums salted and aged with aromatic red shiso leaves. An essential Japanese appetizer. (restores HP 2%)
[Make with Fruit using the Cooking Skill]

Plain Omelet - A simple fluffy omelet of eggs and milk. (restores HP 66%)

Potstickers - Chinese dumplings with various fillings of meat, onions, bamboo shoots, etc, both steamed and boiled types are served. (restores HP 19%)
[Bought in Herlie]

Prime Sirloin - The monarch of steaks. (restores HP 80%)

Prime Tuna Steak - Tuna treated like steak makes one wonder what one drinks with

this? (restores HP 80%)

Prince's Zoni Stew - Only the best ingredients in a stock of pheasant meat.
(restores HP/MP 60%)

Quick Pickles - Vegetables soaked in a mixture of soy sauce and vinegar.
(restores HP 5%)

Raspberry Jam - Jam made of boiled down raspberries. (restores HP 11%)

Resurrection Bottle - This magical medicine revives a fallen friend. (restores
HP 60%)

Resurrection Mist - This magical incense completely revives a fallen friend.
(restores HP 100%)

Rice bran Pickles - Vegetables pickled in a fermenting mixture of rice bran and
salt. (restores HP 6%)

Rice Cakes - Sweet red bean paster as a filling in a pounded rice cake. Do you
like smooth or lumpy? (restores HP 19%)

Risky Liquid - Use of this medicine does revive a fallen friend, but it also has
side effects.

Risotto Ecstasy - A dish to make you remember your mother's cooking, and bring a
tear to your eye. (restores HP/MP 80%)

Rose Hips - The fruit of the rose bush. It is very nutritive and heals wounds.
(restores HP 2%)

Sambai Tea - It's the aftertaste that defines whether a drink is good or bad.
(restores MP 3%)

Sashimi - Fresh fish sliced into thin, tasty tidbits. (restores HP 70%)
[Bought in Herlie]

Sea Urchin on Rice - Soul is the only ingredient that can beat love in cooking.
(restores HP/MP 100%)

Seaweed Miso Soup - For the traditional Japanese breakfast add wakame seaweed to
this miso soup. (restores MP 20%)

Seltzer - Its price keeps going up_ Time to think about dealings in futures!
(restores HP/MP 90%)

Shark Potstickers - A delicious, easy to eat Chinese style dumpling stuffed with
plenty of shark fin. (restores HP 70%)

Shrimp au Gratin - An au Gratin dish with plent of fresh shrimp. (restores HP
26%)

Shrimp Doria - Rice fried, mixed with a white sauce and shrimp, and back in an
oven. (restores HP 20%)

Shrimp Pilaf - A dish prepared with rice fried in oils mixed with fresh shrimp
and boiled in broth. (restores HP 30%)

Shu-mai - A Chinese style steamed dumpling with a filling of minced pork, green
onions and vegetables. (restores HP 10%)

[Bought in Herlie]

Sirloin Steak - An unapologetically thick prime sirloin steak, lightly grilled.
(restores HP 80%)

Slime Jelly - A slightly bitter, sophisticated taste. (restores MP 60%)

Smelling Salts - A strong medicine that revives a fallen friend.

Smelly Rice Cakes - Eew, this tastes terrible. (restores HP 1%)

Soda Pop - It may look like mud to some, but this soda pop has a sophisticated taste that's light and smooth. (restores MP 30%)

Sole & Wine Sauce - A dish of fresh halibut steamed with a sauce made of fine wine. (restores HP 60%)

Sour Syrup - This mysterious medicine restores 30% of one's MP.

Soy Milk - Plenty of soybeans soaked in water, ground to a fine mash and cooked.
(restores MP 10%)

Special Stir-fry - A special vegetable stir-fry that makes me think of you.
(restores MP 70%)

Special Tuna - This sashimi is almost mythical. (restores HP/MP 70%)

Spicy Cake - Gag!Retch_Did you read the recipe? (restores HP 1%)

'Spring' - It is said that all who look upon this peaceful and energizing scene will be healed in both body and spirit.

[Make with Magic Canvas using the Art skill]

Spring Rolls - Pork, cabbage, rice vermicelli, bamboo shoots and other minced ingredients wrapped in a wheat flour wrapper and deep-fried. (restores HP 20%)

Spring Water - A special water that completely purifies the body.

Squash Croquettes - A deep-fried croquette made with mashed squash. (restores HP 22%)

Squash Spring Rolls - An egg roll stuffed with cabbage and deep-fried. (restores HP 28%)

Steak - A thick steak cooked on a griddle. (restores HP 50%)

Steamed Aspic - A Japanese dish in which meat and vegetables are suspended in aspic that is set by steam in a small teacup. (restores HP 50%)

Strawberry Jam - Jam made of boiled down strawberries. (restores HP 10%)

Strawberry Mochi - A sweet and tangy treat of fresh strawberries wrapped in sweet rice dough. (restores HP 55%)

Strawberry Mousse - Milk, cream, sugar and strawberry juice firmed up with gelatin. (restores HP 14%)

[Make with Fruit using the Cooking skill]

Sweet Dumpling - Sweet red bean paste as a filling in a Chinese steamed dumpling. Do you like smooth or lumpy? (restores HP 12%)

[Bought in Herlie]

Sweet Rice Cakes - A mixture of steamed sweet and regular rice pounded, shaped and dusted with plenty of sweetened soybean flour. (restores HP 80%).

Sweet Syrup - This mysterious medicine restores 30% of one's HP.

Tea Cloth Sushi - Vinegared sushi rice and other ingredients rolled in a thin egg omelet skin. (restores MP 70%).

Toro Tuna - The fatty part of the tuna prized by gourmets of Japanese cuisine. (restores HP 20%)

[Make from Seafood using Cooking skill]

[Bought in Herlie]

'Usunigori' Tea - A soft, bubbly drink, perfect for accompanying good sushi. (restores MP 45%)

Vanilla Ice Cream - A cool desert made with cream, eggs and sugar. (restores HP 10%)

[Bought in Clik]

Wilted Salad - Wait a minute! How old is this? (restores HP 2%)

Wonder Drug - This magical medicine completely purifies the body.

[Found in the Cave of Trials]

Yaegaki Tea - To call something beautiful is not necessarily a compliment to those who search for an essence. Such a thought comes to mind with this tea. (restores MP 50%)

[Steal from Granny in Armlock Tavern]

Yukiyucho Tea - Organic Yucho rice gives this tea its depth, and a secret something creates its personality. (restores MP 55%)

[Found in the Cave of Trials]

*** BATTLE ITEMS ***

Assault Bomb - When used during combat this bomb explodes and attacks the nearest monster.

[Make with Machinery skill]

Attack Vial - When used during combat this ointment temporarily increases arm strength.

Bitter Lotion - When used during combat this magical lotion instantly kills an enemy attacked with a weapon, with a certain probability.

Blanking Mist - When used during combat this magical incense enables attack on any monster regardless of type.

Bubble Lotion - When used during combat this magical lotion instantly kills an enemy attacked with a weapon, with a certain probability.

[Found in the Sanctuary of Linga]

Care Tablet - When used during combat this magical medicine protects the user from many things.

Crush Pill - This magical medicine can change the HP of the user into a body of energy.

[Combine Mandrake with Mandrake using the Compounding skill]

Discovery Card - A magical card that uses the power to see through all things to make it easier to discover treasures.

[Make with Magic Canvas using the Art skill]

Dummy Doll - A magical image that confuses the enemy by reproducing itself, making it easier to attack the enemy.

[Make with Magical Clay using the Art skill]

Extension Card - A magical card that possesses a mysterious power to enlighten, and gives you double your experience.

[Make with Magic Canvas using the Art skill]

Fairies Card - A magical card that possesses a mysterious power that creates light and heals the wounds of all friends.

[Make with Magic Canvas using the Art skill]

Fairy Glass - When used during combat this magical medicine makes it so that temporarily no MP is needed.

Fairy's Statue - An image of a steadfast fairy that possesses a mysterious power to annihilate one enemy.

[Make with Magical Clay using the Art skill]

Flare Bomb - When used during combat this bomb explodes and attacks the nearest monster with flames.

[Make with the Machinery skill]

[Bought in Mars Village]

Fol Up Card - A magical card that possesses a mysterious power to bring good luck and double the money you have.

[Make with Magic Canvas using the Art skill]

Half-dead Bomb - When used during combat this bomb explodes and halves the HP of the nearest monster.

[Make with Machinery skill]

Hexogram Card - A magical card that possesses a mysterious power to silence all enemies.

[Make with Magical Clay using the Art skill]

Hyperball - A magical ball that flies apart in 8 pieces, hits the enemy and does damage.

[Make with Magical Clay using the Art skill]

Idol - An image of a virile god that possesses a mysterious power to annihilate all enemies.

[Make with Magical Clay using the Art skill]

'Judgement Day' - The great power residing in this painting is said to be able to call forth the flames of darkness from hell to burn up all things.

[Make with Magic Canvas using the Art skill]

Kamikazee Tonic - When used during combat this mysterious tonic temporarily increases arm strength.

Killer Poison - When used during combat this bomb explodes and poisons the

nearest monsters with a certain probability.

[Make with the Machinery skill]

[Bought in Mars Village]

Lilith Tonic - When used during combat this medicine increases attacking power, but you cannot operate while it takes effect.

Madness Mist - When used during combat this magical incense confuses all enemies, with a certain probability.

Magical Drops - Magical candy drops that possess a power strong enough to stop the passing of time.

[Found in the Cave of Trials]

Magic Rock - A magical stone that rolls straight to an enemy, pushes him over, and does damage.

[Make with Magical Clay using the Art skill]

Marionette Pill - When used during combat this medicine revives and increases the attacking power of a fallen friend.

Melting Lotion - When used during combat this magical lotion instantly kills an enemy attacked with a weapon, with a certain probability.

Mental Pot - When used during combat this magical medicine increases Heraldric powers.

