

Star Ocean: The Second Story Item Encyclopedia

by EternalSphere

Updated to v1.4 on Apr 29, 2008

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THE ULTIMATE ITEM ENCYCLOPEDIA

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01.) DOCUMENT STUFF SEC1

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--"Legal" Stuff--

This guide is not to be posted anywhere other than www.GameFAQs.com without my permission. That being said, I probably wouldn't mind if someone with a reputable site wanted to put up this guide, as long as they contact me and ask permission. As well as give me full credit for the work.

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02.) TABLE OF CONTENTS SEC2

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03.)                                VERSION & UPDATES                                SEC3
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When thanking people who emailed me with corrections, i'll leave out the last name for privacy concerns, unless otherwise told. I will use screen names wherever possible.

--Version 1.0--

I've gone over all this as thoroughly as I could, so I hope it's quite accurate. However, I'm sure there's still tons of little stuff that could be corrected. If anyone sees anything incorrect in this guide, I WOULD BE MORE THAN HAPPY TO HEAR ABOUT IT. Just contact me at the above email address or post in the stickied Help Topic on the Star Ocean 2 GameFAQs message board.

--Version 1.1--

May 1, 2006.

A few minor spelling errors and corrections fixed.

--Version 1.2--

Some errors fixed. Mostly for accessories, and a couple of weapons. I got a bunch of corrections from MetalGearSolidBoy. Kayzer also raised a bunch of very good questions, many of which I am unable to answer. Also thanks to PWOPPLW.

--Version 1.3--

Corrected "stacking properties" of elemental defenses on armor.

Thanks to DragonKnight for some useful corrections including that a Rainbow Diamond raises the specialty level of the equipped character by one.

I had the Duel Helm and Duel Suit listed has creatable "without" Magical Rasp. I corrected this to "with." Thanks to Craig.

Added that Fenrilbeast in Field of Courage drops Meteor Rings. Thanks to Jousto.

Big thanks to Dorami for getting me info on those ever-elusive Neumann Boots.

--Version 1.4--

Thanks to reb8 who noticed some extra pickpocketing at the Lacour Front Lines, that I didn't have. Added description for Regeneration Ring. Corrected menu description for Protection Ring. Also few minor spelling corrections.

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04.)                                INTRODUCTION                                SEC4
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So, why the heck would anyone write an FAQ this big for a 7+ year old game? Who's GameFAQs message board seems to be slowly shrinking? (*sniffle*) Well, that's a darn good question. If anyone knows the answer, get back to me...

A I e x wrote a nice guide about a year and a half ago, so maybe I'm not tooooo crazy. I think this is one of the greatest RPG's ever made, and I guess I just wanted this information to be archived on the web somewhere, before the game fell into COMPLETE obscurity.

I've got a TON of old documents on my computer and in notebooks from years ago when I first played the game. Lots of pickpocketing reasearch, treasure chests, PA info, item info etc, etc. It's a huge mess and a waste of space. But I didn't want to get rid of all that work. So I've been slowly compiling the majority of it into this one uber item FAQ. And voila! It's finally done. I wrote this mostly out of my own desperate need to satiate my own pathetic, neurotic and obsessive-compulsive desires, but I hope at least a few others out there take a gander at this as well.

The majority of this faq was compiled from my own sources. However, great chunks of it were filled in by other sources. I did a little cross-checking of my own notes with a couple of the exceptionally good Star Ocean 2 FAQs out there, of which there are actually not that many good ones for item info.

The Star Ocean 2 Shrine at:

<<<<http://www.rpgclassics.com/shrines/psx/so2/>>>> is probably the best source out there, and it provided me with some good data. I got just about all the Dropped data from there. Most of the Lacour Castle pre and post tournament pickpocketing data. Much of the Private Action pickpocketing data. As well as the data about the Dummied Out items.

I also used <<<Alex Eagleson's>>> walkthrough on www.GameFAQs.com to help me keep track of the storyline, locations, characters, events, and other miscellaneous things.

For many items I have added information about what they do, that I have not seen in any other source. I also corrected numerous mistakes that I've seen in other FAQs. I hope that this guide is close to being completely comprehensive, and I'm fairly certain it's the most comprehensive source on the web (as far as item data goes) for this game.

All that being said, there's a tremendous amount of information I tried to cover here, so I'm not sure that everything is 100% correct. If anyone sees any mistakes, I would love to hear about it.

I wrote another FAQ entitled the "Longest Item List Guide." If one uses that guide, this Encyclopedia is meant to used in conjunction with it.

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05.)	ITEM BREAKDOWN	SEC5
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EXPLANATION:

Here are various breakdowns of what kinds of items exist in the game, and how many of them there are.

BREAKDOWN:

Items.....Every possible in-game item not including ?items....791
Unidentified Items.....Items that can exist in the unidentified form.....196
Unlimited-Supply Items...Can be Maxed Out to 20.....747/791
Limited-Supply.....Cannot be Maxed Out to 20.....44/791
Unique Items.....Exists as only one copy in the game.....30/42
Reproducible Items.....Not including the ?MACHINE(Pulse Box).....500/791

well, I included this category as well. I have divided all the items into these 11 Types: Battle, Field, Creation, Support, Unusable, Armor, Accessory, Shield, Helmet, Greaves, and Weapon.