Mind Bomb - When used in combat this bomb explodes and lowers the total MP of enemies by 50.

[Make with Machinery skill]

Mortalial Card - A magical card that uses the blessing of the god of combat to always make the next attack critical.

[Make with Magic Canvas using the Art skill]

Natural High - When used in combat this medicine interferes with making cool judgements.

[Steal from Man in Fun City Battle Arena]

Nuclear Bomb - When used during combat this super powerful bomb blows up everything on the battlefield.

[Make with Machinery skill]

Paralysis Mist - When used during combat this magical incense paralyzes all enemies with a certain probability.

Paralysis Oil - When used during combat this magical medicine paralyzes one enemy for a certain period of time.

Peep-peep Bomb - When used during combat this bomb explodes and peeps the nearest monster, with a certain probability.

[Make with Machinery skill]

Pixie Cologne - When used during combat this medicine increases Heraldric powers but the user cannot operate while it takes effect.

Protection Bomb - When used during combat this bomb explodes and attacks the nearest enemies.

[Make with Machinery skill]

Shock Oil - When used during combat this oil is spread on the ground to reduce the enemy's MP to zero.

Silence Card - A magical card that possesses a mysterious power to silence one enemy.

[Make with Magical Clay using the Art skill]

Skanda - A shining magical image that possesses a mysterious power to allow escape during combat.

[Make with Magical Clay using the Art skill]

Skanda Compress - When used during combat it acts to temporarily increase speed. Applied in a normal compress.

Smoke Oil - When used during combat, this magical medicine reduces the speed of one enemy.

Soul Trap - When this land mine is used in combat the monster that passes over it is killed with a certain probability.

Stink Gel - When used during combat this magical gel will poison an enemy attack with a weapon with a certain probability.

Super Ball - A magical ball that jumps around in a small space, hits the enemy and does damage.

[Make with Magical Clay using the Art skill]

Tetra-bomb - When used in combat this bomb explodes and attacks in 4 directions with lasers.

[Make using the Machinery skill]

'The Scream' - The scream in this painting will call forth the demons of hell and annihilate all enemies.

[Make with Magic Canvas using the Art skill]

Tri-ball - A magical ball that heads toward the enemy and breaks into 3, hits the enemy and does damage.

[Make with Magical Clay using the Art skill]

Victorial Card - A magical card that possesses a mysterious power that encourages friends and gives them more guts.

[Make with Magic Canvas using the Art skill]

*** BOOKS ***

A Maiden's Secret - A book written by Precis:[The sound of the drill on the radiator plate resounded in the late hours of the winter night_]

Advanced Heraldry - A book written by Leon:[The Crests of Asas and Raf are therefore in a casual relationship with each other_]

All About Herbs - A skill guide book. Read it to learn the skill Herbal Medicine.

Before Tea's Ready - A skill guide book. Read it to learn the skill Copying.
[Steal from Waitress in Armlock Restaurant]

But One Truth! - A book written by Chisato:[Damor and Iskal entered the large

government building, still in search of the file_]

Buy it_OK? - A book written by Precis:[No browsing now. If you're interested in a book please purchase it dearie_]

Cat House Murder - A book written by Bowman:[The mansion was quiet in the dark of the moonless night, almost peaceful, when suddenly a woman screamed!]

Choose Ingredients - A skill guide book. Read it to learn the skill Good Eye.

Cook from the Heart - A skill guide book. Read it to learn the skill Kitchen Knife.

Countdown - A book written by Ernest:[After avoiding countless traps, I finally made it to the main burial chamber_]

Engineering - A skill guide book. Read it to learn the skill Mech Knowledge.

Falling in Love - A book written by Rena:[That is when I was given a gentle push by the breezes of spring_]

Forest Friends - A skill guide book. Read it to learn the skill Animal Training.

Gold/Silversmith - A skill guide book. Read it to learn the skill Craft.

Grammar - A skill guide book. Read it to learn the skill Writing.

Heart Barriers - A skill guide book. Read it to learn the skill Mental Science.

Historic Greats - A book written by Opera:[Regarding the ancient civilizations best represented on th planet Stream_]

I Can Only See You - A book written by Rena:[You_you have always been?The young girls cheeks were blushing_]

Killer's Book - A book written by Chisato:[There have been many unsolved murders in history, but the method most difficult to detect is_]

Lady in Red - A book written by Celine:['Who do you think you are!?' Her words are followed by the sharp sound of her hand on his cheek._]

Living with Animals - A book written by Noel:[The most important thing is to keep love in your heart when dealing with them_]

Lost Sanctuary - A book written by Ernest:[He looked back to see a giant boulder, a ghost, and a Sherman tank approaching the hopper_]

Mr. 'No' - A book written by Ashton:[Stay in touch with your emotions. Be able to state clearly what you like and dislike.

Musical Theory - A skill guide book. Read it to learn the skill Musical Notation.

Nature's Life Force - A skill guide book. Read it to learn the skill Biology.

Never Turn Back - A book written by Ashton:[You'll gain nothing by running away. Stand! Stand and Fight.]

New Civilization - A book written by Opera:[There is a gigantic edifice, forgotten and buried on the planet of farhouse_]

No Need for Words - A skill guide book. Read it to learn the skill Metal Casting.

Ocean of Stars - A book written by Claude:[The Star Cruiser Parma continued its voyage through the endless billows of space_]

On Revenge - A book about legendary combat techniques. Read it to learn the skill Counterattack.

On Training - A book about legendary martial arts. Read it to learn the skill Mental Training.

Pieces for Learners - A skill guide book. Read it to learn the skill Music Instrument.

Planet of the Winds - A book written by Claude:[The violent winds of the storm battered his face_]

Pocket Encyclopedia - A skill guide book. Read it to learn the skill Tool Knowledge.

Pose Collection - A skill guide book. Read it to learn the skill Sketching.

Principles of Nature - A book written by Noel:[It's the survival of the fittest in this world. Only the strong survive_]

The Bloody Road - A book written by Dias:[He began to walk, without a word_ His boots stained by the swamp of blood and gore around him]

The Hermes Theory - A skill guide book. Read it to learn the skill Scientific Ability.

The Land's Secret - A skill guide book. Read it to learn the skill Mineralogy.

The World is Mine - A book written by Celine:[Know you not my name? 'Tis well known by many_]

To Live - A book written by Dias:[As he began to lose consciousness, his hand gripped the hilt of his sword, 'I cannot die_ not now.']

Wax Doll Murders - A book written by Bowman:[He found himself surrounded by countless wax figures. This, he knew, would be the end.]

*** OTHER ITEMS ***

Aged Berry Juice - This juice has an astounding bouquet and a moving, mature taste.

Antiseptic Gloves - These gloves keep out unwanted bacteria and improve the chances of successful compounding.

[Steal from Adviser in Armlock's Skill Guild]

[Steal from Advisor in Central City Skill Guild]

Aphrodisiac - When used in camp this medicine is a little risky because it feeds the flames of love.

Black System - The 'Laser Bit' option power up kit for the ray gun

'Kaleidoscope'.

[Have Opera make this with the Machinery skill]

Blurry Photo - A blurry photo of something.

Bounced Check - A check that is not honored by its issuer. If held, it makes the bearer poorer and poorer.

Cembalo - A keyboard instrument that was the precursor of the piano. In French it is referred to as a clavecin, and in English a harpsichord.

[Bought in Hilton]

Conductor's Baton - A baton that conveys the intent of the conductor to the musician. No conductor should be without one.

Contract - A document that proves ownership of an inn in town. Use it and it will take effect.

[Make with specialty skill Reverse Side]

Cracked Gem - A cracked crystal ball big enough to fit in your palm.

[Found in the Cave of Trials]

Crumpled Paper - A useless scrap of paper.

Egg/Dairy Products - A basic set of ingredients that includes cheeses, butter, and cream as well as eggs and milk.

Element Analyzer - A device used to do scientific analysis of chemical elements and structure. It improves the chances of a successful identification.

[Make with Machinery skill]

Energy Drink - Watch out for this drink. I can see what might happen if a couple were to indulge_.

Energy Tonic - A mysterious tonic that exchanges the HP and MP values of the drinker.

Erlenmeyer Flask - No alchemist is without one of these to keep his chemicals in. It improves the chances of successful alchemy.

[Steal from Guildmaster in Central City Skill Guild]

[Make with Machinery skill]

Fairy's Cologne - This magical medicine has a smell that monsters dislike, thus keeping the enemy away.

Fanzine - Written with the user's sadness in mind. Now this is good enough to show anyone.

[Bought in Fun City]

Fanzine? - Written with the user's feelings in mind. But it would be a bit embarrassing to show this to anybody right now.

Fanzine! - Written with the user's head in mind. I guess I've established my reputation.

[Bought in Fun City]

Fanzine*** - Written with the user's thoughts in mind. But as far as the plot, it still has a long way to go.

[Steal from Boy in Giveaway Tavern]

Fanzine (male symbol) - Written to realize the user's aspirations. Very sophisticated. Definitely.

[Bought in Fun City]

Fanzine (heart) - Written with the user's love in mind. The pros have nothing on me now. I'm good enough to really sell.

Fanzine (music symbol) - Written with the user's style in mind. I might be getting popular.

[Bought in Fun City]

Feather Pen - A normal feather pen used to compose music. Its use is said to impart mastery of the skill of Musical Notation.

Fill up - Documents that prove contract to receive items. When used the contract is honored.

[Make with specialty skill Reverse Side]

Fish Squash Salad - A Japanese style salad using hardened fish paste and boiled acorn squash.

Flash Pot - When used in camp this mysterious medicine imparts talent for an instant.

Forged Bills - A counterfeit bill identical to real money. When you think of how hard it is to make it and to use it, it's really unprofitable you know.

[Made with specialty skill Reverse Side]

Forged Checks - A counterfeit check identical to a real one.

[Made with specialty skill Reverse Side]

Forged Documents - A counterfeit document identical to a real one.

[Made with specialty skill Reverse Side]

Forged Medals - A counterfeit medal identical to a real one. By using this you can fake your own experience.

[Made with specialty skill Reverse Side]

Fountain Card - A magical card that calls upon the goddess of good fortune to give you some item.

[Make with Magic Canvas using the Art skill]

Fountain Pen - A pen used by filling the reservoir with ink, which seeps out from the tip as the pen is used to write.

Fruit - A basic set of ingredients that includes rip fruits from all seasons.

Ganze Sea Urchin - A type of sea urchin. The best sea urchin is fresh, a bit orange colored with a sweet flavor.

[Found in the Cave of Trials]

Go home Frog - Use this when you want to return and a miracle is sure to happen.

[Bought in the Cave of Trials]

Grain - A basic set of ingredients that includes staples such as rice, wheat, millet, sorghum and different types of beans.

Graphic Software - A device to aid in artistic endeavors. It improves the chance of producing successful art.

[Make with Machinery skill]

Harmonica - A reed instrument from Germany whose soothing sound imparts a strangely warm feeling.

[Bought in Clik & Hilton]

Holoprojector - A holograph producing device made by Precis. When Precis uses this 'Holo-holograph' becomes effective.

Illusive Shamisen - Why mysterious? Only the God of Creation, Tria knows the answer to this mystery.

[Received from the God of Dance in the Cave of Trials]

Jack-in-the-box - What might it contain? A mysterious box from which something will leap out when opened.

[Steal from Man in Fun City Battle Arena]

[Make with Magical Clay using the Art skill]

Juicy Beef - Extra prime, juicy meet for cooking.

[Found in the Cave of Trials]

Lezard Flask - A flask invented by a man versed in alchemy and the ways of the dead spirits. It refines material to an even higher degree!

Lien - This is a paper with the word 'LIEN' written in large letters, use this to claim ownership of something.

[Make with specialty skill Reverse Side]

Lyre - A harp. For some reason, handsome longhaired troubadours always have one.

[Found in Clik]

Magic Canvas - A completely blank canvas. It is said that whatever image is painted on this canvas will take on its own soul.

Magical Camera - A special magical camera that can take 3D photos of its subjects.

Magical Clay - Clay that has yet to receive a soul. It is said that any object made with this clay will possess a mysterious power.

Magical Film - A special film used to reproduce 3D images taken with magic camera.

Magical Rasp - This magical file is used for customizing and blacksmithing superior weapons.

[Bought at Secret Charity/Fake Gallery]

Magical Rice - A special rice polished with magic.

Material Kit - A toolbox filled with tools for mechanical work.

Meat - A basic set of ingredients that includes fresh poultry and other meats.

Mint Pot - When used in camp this mysterious medicine enables a god-like skill in the user.

Mirror of Wisdom - A mirror possessing great wisdom that when raised high will impart knowledge to all friends.

[Found in the Field of Intelligence]

[Make with Magical Clay using the Art skill]

Musical Software - This composing device makes all sorts of sounds and improves the chances of successful composing.

[Make with Machinery skill]

Muscat Grape Jelly - A gelatin made with the juice of Muscat grapes.

Music Box - A music box that evokes many memories. Its mysterious melody is said to repel monsters.

[Make with the Machinery skill]

Odd Medicine - This medicine has a rather strange color. What would happen if you took it?

Organ - A keyboard instrument with a sound like the wind. It's unique, soothing sound has never ceased to calm people's souls.

Pet Food - Food for pets. Although some are known to be quite picky.

Piano - If you ask me, a righteous warrior should not have to carry this around, you know?

Plasma Zap-stick - An electromagnetic shield producing device made by Precis. When Precis uses this, 'Barrier' becomes effective.

[Have Precis make this with the Machinery skill]

Portrait A - Fate has thrown this youth into an unknown world. Is this the will of heaven or what he himself seeks?

[Make with Magic Canvas using the Art skill]

Portrait B - This lass has endured a sad fate. What will the eternal passing of time expect of her?

[Make with Magic Canvas using the Art skill]

Portrait C - Every time her hair sways or she runs her slender fingers through it, her tattooed Crest produces more of its limitless power.

[Make with Magic Canvas using the Art skill]

Portrait D - He began his journey. For the sake of a better world and the one he loved_

[Make with Magic Canvas using the Art skill]

Portrait E - His heart heavy with a tragic past, he draws his sword once again_ to forget_

[Make with Magic Canvas using the Art skill]

Portrait F - Here we go, move it move it! If someone blocks the way, just smile and give 'em the hammer punch!

[Make with Magic Canvas using the Art skill]

Portrait G - The time for choosing has come. He stands up with light in both hands to answer to his fate.

[Make with Magic Canvas using the Art skill]

Portrait H - What's the problem? Oh no, that's not the way! Let me do it, I'll finish it in 5 seconds!

[Make with Magic Canvas using the Art skill]

Portrait I - With screeching flashes and rumbling blasts, all who oppose her are felled to open the way.

[Make with Magic Canvas using the Art skill]

Portrait J - A man with a past, he has left home and come to an unknown world.
What could be on his mind?

[Make with Magic Canvas using the Art skill]

Portrait K - Here's a zoologist with bushy hair and puny muscles. Hope that's
OK_

[Make with Magic Canvas using the Art skill]

Portrait L - She's a young woman ready for anything. Well well_What's to do
today?

[Make with Magic Canvas using the Art skill]

Purity Leaf - Healthy vegetables raised with plenty of sunshine.

[Found in the Cave of Trials]

Ririca - A magical camera that produces perfect 3D images of its subjects. It
increases the chances of a successful reproduction.

[Make with Machinery skill]

[Steal from Chisato in Mars]

Rotten Sashimi - Hey, this smells bad.

Scribbles - What is this supposed to be, anyway? There's no trace of artistic
ability here.

Seafood - A basic set of ingredients that includes both fish and saltwater fish
and shellfish as well as edible seaweed.

Second Ledger - This ledger was maintained secretly to keep track of the real
profits.

[Make with specialty skill Reverse Side]

Silver Trumpet - The majesty of the sound of this imposing, silver trumpet is
said to ring to the ends of the Universe.

Smith's Hammer - A golden hammer to work and temper red hot metal.

Soldering Iron - This soldering iron improves the chances of successfully making
beautiful decorative items.

[Make with the Machinery skill]

Spectacles - A magical magnifying glass possessing the power to see all truths.

Stock Certificates - As long as the company doesn't go under, dividends will be
received by keeping this.

[Make with specialty skill Reverse Side]

Succubus Cologne - This magical cologne gives off a smell that monsters like and
thus attracts the enemy.

Survival Kit - This box of items improves the chances of successful survival in
the woods.

[Steal from Explainer in Central City Skill Guild]

[Make with Machinery skill]

Text Software - This device improves the chances of successfully writing good
work for publishing.

[Make with Machinery skill]

[Steal from Chisato in Armlock Inn]

Treasure Chest - What might it contain? A mysterious box that will give you 3 items when opened.

[Steal from Old Man in Mars Village]

[Steal from Old Man in Fun City]

[Make with Magical Clay using the Art skill]

Twin's Tonic - When used in camp this mysterious tonic deepens the bond between friends.

Vegetables - A basic set of ingredients that includes vegetables, tubers, tomatoes, melons and other such edible plants.

Vellum Paper - High quality paper used for writing documents.

Violence Pill - This dangerous medicine invokes either a heaven or a hell.

Violin - Small but powerful, this stringed instrument's sound is so noble it is often called the queen of all instruments.

Wierd Lump - What was this supposed to be? It's just a meaningless lump of clay.

Yarma Cooking Set - The set of ingredients used by the god of cooking, Yarma.

Sorry, can't tell you what's in it.

[Steal from Guard Yarma in Giveaway Inn]

*** PRECIOUS ITEMS ***

Card Key - A suspicious card with a mysterious shine

Chisato's Job ID - It has on it the name of Chisato, reporter for the Nede Chronicle

Clarisage - A rare herb found in the sanctuary of Linga

Energy Stone - A special mineral that increases Heraldic powers

Hut Key - A key that will open some hut somewhere

ID Card - A strange card with a mysterious shine

Jewel of Courage - The jewel that rules the courage of Nede

Jewel of Intelligence - The jewel that rules the Intelligence of Nede

Jewel of Love - The jewel that rules the love of Nede

Jewel of Power - The jewel that rules the power of Nede

LEA Metal - Abbreviation for Low Energy Antiproton Metal

Link Stock - A mysterious amulet that increases linking ability by 1

N.F.I.D. - A free pass for entrance to Fun City

Passport - A passport to permit sailing from the port of Klik

Rena's Hairpin - A crescent shaped hairpin that Rena used

Rena's Pendant - A pendant that Rena has treasured since childhood.

Rune Codes - A card with the code for breaking the seal to the Four Fields engraved on it

Silver Goblet - A beautiful goblet with a heavenly shimmer

Tear of the King - The tears of the legendary Demon Bird of the Lassguss Mountains

The Key to Mihne Cave - The card needed to break the seal of the Mihne Cave

Tournament Pass - A pass to certify registration as an entrant in the Lacour Tournament of Arms

Treasure Map - A map showing the secret passageways of Cross Cave

Void Matter - A device that covers all allies' weapons with Antiproton fields

Warrior Statue - A courageous looking idol that symbolizes the courage of its owner.

*** WEAPONS ***

10 Volt Stun Gun - The voltage for this stun gun is so low it's useless.
ATK:10 CRT:10

Aero Gun - A small firearm that attacks the enemy by shooting slugs of compressed air.
ATK:800

All About ESP - A book that shows how to concentrate so that Heraldic spells can be cast with only 2/3 the MP consumption.
ATK:780 MAG:70

All-Purpose Knife - A handy kitchen knife that cuts all cooking ingredients. Increases chances of success in the Master Chef competition.
ATK:160
[Bought in Fun City]

Alpha Box - Special energy pack for the Kaleidoscope ray gun for shooting a wave photon bursts.
ATK:690 HIT:50
[Bought in Armlock]
[Found in the Field of Intelligence]

Ancient Wisdom - A book about lost ancient wisdom that reduces MP consumption by half.
ATK:800 HIT:50 MAG:380 LUC:20

Asura - Skillfully worked knuckles made only to fell the enemy.
ATK:750 HIT:20 CRT:3

Atomic Punch - A sort of dangerous mechanical punching hand.
ATK:1120 HIT:55
[Bought in Armlock]
[Found in Fienal]

Aura Blade - A shining sword of light possessed of the force of life.