Some items have multiple categories. For example, Aceras can be used to heal in battle, in the field, or through compounding. Thus the types are listed as "Battle," "Field," and "Creation."

The "Support" type is for non-consumable items that aid in or enable you to perform different kinds of item creation.

The "Creation" type is for consumable items that are used in different types of item creation.

The "Unusable" type is for items that cannot be used in any way other than just being sold. Like failed item creation items, and some Reverse Side items.

The other 8 types are self explanatory.

--Menu 1:--

This lists the description of the item exactly as seen in the item menu screen.

--Menu 2:--

This lists the other item information as seen in the item menu screen when you press square.

For equippable items, this category has a box which contains additional information:

The elemental attack and elemental defensive properties. The elements are written in shorthand: Ea=Earth, Wa=Water, Fi=Fire, Wi=Wind, Th=Thunder, St=Star, Va=Vaccuum, Li=Light, Da=Dark, Vo=Void.

If the equippable items has an elemental attack, the element name is followed by an "X" in parenthesis.

If the equippable item has an elemental defense, the following letters are in parenthesis:

A = Absorbs the normal amount of damage as HP.

N = Nullifies the spell (does 0 damage).

H = Halves the normal amount of damage taken.

D = Doubles the normal amount of damage.

If two different items are equipped that have different kinds of the same elemental defense, the better of the two overrides the worse.

Absorb + Absorb = Absorb

Absorb + Nullify = Absorb

Absorb + Half = Absorb

Absorb + Double = Absorb

Nullify + Nullify = Nullify

Nullify + Half = Nullify

Nullify + Double = Nullify

Half + Half = Half

Half + Double = Half

Double + Double = Double

This category also includes the stats for each equippable item. Each stat that is shown in the game's menu is in capital letters, like "ATK," "HIT," "MAG" etc.

However sometimes there are stat bonuses that are given by weapons, armor or accessories that are not listed in the game menu. These appear here in lower case letters, like "ac" or "avd."

This category also includes shorthand terms for searching for different kinds of equippable items. See Section 7 of this guide.

--Used By:--

This names which characters can use or equip the item. Most items can be used by everyone, but most equippable items can only be used by certain characters.

--Repro:--

This lists whether or not the item can be reproduced.

--Buy:--

This lists the location of where an item can be bought.

--Buy \$:--

This lists the different buy prices for the item. The Line looks like this:

[Base- CG- GD- CG&GD- CG,GD&SL-]

- * The base buy price.
- * The buy price after using a Cinderella Glass.
- * The buy price after Give Discount with Identify All!
- * The buy price after Give Discount with Identify All! and Cinderella Glass.
- * The buy price after Give Discount, Cinderella Glass and Second Ledger.

There are other combinations as well, but the above combinations are the ones that I chose to list.

Here are the %'s that the above items lower the prices of store items. The effects DO stack, so items can be bought as cheap as 60% off, or 40% of their base buy price.

Second Ledger = -5% = (Base Price) x (.95)
Cinderella Glass = -25% = (Base Price) x (.75)
Give Discount = -30% = (Base Price) x (.70)

--Sell \$:--

This lists the different sell prices for the item. The Line looks like this:

[Base- TK- RP- TK&RP-]

- * The base sell price.
- * The sell price after maxing Tool Knowledge to level 10.
- * The sell price after Raise Price with Identify All!
- * The sell price after maxing Tool Knowledge & Raise Prices with Identify All!.

Here are the %'s that the above specialties raise the prices of sellable items. The effects DO stack, so items can be sold as much as 160% their base selling price.

Tool Knowledge = +30% = (Base Price) x (1.3)
Raise Prices = +30% = (Base Price) x (1.3)

--Create:--

This lists if and how the item can be made through some type of Item Creation.

--Chest:--

This lists if and where the item can be found in a treasure chest.

--Pick:--

This lists where the item can be pickpocketed. If the item can only be pickpocketed during certain times, this information is also included.

--Dropped:--

This lists where and what enemy drops the item.

--Win:--

This lists if and how the item can be won in Fun City.

--Pools:--

This lists if the item can be collected from the Mischief, Trickster, Fortune, Treasure Chest, Fill-Up, Fountain Card, Santa's Boots, Radar or the Survival ability,

--PA/Give:--

This lists if the item can be collected in a Private Action (PA) or if someone gives you the item at some time throughout the course of the game.

--? Item:--

This lists if you can get the item in its unidentified form.

--Max #:--

This lists the maximum amount of the item that can be collected under ideal circumstances. For example if you chose Claude's scenario and recruited Ernest, you can collect 5 Battle Suits. So the Max # here, would be 5. This is 20 for most items.

--Notes:--

This category lists any additional information about the item:

*The specifics of what the item does.

*Any additional features or properties that an equippable item may have.

*In the case of restorative items, many will restore an additional 1% of HP, MP or both, per Good Eye level. But not all restorative items do. Therefore I will make note of which ones do and do not. Also, some restorative items heal your entire party when used in the field, which is not noted in the item's description. This also will be noted here.