ATK:1200 HIT:80 CRT:32

Bagh Nakh - Knuckles with hooked metal claws for more attack strength.

ATK:165

[Bought at Lacour Front Line]

Baselard - A type of short sword

ATK:180

Bastard Sword - A 1.5 meter long sword that can be used with either one or two hands.

ATK:150 HIT:10

Bent Rod - A frail rod that looks like it's about to break any minute.

ATK:5 MAG:1

Beta Box - Special energy pack for the Kaleidoscope ray gun for shooting B wave photon bursts.

ATK:690 HIT:30 CRT:20

[Found in Fienal]

Black Box - Very special energy pack for the Kaleidoscope ray gun for shooting darkness bursts.

ATK:200 HIT:20 CRT:20

Book of Awakening - A serious book that goes on endlessly about the philosophy of difficult Heraldic Arts.

ATK:50 HIT:20 MAG:88 STM:20 LUC:20

Book of Darkness - A book about magic secrets for invoking the powers of darkness.

ATK:700 MAG:80

[Have Leon customize Brain Structure with a Damascus]

Booster Box - Special energy pack for the Kaleidoscope ray gun for shooting normal bursts.

ATK:128

[Opera comes equipped with it]

Both Shaver - A pair of short swords truly made for battle use.

ATK:120

[Bought in Salva]

Brain Structure - A book about the unknown capabilities of the human brain that reduces MP consumption by half.

ATK:890 HIT:50 MAG:80

Braided Knuckles - A magic knuckle with a crest engraved on it, which can throw blazing flames.

ATK:599 HIT:30 MAG:70 CRT:6

Broad Sword - A broad sword about a yard long with a special wide blade.

ATK:60

[Bought in Cross]

Burning Hand - A mechanical punching hand that explodes while attacking.

ATK:600 HIT:50 CRT:20

Cat o'9 Tails - A magical whip whose tip splits into 9 when cracked, each one attacking a different target.

ATK:1280

Cat's Fangs - Knuckles with claws for more attack strength.

ATK:120

[Have Noel customize Knuckles with a Diamond]

Cestus - Spike studded knuckles to increase attack strength.

ATK:140 MAG:20

[Bought in Mars Village & Hilton]

Clap Rod - A magical staff that annihilates the enemy with just a touch due to the Heraldic Crest engraved upon it.

ATK:280 MAG:30

[Found in Fienal]

Cracker - A small firearm that attacks the enemy by shooting countless steel balls.

ATK:660 CRT:50

Crest Rod - A special staff for Heraldic wizards with Crests engraved at its ends to increase attack strength.

ATK:100 MAG:25

[Bought in Lacour]

Crimson Diablos - A sword know as 'The Crimson Devil'.

ATK:1100 HIT:80 STM:50 CRT:24

Cromlea Sword - A magic sword of darkness said to be forged of the essence of evil itself. It cuts out the soul of all who touch it.

ATK:1399

[Have Dias win the 'A' Rank Duel Battle at Fun City Battle Arena]

Dark Whip - A jet-black whip created by condensing the darkest darkness so that it crushes the soul of its target.

ATK:1100 HIT:50 CRT:30

Death Fangs - Evil knuckles with fangs of darkness that can instantly rip an enemy apart.

ATK:1350 HIT:50 GUTS:10 CRT:15

Dictionary - A book that defines words in alphabetic order.

ATK:340 MAG:50

[Found in the Hoffman Ruins]

[Bought in Giveaway]

Double Masher - A pair of thick short swords that destroy everything.

ATK:799 HIT:40 CRT:75

[Have Ashton customize Twin-edge with a Moonite]

Doubledemon Sword - A pair of magical swords said to forged from the flames of darkness that plunge the user's heart into evil.

ATK:700

[Have Ashton win the 'A' Rank Duel battle in Fun City's Battle Arena]

Dragon's Claws - Strong knuckles with sharp claws that are said to be able to rip the scales of a dragon.

ATK:450 HIT:20 MAG:100 CRT:26

[Steal from Noel in Armlock]

[Have Rena customize Cestus with a Moonite]

Dragon's Tusk - A legendary staff possessed of the wisdom of the dragon, increasing its Heraldic power.

ATK:990 HIT:80 MAG:360 CRT:6

Dull Sword - A sword with a dulled blade. No matter what you do it won't cut anything.

ATK:2 CRT:1

Eagle's Claws - Knuckles with sharpened claws for more attack strength.

ATK:760 MAG:110 CRT:10

[Bought in North City]

Electro Gun - A weapon that attacks the enemy by emitting strong electric shocks.

ATK:410

[Bought in Central City]

Electron - A weapon that attacks the enemy by emitting an unbelievable electrical current.

ATK:830 HIT:66 CRT:60

Empresia - Woman's knuckles that give the wearer unlimited calm and grace.

ATK:1220 HIT:70 MAG:300 CRT:30

Encyclopedia - An expensive book that boasts an impressive thickness.

ATK:500 MAG:100

[Bought in Armlock]

[Found in Mihne Cavern]

Eternal Sphere - A strong, magic sword possessed of the infinite powers of the Universe.

ATK:1600 HIT:70 GUTS:40 CRT:25

[Have Claude customize the Minus Sword with Mithril]

Fallen Hope - This legendary weapon responds to the strength of will of its owner. Halves the consumption of MP for its user.

ATK:1000 HIT:50 MAG:300 CRT:20

[Received from Dr. Mirage]

Fellper Nails - Knuckles with claws attached to give their user cat-like moves.

ATK:1200 HIT:50 MAG:30

Flame Blade - A magic sword with the power of flames that will burn up the enemy due to a Crest engraved on it.

ATK:160 HIT:20 CRT:10

[Bought in Mars Village]

[Found in Heraldry Forest]

Flame Gun - A small firearm that emits a scorching flame to burn up the enemy.

ATK:550 HIT:60 CRT:50

Flare Burst - Strong magical knuckles said to be made from a concentration of the blistering flames of the red lotus.

ATK:1300

Flare Whip - A magical whip with a Heraldic design engraved in its grip, making it shoot flames when cracked.

ATK:800 HIT:80 CRT:25

Force Sword - This magic blade converts the reason of the user into light and splits the enemy.

ATK:908

[Bought in Armlock]

[Steal from Mirage in Armlock]

Freeze Whip - A magical whip with a Heraldic design engraved in its grip, making it blow cold air when cracked.

ATK:800 HIT:80 CRT:25

Funny Slayer - A joke of a weapon that slays the monsters called Funny with one blow.

ATK:1 CRT:40

[Found in the Cave of Trials]

Gamma Box - Special energy pack for the Kaleidoscope ray gun for shooting T wave photon bursts.

ATK:750 HIT:50 CRT:20

Gemini - A pair of beautiful short swords dusted with the brilliance of the stars that leave a trail of light as they move.

ATK:1200 HIT:80 LUC:50 CRT:21

Giant Fists - Mysterious knuckles that possess a giant's destructive powers and make the wearer tougher.

ATK:470 HIT:10 STM:80 CRT:26

[Found in Eluria Tower]

Golden Fangs - An extremely beautifully decorated sword made of pure gold. But unfortunately, gold doesn't hold an edge at all so it's useless.

ATK:10

Grand Stinger - A famous sword known to be able to slice even steel as if it were butter.

ATK:620 HIT:120 CRT:12

Great Punch - A magnificent mechanical punching hand

ATK:850

[Bought in Central City]

[Found in the Field of Intelligence]

Grizzly Claps - Special knuckles deal an especially hard blow to the enemy when used.

ATK:840 HIT:60 MAG:200

[Bought in Armlock]

Guard Sword - A pair of short swords that are designed to parry attacks easily due to their special curved shape.

ATK:160 HIT:10 CRT:11

Gusguine - A strong sword made for piercing.

ATK:250

[Bought in Lacour]

Hard Cleaver - A magic sword that creates a molecular breakdown in everything that it touches.

ATK:1100 HIT:60 CRT:30

Hard Knuckles - Knuckles reinforced with steel bands for attack strength.

ATK:58 MAG:10
[Bought in Clik]

Hard Whip - A leather whip especially made for combat.
ATK:550
[Bought at Lacour Front Line]

Heart Breaker - A strong magic sword that finds the enemy's weakness and instantaneously robs him of his life.
ATK:550 HIT:20 CRT:10
[Have Claude customize the Veil Piercer with a Diamond]

Hecatoncheire - Gigantic knuckles that possess the strength of a legendary giant.
ATK:630 HIT:50 CRT:27
[Bought in Central City & North City]

Heraldry - A thick book that goes on endlessly about the basic principles of the Heraldic Arts.
ATK:290 MAG:100
[Found in the Cave of Red Crystal]
[Bought in Central City]

Heraldry Book - A book that describes how to cast Heraldic spells with only half the MP consumption.
ATK:500 HIT:50 MAG:100
[Found in Fienal]

Holy Cross - A pair of holy swords of legend said to exorcise all evil with their shining white blades.
ATK:1240 HIT:60 LUC:80 CRT:18
[Have Ashton customize Scyther with a Rune Metal]

Holy Rod - A magic staff that heals the wounds of its user with an inner, holy strength.
ATK:520 MAG:240
[Found in the Field of Love]

Holy Scriptures - A shining, holy book that can heal a wounded body by the grace of the gods.
ATK:920 HIT:50 MAG:199

Holy Sword Farwell - A legendary sword whose strength is said to increase with the courage of its owner.
ATK:1900 HIT:70 MAG:70 CRT:15
[Found in the Cave of Trials]

Ice Punch - A mechanical punching hand that blows cold air from its fist.
ATK:380

Ignite Sword - A magic sword that glows with the Flame of the Red Lotus because of the Heraldic Crest engraved on its blade.
ATK:720
[Bought in Central City]
[Steal from Claude in Armlock]

Invisible Whip - A whip made of special steel wire so thin it cannot be seen with the naked eye.
ATK:950 HIT:150 GUTS:40 CRT:31

Iron Punch - A steel mechanical punching hand

ATK:165

[Have Precis make with Machinery skill]

Kaiser Knuckles - Knuckles made from the legendary metal orichalcum possessed of an unbelievable destructive power.

ATK:1100 HIT:60 MAG:200 CRT:4

[Have Rena customize Metal Fangs with a Rune Metal]

Knuckles - A weapon for strengthening the fist to avoid injuries when striking the enemy.

ATK:30

[Bought in Salva]

Leather Whip - A normal leather whip made from animal hide.

ATK:60

Levatine Sword - A legendary magic sword whose strength increases the more danger the owner falls into.

ATK:3000 HIT:50 GUTS:50 STM:50 CRT:35

[Found in the Cave of Trials]

Light Box - Special energy pack for the Kaleidoscope ray gun for shooting photon bursts.

ATK:490

[Found in the Hoffman Ruins]

Light Whip - A magical whip with a Heraldic design engraved on its grip, making it emit beams of light when cracked.

ATK:820

[Bought in Central City & North City]

Lightning Gun - A weapon that attacks the enemy by emitting an electric shock similar to a thunderbolt.

ATK:650 HIT:51

[Bought in Armlock]

[Found in Mihne Cavern]

[Have Chisato customize Electro Gun with Moonite]

Limp Whip - A whip that is hard to crack because the tip is too light.

ATK:2

Long Edge - A sword with a blade longer than usual to attack enemies in a wider area.

ATK:285 CRT:5

[Bought in Lacour]

Long Sword - A normal sword about a yard long.

ATK:30

[Bought in Salva]

Lotus Eater - A weapon reputed to devour people's dreams and hopes.

ATK:1150 HIT:50

[Bought in Armlock]

[Found in Fienal]

Magic Box - Very special energy pack for the Kaleidoscope ray gun engraved with a Heraldic Crest to reduce MP consumption.

ATK:650 HIT:50 CRT:20

Magic Hand - A big mechanical punching hand.

ATK:125

Magical Gloves - Magical knuckles fortified with an engraved Heraldic Crest to increase the Heraldic powers of the wearer.

ATK:688 HIT:50 MAG:60 CRT:12

Magical Rod - A staff strengthened for attack strength by being studded all over with jewels.

ATK:150 LUC:10 CRT:10

Marvel Sword - A long sword prized for its magnificent sharpness forged with the wisdom of the ancients.

ATK:1100 HIT:100 STM:10 CRT:15

[Found in the Field of Power]

Melufa - A pair of evil swords stained with darkness as they are said to have been tempered in the blood of the devil.

ATK:1320 HIT:80 LUC:100 CRT:40

[Have Ashton customize Scyther with a Damascus]

Mental Revolution - A book about effective ways to use the brain so that Heraldic spells can be cast with only 2/3 the MP consumption.

ATK:680 MAG:60

Metal Fangs - Knuckles with sharpened metal claws attached to greatly increase attack strength.

ATK:400 MAG:50

Million Staff - A staff that restores the user's own MP by an amount equal to 1/5 of the damage received from an enemy.

ATK:800 HIT:80 MAG:800 STM:30 LUC:30 CRT:40

[Found in the Cave of Trials]

Minus Sword - A cursed sword that has a great negative strength in its blade that will wound even its user's soul.

ATK:599 HIT:80 CRT:10

[Have Claude customize Sharp Edge with Mithril]

Molecule Wire - Special combat-use wire with a single-molecule structure.

ATK:799 HIT:60 CRT:24

Moon Fists - Legendary knuckles said to be made from a concentration of silvery moonlight.

ATK:1200 HIT:60 CRT:8

Murasame Sword - A curved sword that is always moist for superior splitting power.

ATK:552 HIT:20 GUTS:10 CRT:22

[Found in Eluria Tower]

One-two Punch - A high speed mechanical punching hand.

ATK:280

[Have Precis make with Machinery skill]

Oriental Blade - A curved sword specially tempered to have splitting power.

ATK:448

Pain Cestus - Knuckles fortified with metal spikes for more attack strength.

ATK:580 MAG:80

[Bought in Central City & North City]

Pair Nuts - A pair of legendary short swords said to possess the spirits of 2 twin divas that impart a love of song to the user.

ATK:380 HIT:20 CRT:12

Pleiad Sword - A magical curved sword said to be so sharp that it instantly slices anything in two.

ATK:1200 HIT:60 CRT:30

[Have Dias customize Ignite Sword with a Moonite]

Prime Prayer - A magical staff that makes its holder loquacious due to Heraldic Crests engraved over the entire staff.

ATK:1000 HIT:80 MAG:80 CRT:5

Psycho Box - Special energy pack for the Kaleidoscope ray gun for shooting energy waves.

ATK:1050

Pulse Box - Special energy pack for the Kaleidoscope ray gun for shooting powerful pulse waves but takes time to charge.

ATK:1000 HIT:60 CRT:20

Radio Box - Special energy pack for the Kaleidoscope ray gun for shooting radio frequency photon bursts.

ATK:162

Reference Book - A reference book for study and research.

ATK:280 MAG:50

Rod - A normal staff carved from wood

ATK:10 MAG:5

[Bought in Cross & Klik]

Rod of Snakes - A magical staff that reduces the MP consumption rate of the user by half.

ATK:700 HIT:60 MAG:50 CRT:6

Rose Whip - A special combat whip with thorn-like rivets attached to it.

ATK:600 HIT:66 CRT:25

Ruby Rod - A magical staff that produces bursts of burning flame from its tip.

ATK:680 MAG:300

[Bought in Armlock]

Ruby Wand - A staff reinforced for attack strength with rubies at its ends.

ATK:70 MAG:20

[Bought in Mars & Herlie]

Rune Full Moon - Magical Knuckles said to have been made from moonlight itself, containing the Heraldic powers of a full moon.

ATK:900 MAG:150

[Bought in Armlock]

[Found in the Field of Power]

Runes' Fate - A strong magical sword that lures all things to their destruction with the force of darkness possessed in its blade.

ATK:1000 HIT:50

[Bought in Armlock]

Sacred Tear - A blade whose name means 'god-striker', halves the consumption of MP for its user.

ATK:1250 HIT:50 CRT:30

[Received from Dr. Mirage]

Sawed - A large sword with countless tiny teeth along its blade to pulverize its target.

ATK:990 HIT:80 GUTS:60 CRT:20

Scyther - A pair of shining short swords that combine to slice up the enemy in a flash of movement.

ATK:820

[Bought in Central City]

[Found in the Field of Courage]

SD Punch - A Super Delicious mechanical punching hand.

ATK:1150 HIT:50 CRT:20

SDUGA Punch - A Super Delicious Ultra Great Atomic mechanical punching hand_ anyway it's just got a whole mess of stuff stuck on it.

ATK:1600 GUTS:65 CRT:30

Serpent's Tooth - Special knuckles with a water dragon's fangs to paralyze the enemy.

ATK:900 HIT:20 MAG:150 CRT:12

[Found in the Field of Love]

Seventh Ray - Very special energy pack for the Kaleidoscope ray gun that cuts the enemy's Heraldic attack in half.

ATK:280 HIT:60 CRT:35

Sharp Edge - A sword made by a famous swordsmith and known for its unbelievable sharpness.

ATK:222 HIT:60 CRT:10

Shield Sword - A pair of short swords that have hilt guards specially designed to parry attacks easily.

ATK:490

Shock Gun - A small firearm that attacks the enemy by emitting shock waves.

ATK:380 HIT:40 CRT:50

Silvance - A sword made of the legendary metal orichalcum that invokes the roar of thunder.

ATK:1210 HIT:99 CRT:30

Silver Fangs - An extremely beautifully decorated sword made of pure silver. But unfortunately, silver doesn't hold an edge well so it's next to useless.

ATK:12

[Have Claude customize the All-Purpose Knife with Silver]

Silver Rod - A beautifully decorated rod made of mithril silver.

ATK:350 HIT:20 MAG:250

[Bought in Central City]

Silvermoon - A magic staff that reduces the MP of its user with the power of the silver brilliance of the moon.

ATK:1000 MAG:300

[Steal from Celine in Armlock]

Sinclair Sabre - A primitive saber.

ATK:100

[Bought in Lacour & Klik]

Smaller - A pair of short swords coated with the scales of poisonous moths, giving it the additional effect of poisoning anything they cut.

ATK:180

[Bought in Cross & Hilton]

Sorceress Knuckles - Beautiful and elegant woman's knuckles blessed by Manna.

ATK:1000 MAG:180

[Have Rena customize Rune Full Moon with a Sage's Stone]

Soul Slayer - A fearsome, evil sword possessed with negative forces that completely destroy the pieces of the enemy's body after being split.

ATK:982 HIT:10 CRT:12

Spark - A weapon that attacks the enemy by omitting a strong electric shock.

ATK:750 HIT:60 CRT:80

[Found in Fienal]

Spark Hand - A mechanical punching glove that emits unbelievable electric shocks from its tip.

ATK:650 HIT:30 CRT:20

Spark Whip - A magical whip with a Heraldic design engraved in its grip, making it give electrical shocks when cracked.

ATK:1080 HIT:50

[Bought in Armlock]

[Found in Fienal]

Splinter - A special leather whip with rivets attached all over it.

ATK:460

[Bought in Hilton]

[Found in Eluria Tower]

Straight Punch - A mechanical punching hand that twists like a drill.

ATK:400

[Found in the Sanctuary of Linga]

Stun Gun - A weapon that attacks the enemy by emitting electric shocks.