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07.)

SEARCHING FEATURES

SEC7
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--Name:--

When searching for an item entry, add an equal sign to the beginning and/or end of the item name.

--Number:--

When searching for an item by it's number, add a space before the number.

--Type:--

You can search for different types of items by adding ^ to the beginning of the type of item. This way you can quickly find each item of a single type.

--Equippable Items:--

Different types of Armor, Weapons and Accessories can be equipped by different characters. Therefore I added something to the "Menu 2" part to help aid in searching for equippable items by character. Each character has a shorthand name consisting of the first two letters of their name: As=Ashton, Bo=Bowman, Ce=Celine, Ch=Chisato, Cl=Claude, Di=Dias, Er=Ernest, Le=Leon, No=Noel, Op=Opera, Pr=Precis and Re=Rena. Each equippable item has a shorthand name: Ar=Armor, Ac=Accessory, W=Weapon, S=Shield, G=Greaves, H=Helmet. To search for an item, first use the character's shorthand, a tilde, then the item's shorthand. So, for example, if you want to search for Shields that Dias can use search for "Di~S".

Some Equippable items have elemental attack or elemental defensive properties. You can search for these by searching for the shorthand name of the element followed by parenthesis and a A,N,H,D or X. For example. To search for items that halve the amount of damage from fire spells, search for: "Fi(H)" etc.

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08.) ITEM LIST SEC8
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=====1-UP PUDDING=====

Name: 1-up Pudding
Number: 001
Symbol: O
Type: ^Field
Menu 1: "This miracle pudding is said to bring back the dead."
Menu 2: "Restores HP 100 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-30,000 TK-39,000 RP-39,000 TK&RP-48,000]
Create: 1 of 4 possibilities in Cooking with Sweet Fruit.
Chest: Hoffman Ruins, Eluria Tower.
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Resurrects and restores character's HP by 100%.

=====1-UP PUDDING=====

=====10 VOLT STUN GUN=====

Name: 10 Volt Stun Gun
Number: 002
Symbol: E
Type: ^Weapon


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Menu 1: "The voltage for this stun gun is so low it's useless."
Menu 2: .-----
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----
|ATK( 10 ) HIT( 0 ) MAG( 0 ) | Ch~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |
|-----

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Used By: Chisato
Repro: No
Buy: No
Buy $: No
Sell $: [Base-30 TK-39 RP-39 TK&RP-48]
Create: Failed Customization with Chisato.
Chest: No
Pick: Female Clerk in City Hall Receptionist of Central City.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====10 VOLT STUN GUN=====

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=====ACERAS=====
Name: Aceras
Number: 003
Symbol: O
Type: ^Creation ^Battle ^Field
Menu 1: "A legendary herb said to heal all wounds. Possessing a mysterious
magical power, it can heal wounds to a degree."
Menu 2: "Restores HP 2 %"
Used By: All
Repro: Yes
Buy: Familiar specialty level 9-10. Salva, Hilton, Lacour, Linga, Central
City, North City.
Buy $: [Base-660 CG-495 GD-462 CG&GD-297 CG,GD&SL-264]
Sell $: [Base-165 TK-214 RP-214 TK&RP-264]
Create: No
Chest: Mihne Cavern, Fienal Tower.
Pick: From Bowman during a PA in Arlia.
From Soldier by university in Linga.*
*Only when Leon first joins your party.
Dropped: No
Win: No
Pools: Survival, Fortune, Treasure Chest, Fill-Up, Fountain Card, Lien,
Jack-In-The-Box.
PA/Give: No
? Item: ?HERB
Max #: 20
Notes: Used in Compounding. Restores HP 2%.
=====ACERAS=====

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=====ADVANCED HERALDRY=====
Name: Advanced Heraldry

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Number: 004
 Symbol: O
 Type: ^Field
 Menu 1: "A book written by Leon: |The Crests of Asas and Raf are therefore in a causal relationship with each other.|"

Menu 2: "No message"
 Used By: All
 Repro: No
 Buy: After you sell it to the publisher in Lacour, you can buy it back.
 Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
 Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
 Create: 1 of 2 possibilities in Publishing with Leon.
 Chest: No
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Sets reader's friendship value towards Leon to 8.
 =====ADVANCED HERALDRY=====

=====AERO GUN=====

Name: Aero Gun
 Number: 005
 Symbol: E
 Type: ^Weapon
 Menu 1: "A small firearm that attacks the enemy by shooting slugs of compressed air."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi(X) Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----.
 |ATK(800) HIT(0) MAG(0) | Ch~W |
 |GUTS(0) STM(0) LUC(0) CRT(0) | |
 '-----'

Used By: Chisato
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-276,000 TK-358,000 RP-358,000 TK&RP-441,600]
 Create: No
 Chest: No
 Pick: No
 Dropped: No
 Win: 1 won from Duel Battle Rank A in Fun City with Chisato.
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 1
 Notes: None
 =====AERO GUN=====