ATK:200 HIT:50 CRT:50

The Hope of Breeze - An elegant sword possessing the power of a soothing breeze from heaven.

ATK:770 HIT:30 CRT:20

[Steal from Dias in Armlock]

Thick Book - A very thick and quite heavy book.

ATK:180 MAG:15

Thunder Punch - A mechanical punching hand that emits an electric shock from the fist.

ATK:420 HIT:50 CRT:25

Tiger's Fangs - Knuckles that possess the strength of a tiger to rip apart anything.

ATK:600 HIT:30 MAG:100 CRT:20

Titan's Fists - Gigantic knuckles that possess th strength of a legendary giant.

ATK:1000 HIT:30 STM:50 CRT:5
[Found in Fienal]

Tongue Twister - A magical staff that slows MP consumption to 2/3 the normal rate.

ATK:300 MAG:25

Treatise - A rather complicated book about various special fields of study.

ATK:50 MAG:390 LUC:50

Twin-edge - A pair of short swords prized for their sharpness.

ATK:340

[Found in the Sanctuary of Linga]

[Bought in Lacour]

Twin-tail - A special whip whose tip is spilt into two parts, where each part moves independently and attacks a different enemy.

ATK:860

Twin Picks - A pair of sharp short swords for piercing.

ATK:500 HIT:50 CRT:20

[Steal from Ashton in Armlock]

Twin Swords - A pair of easy to use short swords.

ATK:40

[Steal from Zand's Minion in Herlie]

Ultra Punch - A giant mechanical punching hand.

ATK:650

[Found in Eluria Tower]

Veil Piercer - A sharp blade with a tip like a needle to be able to cut through anything.

ATK:480

Walloon Sword - A type of long sword.

ATK:240

[Found in the Hoffman Ruins]

[Bought at Lacour Front Line]

Weird Slayer - A weapon that can fell beings not of this world (weird enemies) with one blow.

ATK:1000 HIT:40 GUTS:10 STM:10

[Found in the Cave of Trials]

Whirlwind - A sword that creates a whirlwind around it when brandished due to a Heraldic Crest engraved on its blade.

ATK:780 HIT:50 CRT:13

Windsley Sword - A famous sword known to cut not only flesh but also a warped mind, forged by a forgotten swordsmith.

ATK:1400

Wobbly Sword - A sword so thin it can't cut anything to speak of.

ATK:3 CRT:1

Worn Knuckles - These knuckles were made so poorly that you can't even get your fingers into them.

ATK:1

Worn-out Sword - A narrow sword that has been sharpened too much and has lost its balance.

ATK:3

X Box - Special energy pack for the Kaleidoscope ray gun for shooting X-ray photon bursts.

ATK:500

[Found in Eluria Tower]

*** ARMOR ***

Amber Robe - Clothing decorated with countless pieces of amber.

DEF:30

[Found in Heraldry Forest]

Banded Mail - Leather armor reinforced partially with steel bands

DEF:12

[Bought in Cross & Lacour]

Barrier Armor - Magical armor prized for its strong protective powers.

DEF:92 AUD:5

[Make from Orichalcum with Blacksmith skill]

Battle Suit - Battle clothing made of silicon.

DEF:500 GUTS:50

[Found in the Cave of Trials]

Bloody Armor - Cursed armor covered with fresh blood that continually sucks out the wearer's HP.

DEF:144 AUD:44

[Dropped by various enemies throughout the game]

Brigandine - Armor made of layers of steel and leather.

DEF:30

[Bought in Lacour, Herlie & Hilton]

Chaos Mail - A cursed, almost invincible armor prized for its strong protective power that sucks out the wearer's energy.

DEF:99 AUD:9

[Dropped by various enemies throughout the game]

Core Plate - Special armor possessed of very strong protective power.

DEF:100

Duel Suit - Prized strong protective armor made especially for combat. Has the power to prevent the wearer from being turned to stone.

DEF:300 GUTS:20

Evening Dress - Beautiful and elegant women's evening wear.

DEF:30 MAG:100

Flashy Armor - Embarrassing armor made by someone with rather strange tastes.

DEF:1

Flying Hawk Robes - A beautiful robe said to be worn by the goddesses in heaven.

DEF:170 MAG:150

[Found in the Cave of Red Crystal]

Holy Cloak - A holy robe with the Crest of a great god.

DEF:100 MAG:100

[Bought in Giveaway]

Ishtar's Robe - A robe blessed by Ishtar, the goddess of love and battle.

DEF:230 AUD:30 MAG:230 STM:50

Jeanne's Armor - Beautiful armor said to have been worn by the legendary holy woman.

DEF:180 GUTS:20

[Found in the Field of Power]

Leather Armor - Simple leather armor made of animal hide.

DEF:6

[Bought in Salva & Lacour]

Mirage Robe - This magical clothing covers the wearer in an illusion and has the power to prevent the wearer from being turned to stone.

DEF:230 AUD:60 MAG:150 GUTS:50 STM:50 LUC:50 CRT:10

Mithril Coat - A beautiful coat decorated with mithril silver protects the wearer from death.

DEF:88 MAG:80

[Bought in North City]

Mithril Mesh - Beautiful ringed mail made of silver mithril.

DEF:200

[Found in Mihne Cavern]

[Bought at Secret Charity/Fake Gallery]

Odd Clothes - Embarrassing clothing cut rather strangely.

DEF:2

[Steal from Boyfriend in Fun City Tavern]

Perforated Armor - This armor has big holes in it and it's useless.

DEF:1

Plate Mail - Sturdy armor made of countless overlapping steel plates.

DEF:90

[Bought in Central City]

Reflective Armor - Strong armor that reflects and dissipates attack energy.

DEF:290 AUD:10 GUTS:20 STM:20

[Found in the Cave of Trials]

Ringed Mail - Armor made by linking steel rings.

DEF:20

[Bought in Mars & Hilton]

Robe - Simple clothing preferred by Heraldic wizards.

DEF:3

[Bought in Cross]

Seraphic Garb - This superlative armor, named after the angels' clothing, is said to increase in strength as the HP of its wearer decreases.

DEF:400 AUD:40 MAG:100 STM:50 LUC:50

[Found in the Cave of Trials]

Silk Robe - Beautiful clothing made of smooth silk.

DEF:12

[Bought in Mars, Herlie & Hilton]

Silver Robe - A beautiful robe woven from silver threads.

DEF:70 MAG:120

[Bought in Central City]

Star Cloak - Beautiful clothing studded with pieces of stars.

DEF:220 MAG:220

Steel Armor - Sturdy steel armor.

DEF:150

[Bought in North City & Secret Charity/Fake Gallery]

Sylvain Mail - Silver armor said to be forged from pieces of stars, possessing the power to prevent the wearer from being turned to stone.

DEF:240

Valiant Mail - Magical, courageous armor that mysteriously protects its user.

DEF:500 GUTS:60

[Found in the Cave of Trials]

Valkyrie's Garb - A beautiful robe possessing the powers of the Norse maidens of battle, the Valkyries.

DEF:480 GUTS:50

Wizard's Mail - A Heraldic wizard's armor engraved with a Heraldic Crest of strong protective powers.

DEF:200 MAG:10

[Use Rune Metal with Blacksmith skill]

[Bought at Secret Charity/Fake Gallery]

*** SHIELDS ***

Algol - A terrible shield possessed of the magical powers of the legendary Medusa.

DEF:40 AUD:80 STM:50

Barrier Shield - A magical shield that protects its user with a special field generated by an engraved Heraldic Crest.

DEF:24 AUD:40

Buckler - A small shield made to parry the enemy's attack easily.

DEF:1 AUD:30

[Bought in Lacour]

Crestier Guard - A square shield engraved with a Crest that repels enemy water attacks.

DEF:20 AUD:80

[Found in Eluria Tower]

[Bought in North City & Secret Charity/Fake Gallery]

Fine Shield - A shield made specially for combat prized for its good protection.

DEF:15 AUD:70

[Bought in Central City]

Jeanne's Shield - A beautiful shield said to have protected the legendary holy woman. Said to possess the power to prevent paralysis.

DEF:30 AUD:80

[Found in the Field of Courage]

Knight's Shield - A tall shield made for ease of use by a knight on horseback.

DEF:10 AUD:60

[Bought in Lacour & Herlie]

Mithril Shield - A beautiful shield made of mithril silver possessed of the magical power to prevent paralysis.

DEF:31 AUD:60

[Found in Fienal]

Odd Gauntlets - An embarrassing gauntlet with a rather strange shape.

AUD:10

Odd Shield - An embarrassing shield with a rather strange shape.

DEF:5 AUD:10 CRT:5

Pallas Athena - A legendary shield said to protect the user from any danger.

DEF:20 AUD:80

Rare Gauntlets - A beautiful gauntlet made of orichalcum.

DEF:20 AUD:30

[Found in the Field of Intelligence (received after beating boss)]

[Bought at Secret Charity/Fake Gallery]

Round Shield - A round, metal shield.

DEF:4 AUD:60

[Bought in Mars & Hilton]

Rune Buckler - A magical shield with the power to protect the user from paralysis.

DEF:5 AUD:60

Star Guard - A magical ring engraved with a Heraldic Crest of strong protective powers.

DEF:33 AUD:121

The Armband of Kali - An armband blessed by Kail, the mother of the dark world.

DEF:30 AUD:30 CRT:10

Valiant Guard - A courageous, magical shield that mysteriously protects its user.

DEF:120 AUD:120

[*Found in the Cave of Trials]

Valkyrie Guard - A beautiful armband possessed of the strength of the Norse maidens of battle, the Valkyries.

DEF:100 AUD:120

[Found in the Cave of Trials]

Wooden Shield - A simple, wooden shield.

DEF:2 AUD:50

[Bought in Cross & Lacour]

*** HELMETS ***

Banded Helm - A leather helmet reinforced with a steel band.

DEF:6

[Bought in Cross & Lacour]

Beret - A floppy hat that imparts creative inspiration to its wearer. It just might protect its wearer too.

[Bought in Giveaway]

Bloody Helm - A cursed helmet stained with fresh blood said to suck out the mental strength of the wearer.

DEF:33 AUD:33 MAG:33 CRT:13

Crown - An emerald-studded crown that just might protect its wearer.

Dream Crown - A magical crown possessing great powers.

[Found in the Cave of Trials]

Duel Helm - A magnificent helmet well made for combat use, highly prized for its protection.

DEF:100

[Found in Fienal]

Fame Helm - An iron helmet to protect your head.

DEF:12

[Bought in Mars]

Frog - A piece of jewelry worn on the hend made of crystal that looks exactly like a frog. Who would wear this, anyway?

DEF:1 GUTS:5

Hermit's Helm - A legendary hat said to have been worn by a great Heraldic wizard.

DEF:35 AUD:20

[Make using Orichalcum with the Blacksmith skill]

Iron Helm - An iron helmet to completely protect your head.

DEF:25

[Bought in Hilton]

Isis Tiara - A tiara blessed by Isis, the goddess of bounty and magic, which increases the effects of Heraldic spells.

DEF:50

[Steal from Marianna in L'Aqua]

Jeanne's Helm - A beautiful helmet said to have once been worn by the legendary holy woman.

DEF:56

[Bought in North City]

[Found in the Field of Intelligence]

Leather Helm - A simple leather crown made of animal hide.

DEF:3

[Bought in Salva, Cross & Lacour]

Magical Hat - A rather stout hat despite appearances.

DEF:10

[Bought in Mars]

Mithril Helm - A beautiful helmet made of mithril silver.

DEF:65

[Bought at Secret Charity/Fake Gallery]

Moon Tiara - A magical tiara that makes its wearer loguarious. Gives the weare a Motormouth skill of 7.

Odd Hat - A slightly embarrassing funny shaped hat.

DEF:1

[Steal from Girlfriend in Fun City Tavern]

Odin's Helm - A legendary helmet possessed of the strength of Odin, the father of all Norse gods.

DEF:50 MAG:10 GUTS:60 STM:60 CRT:10

Plate Helm - A sturdy helmet made by assembling many steel plates.

DEF:38

[Bought in Lacour]

Rune Cap - A magical hat blessed by Manna which reduces MP consumption to 2/3.

DEF:26

Steel Helm - A sturdy steel helmet.

DEF:50

[Found in Eluria Tower]

[Bought in Central City & North City]

Sylvan Helm - A silver helmet which according to legend was forged from pieces of a star.

DEF:50

Wizard's Hat - A special Heraldic wizard's hat engraved with a Heraldic Crest of strong protective powers.

DEF:29

[Bought at Secret Charity/Fake Gallery]

*** GREAVES ***

Boots - Leather boots made from animal hides.

[Bought in Cross & Clik]

Bunny Shoes - Imparts incredible speed during combat.

DEF:10 STM:80

[Steal from Bunny Mannequin in Fun City]

[Found in Cave of Trials]

[Win at Fun City Bunny Races]

Glass Slippers - Beautifully shimmering high heels made of glass (no curfew attached).

DEF:1

High Heels - Women's shoes with high heels.

DEF:5

[Bought in Hilton]

High-laced Shoes - Rather deep shoes laced up over tow hooks.

DEF:25

[Bought in North City]

Iron Greaves - Greaves made of iron for protecting the legs.

DEF:10

[Bought in Cross & Mars]

Leather Boots - Thick boots made of cowhide.

DEF:6

[Bought in Hilton]

Leather Greaves - Simple, leather greaves made from animal hides.

DEF:5

[Bought in Salva & Lacour]

Mithril Greaves - Beautiful greaves made of mithril silver.

DEF:45

[Found in the Field of Courage]

[Bought at Secret Charity/Fake Gallery]

Mud Boots - Special boots for crossing deep marshy areas without sinking.

Neo Greaves - Beautiful greaves made of orichalcum.

DEF:20 AUD:5 LUC:10

Neumann Boots - Mechanical boots with an integrated roller dash mechanism especially developed by the House of Neumann. Provides super high speeds!

Odd Shoes - Embarrassing shoes that have a rather strange style.

DEF:1

Original Boots - Embarrassing boots made by a person with rather strange tastes.

DEF:3

Pin Heels - Women's shoes with heels so narrow they are like pins.

DEF:3

Plate Greaves - Sturdy greaves made of steel plates.

DEF:18

[Bought in Lacour & Herlie]

Rune Shoes - Magical shoes protected by Crests engraved all over them.

DEF:20 AUD:20

[Make from Rune Metal with the Blacksmith skill]

[Found in Fienal]

Sandals - Simple, wooden clogs.

DEF:1

[Bought in Salva]

Secret Boots - Magical boots that solve minor personal problems.

DEF:3

[Bought in Clik & Herlie]

Silver Greaves - Beautiful silver greaves.

DEF:30

[Bought in Lacour, Central City & North City]

Star Greaves - Magical greaves engraved with a strong protective Crest.

DEF:60

Steel-toed Boots - Shoes made sturdier than usual by steel bands on the inside.

DEF:8 AUD:20

[Bought in North City]

Suede Boots - Expensive boots made from mountain goatskin.

DEF:5

[Bought in Mars]

[Steal from Advisor in Herlie's Skill Guild]

Sylvan Boots - Silver greaves said in legend to have been forged from pieces of stars.

DEF:60

Valiant Boots - Magical, courageous greaves that mysteriously protect their wearer.

DEF:260

[Found in the Cave of Trials]

Valkyrie Boots - Beautiful boots possessing the strength of the Norse maidens of battle, the Valkyries.

DEF:250

[Found in the Cave of Trials]

Witch's Boots - Women's shoes with strong protective powers from engraved Heraldic Crests.

DEF:34 AUD:10

*** ACCESSORIES ***

Angel Armband - An armband said to have been worn by the dwellers of heaven, it makes the wearer's weapons shine like the stars.

HIT:60 AC:60 AUD:60 GUTS:60 LUC:60

[Found in the Cave of Trials]

Angel Hair - A shining silver hair band that just might protect its wearer.

AUD:5

[Found in the Hoffman Ruins]

Anklet - A silver anklet that just might protect its wearer.

AC:3

[Bought in Clik & Herlie]

Aqua Ring - A mysterious ring that completely shuts out cold air blasts directed at the wearer, with a probability of 1/2.

Atlas Ring - A ring possessing the strength of an ancient giant that increases attack strength. But its magical powers change so do be careful.

[Found in the Field of Power]

Attack Earring - A mysterious earring that for some reason makes monsters suddenly show up while worn.

GUTS:20 CRT:25

[Steal from Girlfriend at Fun City]

Bandit's Gloves - A pair of very thin gloves that don't interfere with the subtle motions of the fingers needed to do the job.

[Steal from Explainer in Herlie's Skill Guild]

Battalia Ring - A cursed ring that brings misfortune to the wearer. However, countless people wear it anyway due to its unbelievable defense powers.

AC:30

Berserk Ring - A ring of madness that constantly maintains the fire of hatred in the wearer's heart.

Black Earring - A mysterious earring that converts 1/20 of the damage received through Heraldic spells into MP of the wearer.

Blood Earring - A mysterious earring that converts the attack strength directed at its wearer into HP, with a probability of 1/10.

Blue Talisman - A talisman that has been blessed by the god of water to protect the wearer from water and improve defensive strength.

STM:12

Crystal - Quartz crystals.

Damascus - An odd, black metal possessed of elasticity and durability.

Demonlayer Ring - A ring that wards off evil. It prevents all types of enemies from approaching the wearer.

Diamond - The hardest stone known to nature. Its structure is of pure carbon atoms aligned in rows of perfect squares.

Dream Bracelet - An armband of your dreams that temporarily raises the level of its wearer by one.

[Found in the Cave of Red Crystal]

Eclipse Ring - A mysterious ring that gives the wearer a Strong Blow skill level of 3.

Emerald Earring - A mysterious earring that makes its wearer loquacious. Gives the wearer a Motormouth skill level of 5.

Emerald Ring - A ring possessing Heraldic powers that reduces its wearer's MP consumption to 2/3 of its normal rate.

STM:10

Fairy Ring - A ring possessing great Heraldic powers that reduces its wearer's MP consumption to half of its normal rate.

[Make from Green Beryl with Metalwork skill]

[Found in the Cave of Trials]

Fairy Tear - Jewelry that possesses the mysterious power of converting 1/10 of the damage received from Heraldic spells into an increase in his own MP.

Feet Symbol - A mysterious charm possessing a warrior's strength that improves its wearer's attack strength and aim.

Fire Ring - A mysterious ring that increases its wearer's fire-based Heraldic power.

GUTS:10 STM:10

First Earring - A mysterious earring that prevents rear attacks while worn.

LUC:20

Flare Ring - A mysterious ring that completely shuts out all flames directed at its wearer, with a probability of 1/2.

Flash Earring - A special earring that converts thunder attacks directed at its wearer into the wearer's MP.

Fortune - A mysterious armband that brings the blessings of luck to the user.

Gale Earring - A magical earring that imparts the speed of a gale to its wearer and increases his number of attack chances of one.

HIT:10 AUD:10 CRT:15

[Found in Eluria Tower]

Gaudy Earring - An earring in very bad taste.

General's Ring - A ring with the Crest of the King of Cross engraved on it. It has mysterious effect of increasing the strength of its wearer.

STM:20

Gold - Gold ore. However, it is low in purity and of little value without being refined.

AUD:1

Gold Ring - A ring made of gold that might make the wearer feel rich or something.

AUD:1

Golden Bracelet - An armband made of gold that just might protect its wearer.

AC:10

Golden Cross - A mysterious, golden cross that improves its wearer's aim.

HIT:50

[Make from Gold with Metalwork skill]

Golden Crown - An expensive, pure golden crown that just might protect its wearer.

Golden Idol - An idol made of pure gold whose detailed workmanship has astounded many.