=====AGED BERRY JUICE=====

Name: Aged Berry Juice

Number: 006
Symbol: O
Type: ^Field
Menu 1: "This juice has an astounding bouquet and a moving, mature taste."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-5,000 TK-6,500 RP-6,500 TK&RP - 8,000]
Create: 1 of 12 possibilities in Cooking with Fruit.
Chest: No
Pick: From Proprietor of henry's happy barrel in Klik.*
From Cafe Owner on the hill in Klik.**
*Only before Klik is destroyed.
**Only after Klik is destroyed.
Dropped: No
Win: From Duel Battle Rank C in Fun City, 1 per spellcaster.
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Cures all status ailments and resurrects with 1 HP.
=====AGED BERRY JUICE=====

=====ALGOL=====

Name: Algol
Number: 007
Symbol: E
Type: ^Shield
Menu 1: "A terrible shield possessed of the magical powers of the legendary Medusa."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|DEF(40) AVD(80) MAG(0) | Ch~S Pr~S |
GUTS(0) STM(50) LUC(0) CRT(0)

Used By: Chisato, Precis
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-180,000 TK-234,000 RP-234,000 TK&RP-288,000]
Create: 1 of 3 possibilities in Blacksmith on Damascus with Magical Rasp.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Has a chance of instantly killing an enemy that you defend against. Has the best success rate of any instant-death item.
=====ALGOL=====

=====ALL ABOUT ESP=====

Name: All About ESP
Number: 008
Symbol: E
Type: ^Weapon
Menu 1: "A book that shows how to concentrate so that Heraldic spells can be cast with only 2/3 the MP consumption."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(780) HIT(0) MAG(70) | Le~W |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
'-----'

Used By: Leon
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-40,000 TK-52,000 RP-52,000 TK&RP-64,000]
Create: 1 of 5 invalid Customizations with Leon.Customize without Orchestra.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?BOOK
Max #: 20
Notes: MP consumption is reduced to 2/3.
=====ALL ABOUT ESP=====

=====ALL ABOUT HERBS=====

Name: All About Herbs
Number: 009
Symbol: O
Type: ^Field
Menu 1: "A skill guide book. Read it to learn the skill Herbal Medicine."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: Authoring by a character if their Herbal Medicine skill level is 5 or higher.
Chest: No
Pick: From Leon during a PA in Mars.*
From Female Student in classroom 1 in university in Giveaway.
From Professor in classroom 1 in university in Giveaway.
*Only in Claude's scenario.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises skill level of Herbal Medicine by 1. Doesn't work past lvl 5.

=====ALL ABOUT HERBS=====

=====ALL-PURPOSE KNIFE=====

Name: All-Purpose Knife
Number: 010
Symbol: E
Type: ^Weapon ^Support
Menu 1: "A handy kitchen knife that cuts all cooking ingredients. Increases chances of success in the Master Chef competition."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
-----	. As~W Bo~W Ce~W Ch~W
ATK(160) HIT(0) MAG(0)	Cl~W Di~W Er~W Le~W
GUTS(0) STM(0) LUC(0) CRT(10)	No~W Op~W Pr~W Re~W
'-----'
Used By: All
Repro: No
Buy: Fun City.
Buy \$: [Base-12,000 CG - 9,000 GD - 8,400 CG&GD - 5,400 CG,GD&SL-4,800]
Sell \$: [Base- 4,800 TK - 6,240 RP - 6,240 TK&RP - 7,680]
Create: 1 of 2 possibilities in Blacksmith on Iron with Magical Rasp.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: With Precis in Cross. Choose "Better stop Precis from doing anything foolish." Then choose "OK, I'll take it." Have at least 2000 Fol.
? Item: No
Max #: 20
Notes: Having it equipped raises success rate of Cooking and Master Chef.
=====ALL-PURPOSE KNIFE=====

=====ALOE JAM=====

Name: Aloe Jam
Number: 011
Symbol: O
Type: ^Field
Menu 1: "Jam made of boiled-down aloe."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: Linga, Fun City.
Buy \$: [Base-80 CG-60 GD-56 CG&GD-36 CG,GD&SL-32]
Sell \$: [Base-20 TK-26 RP-26 TK&RP-32]
Create: No
Chest: No
Pick: From Yuki during a PA in the Salva Drift.
From Wife in bar in Cross.
From Shopkeeper in gift shop in Fun City.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No

Max #: 20

Notes: Cures paralysis and restores HP and MP by 30%. Add an additional 1% per Good Eye level.

=====ALOE JAM=====

=====ALPHA BOX=====

Name: Alpha Box

Number: 012

Symbol: E

Type: ^Weapon

Menu 1: "Special energy pack for the |Kaleidoscope| ray gun for shooting (alpha) wave photon bursts."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(690) HIT(50) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Opera

Repro: Yes

Buy: Armlock.

Buy \$: [Base-139,900 CG-104,925 GD-97,930 CG&GD-62,955 CG,GD&SL-55,960]

Sell \$: [Base- 34,978 TK- 45,467 RP-45,467 TK&RP-55,959]

Create: 1 of 4 invalid Customizations with Opera. Customize w/o Orchestra.

Chest: Field of Intelligence.

Pick: From Opera during a PA in Armlock.