HIT:1

Green Beryl - This gem is called an aquamarine if it contains iron as an impurity, or an emerald if it contains chromium.

Green Bracelet - An emerald-studded armband that just might protect its wearer.

LUC:5

Hard Earring - An iron earring that increases the attack force of it's wearer. However, because it is so heavy, it makes it hard to attack.

Hard Ring - A steel ring that improves its wearer's attack power. But its magical powers change so do be careful.

GUTS:6 CRT:3

Healing Ring - A ring possessing a magical regenerative power that heals its wearer's wounds with time.

Heavy Ring - A thick steel ring that just might protect its wearer. But its magical powers change so do be careful.

GUTS:10 CRT:5

Holy Ring - A mysterious ring that protects its wearer from all Heraldic spells, with a probability of 1/10.

Infinity Ring - A mysterious ring possessing magical powers that promotes th

growth of the wearer.

Insanity Ring - A mysterious ring that gives the wearer the ability to jump over the enemy.

Iron - Iron ore. Can be refined by reducing the iron oxide contained therein.
HIT:1

Isfafil's Tear - A pendant that contains the prayers of a sad young lass who cries in regret of a mistake she made long ago.
HIT:30 AC:30 AUD:30 GUTS:20 LUC:50 CRT:30

Leaf Pendant - A wooden pendant in the shape of a leaf that carries the thoughts of a certain person and will always protect its wearer.
LUC:10

Left Cross - A mysterious cross possessing a great power that increases the HP of the wearer.
HIT:40 STM:20 CRT:10
[Found in Fienal]

Link Combo - An armband that permits killer moves to be linked in succession.
[Received from Mayor Narl after catching a Synard]
[Received from Leon if you have Bowman in your party]

Lot Bracelet - A strange bracelet that changes all damage done to the enemy from double to 1/4.
[Steal from Receptionist at Fun City Bunny Races]

Luna Tablet - A charm possessing lunar magic that improves the possessor's MP.

Luna Talisman - A holy talisman that has been blessed by the god of the moon to increase the HP of its wearer.
GUTS:20

Lunatic Earring - An earring that increases attacking strength. However, because so much effort goes into an attack, it is hard to take proper aim.

Lunatic Ring - A powerful magical ring that completely protects its wearer using the magical power of the moon falling from above.
[Steal from Star Ocean Girl Fan at Fun City Fanzine Spot Sale]

Magic Cross - A magical cross that diverts all attacks towards a nearby monster, with a probability of 1/5.

Magic Mist - A necklace that possesses a mysterious magic power to cloud the enemy's eyes during its wearer's escape from combat.
[Steal from Defense Force Soldier in L'Aqua]

Magician's Hand - A pair of special, very flexible gloves that aid in pickpocketing.
[Steal from Guildmaster in Armlock's Skill Guild]
[Make using the Machinery skill]

Mental Ring - A ring that possesses strong Heraldic powers to restore the MP of the wearer while in combat.

Meteor Ring - A magical ring that gives its wearer the billiance of a shooting star and increases his attack chances by 1.
GUTS:5 STM:10 CRT:1

[Found in Eluria Tower]

Meteorite - A piece of a meteor that possesses a mysterious shimmer and magical power.

Might Chain - A chain blessed by the goddess of battle that increases the attack power of its wearer.

STM:30

[Found in the Sanctuary of Linga]

Mind Ring - A ring possessing the power of calm that restores its wearer's MP during combat.

Mischief - A mysterious armband that attracts a little happiness.

Misty Symbol - Mysterious jewelry that improves its wearer's wisdom.

[Steal from Woman in Giveaway]

Mithril - A magical metal thought only to exist in legend.

Moon Earring - A magical earring that diverts all attacks to a nearby friend, with a probability of 1/10.

[Steal from Woman in Armlock Tavern]

Moonite - A magical stone with mysterious powers. Said to be a piece of the moon.

Necklace - A golden necklace that just might protect its wearer.

AUD:1

Orichalcum - A legendary flying metal said to have been produced in Atlantis.

Paralysis Check - A charm that possesses a mysterious magical power to save its possessor from paralysis.

Peep Half - A mysterious charm that cuts the wearer's peeping time in half.

GUTS:5

Peep Non - A mysterious charm that protects the wearer from peeping.

GUTS:10

[Found in the Cave of Trials]

Poison Check - A charm that possesses a mysterious magical power to save its possessor from poisons.

Pretty Idol - An idol made of diamond whose fabulous workmanship has astounded all who have seen it.

Princess Ring - A beautiful ring that combines cuteness and elegance to increase its wearer's MP.

Prism Ring - A mysterious ring that protects its wearer from all things, with a probability of 1/20.

GUTS:5

Promised Ring - A magical ring that imparts courage to the knight whom one loves.

GUTS:20 STM:20 LUC:10 CRT:10

[Steal from Boyfriend in Fun City]

Protection Ring - A mysterious ring that uses attack power directed against the wearer to increase its HP.

AC:6

Purple Mist - A necklace that possesses a mysterious magical power to divert the enemy's attention from its wearer during escape from combat.

LUC:10

Pyre Tear - Jewelry that possesses the mysterious power of converting 1/10 of the damage received from Heraldic spells into an increase in his own MP.

Rainbow Diamond - A rare diamond that gives off seven colors when it shines.

Recoil Bracelet - A magical bracelet that diverts all attacks toward nearby monsters, with a probability of 1/10.

[Found in the Hoffman Ruins]

Reflection Ring - A mysterious ring that uses Heraldic power directed against the wearer to increase his own HP.

Regeneration Ring - A ring possessing regenerative magical powers that can heal the wounds of its wearer during combat.

AC:2

Resistance Ring - A ring of defense that reduces the strength of a Heraldic spell directed against its wearer to 1/10 of its normal power.

Reverse Doll - A mysterious doll that takes the place of its owner when the owner's life is in danger.

GUTS:20

Ring of Happiness - A very expensive ring quite popular in the port city these days said to bring happiness to its wearer. The wearer feels happy wearing it.

STM:10 LUC:50

Ring of Sadness - A mysterious ring that lowers the wearer's attack strength in exchange for raising his defense strength.

Ruby - Red corundum owes its appearance to chromium impurities.

Ruby Earring - A ruby-studded earring that just might protect its wearer.

AC:1

Ruby Pendant - A ruby-studded pendant that just might protect its wearer.

Rune Metal - Said to be a magic crystal, but no one has verified this yet.

Sacknoth's Helmet - A strong dragon's helmet that releases true power after a long battle.

DEF:40 AUD:15

[Bought at Secret Charity/Fake Gallery]

Sage's Stone - An alchemist would spend a lifetime trying to create this mineral.

Salamander Helmet - A special helmet that fits a dragon's head.

DEF:12 AUD:10

Santa's Boots - Bright red shoes filled with the dreams of children.

[Bought in the Cave of Trials]

Sapphire - This is the name for gemstones of corundum that are not red. The right amount of titanium impurities makes it look blue.

Shield Earring - An earring of protection that reduces the attack strength directed at its wearer to 1/5 of the normal strength.

Shiny Earring - A beautiful, diamond-studded earring.

Silver - Silver ore. However, it is low in purity and of little value without being refined.

AC:1

Silver Barrette - A simple silver barrette that just might protect its wearer.

AC:3

Silver Charm - Jewelry that has been blessed by the god of magic to increase its wearer's Heraldic powers.

Silver Cross - A silver, holy cross that protects its wearer from many things.

Silver Earring - A beautiful, pure silver earring that improves its wearer's MP.

Silver Idol - An idol made of pure silver whose workmanship has astounded many an expert.

AUD:1

Silver Pendant - A silver pendant possessing magical powers that speed up its wearer.

AUD:10 GUTS:5

Silver Ring - A ring made of silver that just might protect its wearer.

AC:2 STM:10 LUC:10

Slayer's Ring - A magical ring that gives its wearer the speed of a flash and increases his attack chances by 2.

GUTS:10 STM:30 CRT:5

[Found in the Cave of Trials]

Stardust Ring - A mysterious ring that completely shuts out the power of stars directed at the wearer, with a probability of 1/2.

[Make from Star Ruby with Metalwork skill]

Star Earring - A mysterious earring that makes its wearer loquacious. Gives the wearer a Motormouth skill level of 3.

Star Ruby - When polished and held to the light a small star-like pattern can be seen in this ruby.

Stone Check - A charm that possesses a mysterious magical power to save its possessor from being turned to stone.

Sturm Ring - A golden ring possessing mysterious magical powers that improve its wearer's aim and ability to dodge.

HIT:15 AUD:15 LUC:5

Surrender Pendant - A pendant that has been blessed by what is holy to prevent the enemy from approaching.

Talisman - A mysterious talisman that has been blessed by a nameless god to

increase its wearer's defense strength.

STM:8

[Steal from Claude in Fun City]

Thunder Ring - A mysterious ring that increases its wearer's thunder-based Heraldic power.

GUTS:30

Trickster - A mysterious armband that attracts good fortune.

Tri-emblem - A Crest possessing the power of the God of Creation, Tria.

HIT:50 AC:50 AUD:50 GUTS:20 STM:50 LUC:50 CRT:10

[Bought in the Cave of Trials]

Tri-emplen - Some god's Crest.

HIT:10 AC:12 AUD:5 CRT:2

[Steal from Traveling Salesman in Armlock Inn]

[Bought at Secret Charity/Fake Gallery]

[Found in the Cave of Trials]

Useless Decoration - No matter how you look at it, this is just a useless decoration.

Water Ring - A mysterious ring that increases its wearer's water-based Heraldic powers.

GUTS:10 STM:10

Weighty Ring - A ring that is too heavy from having been made from a lump of iron. Its magical powers change so do be careful.

AC:2 GUTS:5 CRT:2

Wierd Doll - An odd-looking doll made of iron.

Wisdom Ring - A great ring possessing ancient wisdom that protects its wearer from many things.

Zephyr Earring - A silver earring that increases the speed of its wearer.

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