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====ALPHA BOX=====

=====A MAIDEN'S SECRET=====

Name: A Maiden's Secret

Number: 013

Symbol: O

Type: ^Field

Menu 1: "A book written by Precis: |The sound of the drill on the radiator plate resounded in the late hours of the winter night.|"

Menu 2: "No message"

Used By: All

Repro: No

Buy: After you sell it to the publisher in Lacour, you can buy it back.

Buy \$: [Base-5,000 CG-3,750 GD-3,000 CG&GD-2,250 CG,GD&SL-2,000]

Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]

Create: 1 of 2 possibilities in Publishing with Precis. Rarer of the two.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No
Max #: 20
Notes: Sets reader's romance value towards Precis to 8.
=====A MAIDEN'S SECRET=====

=====AMBER ROBE=====

Name: Amber Robe
Number: 014
Symbol: E
Type: ^Armor
Menu 1: "Clothing decorated with countless pieces of amber."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|DEF(30) AVD(0) MAG(0) | Ce~Ar Le~Ar Re~Ar |
|GUTS(0) STM(0) LUC(0) CRT(0) |
|-----.

Used By: Celine, Leon, Rena
Repro: Yes
Buy: Linga.
Buy \$: [Base-4,000 CG-3,000 GD-2,800 CG&GD-1,800 CG,GD&SL-1,600]
Sell \$: [Base-1,000 TK-1,300 RP-1,300 TK&RP-1,600]
Create: No
Chest: Heraldry Forest, Mountain Palace.
Pick: From Celine during a PA in Mars.*
*Rena's scenario only, right after talking to Dias during the Heraldry Forest sidequest.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====AMBER ROBE=====

=====AMOEBEA SOUP=====

Name: Amoeba Soup
Number: 015
Symbol: O
Type: ^Field
Menu 1: "A thick, strange soup. Why not be brave and try a new kind of taste?"
Menu 2: "Restores MP 68 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-180 TK-240 RP-240 TK&RP-295]
Create: 1 of 4 possibilities in Cooking with Jiggly Slime or Slippery Slime.
Chest: Floor 8 of the Cave of Trials.
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No

? Item: No
Max #: 20
Notes: Restores MP by 68%.
=====AMOEBASOUP=====

=====ANCIENT WISDOM=====

Name: Ancient Wisdom
Number: 016
Symbol: E
Type: ^Weapon
Menu 1: "A book about lost ancient wisdom that reduces MP consumption by half."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(800) HIT(50) MAG(380) | Le~W |
GUTS(0) STM(0) LUC(20) CRT(0)

Used By: Leon
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-250,000 TK-325,000 RP-325,000 TK&RP-400,000]
Create: Customize Book of Chaos + Damascus with Leon.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: MP consumption is reduced to 1/2.
=====ANCIENT WISDOM=====

=====ANGEL ARMBAND=====

Name: Angel Armband
Number: 017
Symbol: E
Type: ^Accessory
Menu 1: "An armband said to have been worn by the dwellers of heaven, it makes the wearer's weapons shine like the stars."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea(H) Wa(H) Fi(A) Wi(H) Th(A) St(A) Va(H) Li(H) Da(H) Vo(H) |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(60) AC(60) AVD(60) atk(60) mag(200) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(60) STM(0) LUC(60) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
|-----|

Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-15,000,000 TK-19,500,000 RP-19,500,000 TK&RP-24,000,000]
Create: No
Chest: Floor 13 of the Cave of Trials.

Pick: No
Dropped: By Iselia-queen with level 10 musical talent and The Evil Melody with the Silver Trumpet.
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: The Angel Armband causes any normal attack to spray 8 stars which can stun the enemy. The effect does not stack with another Angel Armband, nor does an Angel Armband add more stars to the Eternal Sphere. However if either the Eternal Sphere or Angel Armband is combined with a Meteor Ring or Gale Earring, you will spray 16 stars. If either is combined with a Slayer's Ring, you will spray 24 stars. Each star does about 1/4 the damage of your normal attack damage. If the star crits, it does about 1/2 the damage of your normal attack damage. The stars kill the Starguarder enemy with one hit.

=====ANGEL ARMBAND=====

=====ANGEL HAIR=====

Name: Angel Hair
Number: 018
Symbol: E
Type: ^Accessory
Menu 1: "A shining silver hair band that just might protect is wearer."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
HIT(0) AC(0) AVD(5)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Celine, Chisato, Opera, Precis, Rena (females)
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-125 TK-162 RP-162 TK&RP-199]
Create: Metalwork on Silver with As, Bo, Ch, Cl, Di, Er, Op, Pr.
Chest: Hoffman Ruins.
Pick: From Soldier on the beach on Hoffman Continent.
From General Commander on Front Line in Lacour Front Lines.*
*After battle with Shin, but before speaking to Leon's parents.

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None

=====ANGEL HAIR=====

=====ANGEL'S STATUE=====

Name: Angel's Statue
Number: 019
Symbol: O
Type: ^Battle ^Field

Menu 1: "An image of a beautiful angel that possesses a mysterious power to heal the wounds of all friends."
 Menu 2: "Restores HP 30 %"
 Used By: All
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-40 TK-52 RP-52 TK&RP-64]
 Create: 1 of 15 possibilities in Art with Magical Clay.
 Chest: No
 Pick: From Young Woman on east side of Mars.
 Dropped: No
 Win: No
 Pools: Trickster, Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Restores HP by 30% for all characters.
 =====ANGEL'S STATUE=====

=====ANKLET=====

Name: Anklet
 Number: 020
 Symbol: E
 Type: ^Accessory
 Menu 1: "A silver anklet that just might protect its wearer."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
 |HIT(0) AC(3) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
 |GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
 '-----'

Used By: All
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-100 TK-130 RP-130 TK&RP-160]
 Create: Metalwork on Sapphire with As, Bo, Ch, Cl, Er, Op.
 Chest: No
 Pick: From Chambermaid in kitchen of Cross Castle.
 From Woman on the hill in Clik.
 From Maid in chambers in Lacour Castle.
 From lower left Commanding Officer in meeting room in Lacour Front Lines.
 Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None
 =====ANKLET=====

=====ANTISEPTIC GLOVES=====

Name: Antiseptic Gloves
Number: 021
Symbol: X
Type: ^Support
Menu 1: "These gloves keep out unwanted bacteria and improve the chances of
successful compounding."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-5,000 TK-6,500 RP-6,500 TK&RP-8,000]
Create: 1 of 19 possibilities in Machinery.
Chest: No
Pick: From Bowman during a PA in the Main Library of Lacour Castle.
From Advisor in the skill guild in Central City.
From Advisor in the skill guild in Armlock.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Having it in your inventory raises success rate of Compounding.
=====ANTISEPTIC GLOVES=====

=====APHRODISIAC=====

Name: Aphrodisiac
Number: 022
Symbol: O
Type: ^Field
Menu 1: "When used in camp this medicine is a little risky because it feeds the
flames of love."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-25,000 TK-32,500 RP-32,500 TK&RP-40,000]
Create: No
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: With Precis in Cross. Choose "This looks interesting. Let's see what
happens." Claude's scenario only.
? Item: No
Max #: 1
Notes: Sets everyone's romance values toward user to 8.
=====APHRODISIAC=====

=====APPLE CIDER=====

Name: Apple Cider
Number: 023
Symbol: O

Type: ^Field
Menu 1: "A juice with a sweet, soft taste. Its second class status means little considering its heritage. A fine, tasty juice."
Menu 2: "Restores MP 40 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-2,500 TK-3,250 RP-3,250 TK&RP-4,000]
Create: 1 of 12 possibilities in Cooking with Fruit.
Chest: No
Pick: From Opera during a PA in Herlie.
From Proprietor of tavern in Lacour.
From Waiter in tavern in Fun City.
From Storekeeper in library in Lacour Castle.*
From Youth outside lower part of the Arena.**
*Only after the Linga quest, and right after getting energy stone.
**Only during the day of the tournament.
Dropped: No
Win: From Duel Battle Rank C in Fun City, 1 per spellcaster.
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP by 40%. Add an additional 1% per Good Eye level. Opera's favorite food. Recipe level 0: restores HP and MP by 60%, Recipe level 1-4: restores HP by 100% and MP by 60%, Recipe level 5-10: restores HP and MP by 100%.

=====APPLE CIDER=====

=====APPLE CREPES=====

Name: Apple Crepes
Number: 024
Symbol: O
Type: ^Field
Menu 1: "Apples cooked in butter and folded into a crepe."
Menu 2: "Restores HP 15 %"
Used By: All
Repro: Yes
Buy: Fun City.
Buy \$: [Base-200 CG-150 GD-140 CG&GD- 90 CG,GD&SL-80]
Sell \$: [Base- 80 TK-104 RP-104 TK&RP-128]
Create: 1 of 12 possibilities in Cooking with Fruit.
Chest: No
Pick: Girl in the dock area of Klik.*
From Youth inside southern part of arena in Lacour Castle.**
*Only before Klik is destroyed.
**Only during the day of the tournament.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 15%. Add an additional 1% per Good Eye level.

=====APPLE CREPES=====

=====APPLE JAM=====

Name: Apple Jam
Number: 025
Symbol: O
Type: ^Field
Menu 1: "Jam made of boiled-down apples."
Menu 2: "Restores HP 12 %"
Used By: All
Repro: Yes
Buy: Salva, Linga, Fun City.
Buy \$: [Base-70 CG-53 GD-49 CG&GD-32 CG,GD&SL-28]
Sell \$: [Base-17 TK-22 RP-22 TK&RP-27]
Create: No
Chest: No
Pick: From Yuki in jam store in Salva.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 12%. Add an additional 1% per Good Eye level.

=====APPLE JAM=====

=====AQUABERRY=====

Name: Aquaberry
Number: 026
Symbol: O
Type: ^Battle ^Field
Menu 1: "Special berry that purifies the body of poisons."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: Familiar specialty level 1-2. Familiar specialty level 9-10. Arlia, Salva, Cross, Mars, Herlie, Hilton, Lacour, Linga, Lacour Front Lines, Eluria Colony, Central City, North City, Armlock, Giveaway, Fun City.
Buy \$: [Base-105 CG-79 GD-74 CG&GD-47 CG,GD&SL-42]
Sell \$: [Base- 26 TK-33 RP-33 TK&RP-40]
Create: No
Chest: Ashton's part of Salva Drift, Cross Cave (as ?ITEM), Hoffman Ruins, Eluria Tower.
Pick: From Rachel in inn in Cross.
From Man in tavern in Klik.*
From Store Keeper in western Lacour.**
From Soldier on right in east hallway of Lacour Castle.***
From Soldier in the far east area of Lacour.****
From Soldier left of window in the conference room in Lacour Castle.
From Soldier in top left of Training Ground in Lacour Front Lines.
From Soldier,2nd to left of Leon, Front Line in Lacour Front Lines.*****
From Soldier on left inside the south part of arena in Lacour.*****
*Only before Klik is destroyed.
**Only before finishing the Linga quest.
***Only during the day of the tournament.
****Only right after getting the energy stone.
*****Only up until right after getting the energy stone.
Dropped: No
Win: From the Bunny Races in Fun City.

Pools: Radar. Mischief. Treasure Chest, Fill-Up, Fountain Card, Lien,
Jack-In-The-Box.

PA/Give: No

? Item: ?ITEM

Max #: 20

Notes: Cures poison and restores HP by 10%

=====AQUABERRY=====

=====AQUA RING=====

Name: Aqua Ring

Number: 027

Symbol: E

Type: ^Accessory

Menu 1: "A mysterious ring that completely shuts out cold air blasts directed
at the wearer, with a probability of 1/2."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa(H) Fi(D) Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-750 TK-975 RP-975 TK&RP-1,200]

Create: Metalwork on Sapphire with Ce, Di, Le, No, Pr, Re.

Chest: No

Pick: From Girlfiend on the path to Lacour Castle.*
From Ashton during a PA in the Hotel in Fun City.

*Only before or during the day of the tournament.

Dropped: By Coldlizard, in Eluria.

Win: No

Pools: No

PA/Give: With Celine and Ashton in Salva. Choose option 1, then option 1.

? Item: ?JEWELRY

Max #: 20

Notes: None

=====AQUA RING=====

=====ARTEMIS LEAF=====

Name: Artemis Leaf

Number: 028

Symbol: O

Type: ^Creation ^Battle ^Field

Menu 1: "Named after the goddess of the hunt, its branched leaves have a
purifying effect, and aid in status recovery."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: Hilton, Lacour, Linga, Central City, North City.

Buy \$: [Base-720 CG-540 GD-504 CG&GD-324 CG,GD&SL-288]

Sell \$: [Base-180 TK-234 RP-234 TK&RP-288]

Create: No

Chest: Cross Cave, Hoffman Ruins (as ?HERB), Mountain Palace (as ?HERB), Floor

9 of the Cave of Trials.

Pick: From the upper Man in the north part of Salva.
From Man at the bar in the tavern in Klik.*
From Lady Professor in university area in Linga.
From Bowman during a PA in Armlock.
From Man in main square of Giveaway.
From Researcher in the northern part of the arena in Lacour.**
*Only before Klik is destroyed.
**Only during the day of the tournament.

Dropped: By Shadowflower, in the Desert Areas of Expel.

Win: No

Pools: Survival. Fortune. Treasure Chest, Fill-Up, Fountain Card, Lien,
Jack-In-The-Box.

PA/Give: No

? Item: ?HERB

Max #: 20

Notes: Used in Compounding. Cures poison. Restores HP by 10%.

=====ARTEMIS LEAF=====

=====ASSAULT BOMB=====

Name: Assault Bomb

Number: 029

Symbol: X

Type: ^Battle

Menu 1: "When used in combat this bomb explodes and attacks the nearest
monster."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-800 TK-1,040 RP-1,040 TK&RP-1,280]

Create: 1 of 19 possibilities in Machinery.

Chest: Field of Power.

Pick: No

Dropped: No

Win: From Duel Battle Rank D in Fun City, 1 per fighter.

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: A small meteor falls from the sky & damages enemy in proportion to the
enemy's ATK stat.

=====ASSAULT BOMB=====

=====ASSORTED CHEESES=====

Name: Assorted Cheeses

Number: 030

Symbol: O

Type: ^Field

Menu 1: "The abundance of cheese brings a smile to your face."

Menu 2: "Restores HP 70 %"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-8,000 TK-10,400 RP-10,400 TK&RP-12,800]
Create: 1 of 4 possibilities in Cooking with Creamy Cheese.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 70%. Add an additional 1% per Good Eye level.
=====ASSORTED CHEESES=====

=====ASURA=====

Name: Asura
Number: 031
Symbol: E
Type: ^Weapon
Menu 1: "Skillfully worked knuckles made only to fell the enemy."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(750) HIT(20) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(3)
'-----'

Used By: Bowman
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-60,000 TK-78,000 RP-78,000 TK&RP-96,000]
Create: Customize Titan's Fists + Crystal with Bowman.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: This weapon has +2 to attack chances.
=====ASURA=====

=====ATLAS RING=====

Name: Atlas Ring
Number: 032
Symbol: E
Type: ^Accessory
Menu 1: "A ring possessing the strength of an ancient giant that increases attack strength. But its magical powers change so do be careful."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea(D) Wa(D) Fi(D) Wi(D) Th(D) St(D) Va(D) Li(D) Da(D) Vo(D)
HIT(0) AC(0) AVD(0)
GUTS(0) STM(0) LUC(0) CRT(0)


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-----
Used By: All
Repro: No
Buy: No
Buy $: No
Sell $: [Base-7,500 TK-9,750 RP-9,750 TK&RP-12,000]
Create: Metalwork on Rainbow Diamond with As, Bo, Ch, Cl, Di, Op.
Chest: Field of Power.
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Okay, this accessory is a little tricky. In the game menu it shows that
it doubles only your base ATK power, not your weapon ATK. But in
reality, in battle, it doubles both. For example, if Claude's base ATK
without a weapon equipped is 1000, and you equip a sword that has an
ATK of 500, the menu will show your total ATK as 1500. Now equip an
Atlas Ring, and the menu will show your ATK as 2500. In reality your
attack is really 3000. The effect does stack so two Atlas Rings will
quadruple your total ATK.

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=====ATLAS RING=====

=====ATOMIC PUNCH=====

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Name: Atomic Punch
Number: 033
Symbol: E
Type: ^Weapon
Menu 1: "A sort of dangerous mechanical punching hand."
Menu 2: .-----
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|ATK(1120) HIT( 55 ) MAG( 0 ) | Pr~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |
|-----|

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Used By: Precis
Repro: Yes
Buy: Armlock.
Buy $: [Base-170,000 CG-127,500 GD-119,000 CG&GD-76,500 CG,GD&SL-68,000]
Sell $: [Base- 42,500 TK- 55,250 RP- 55,250 TK&RP-68,000]
Create: 1 of 4 invalid Customizations with Precis. Customize w/o Orchestra.
Chest: Fienal Tower.
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None

```

=====ATOMIC PUNCH=====

=====ATTACK EARRING=====

Name: Attack Earring
 Number: 034
 Symbol: E
 Type: ^Accessory
 Menu 1: "A mysterious earring that for some reason makes monsters suddenly show up while worn."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
HIT(0) AC(0) AVD(0) atk(20)
GUTS(20) STM(0) LUC(0) CRT(20)
 '-----'

Used By: Celine
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-750 TK-975 RP-975 TK&RP-1,200]
 Create: Metalwork on Diamond with Bo, Ce, Ch, Cl, Di, Le, Op, Pr.
 Chest: No
 Pick: From Girl in central Lacour.*
 From Young Girl with blue hair in the tavern in Central City.
 From Girlfriend in the square of Central City.
 *Only before finishing the Linga quest.
 Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Increases random encounters slightly. Celine does not have to be in your active fighting party to work.
 =====ATTACK EARRING=====

=====ATTACK VIAL=====
 Name: Attack Vial
 Number: 035
 Symbol: X
 Type: ^Battle
 Menu 1: "When used during combat this ointment temporarily increases arm strength."
 Menu 2: "No message"
 Used By: All
 Repro: Yes
 Buy: From Slayer Weapon Shop in Lacour, only open before going to Energy Nede. Linga, North City.
 Buy \$: [Base-230 CG-173 GD-161 CG&GD-104 CG,GD&SL-92]
 Sell \$: [Base- 57 TK- 74 RP- 74 TK&RP- 91]
 Create: 1 of 4 possibilities in Compounding with Mandrake + Rose Hips.
 Chest: No
 Pick: From Claude during a PA in Arlia.*
 From Professor A during a one-time PA by the University in Linga.
 From Muscle-bound Guy in Linga.
 From Arch Priest on Front Line in Lacour Front Lines.**
 *Only in Rena's scenario.
 **After battle with Shin, but before speaking to Leon's parents.
 Dropped: No
 Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Increases user's attack power by 50% for the duration of the battle,
but disables use of Killer Moves.
=====ATTACK VIAL=====

=====AU GRATIN CLIMAX=====

Name: Au Gratin Climax
Number: 036
Symbol: O
Type: ^Field
Menu 1: "I've heard that a famous chef gave up cooking after being unable to
achieve this dish."
Menu 2: "Restores HP 68 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-10,000 TK-13,000 RP-13,000 TK&RP-16,000]
Create: 1 of 4 possibilities in Cooking with Creamy Cheese.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 68%. Add an additional 1% per Good Eye level.
=====AU GRATIN CLIMAX=====

=====AURA BLADE=====

Name: Aura Blade
Number: 037
Symbol: E
Type: ^Weapon
Menu 1: "A shining sword of light possessed of the force of life."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li(X) Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(1200) HIT(80) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(32)

Used By: Claude
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-260,000 TK-338,000 RP-338,000 TK&RP-416,000]
Create: Default Customization with Claude, much easier to make with Orchestra.
Chest: No
Pick: No
Dropped: No
Win: No

Pools: No
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====AURA BLADE=====

=====BABY RABBIT RISOTTO=====

Name: Baby Rabbit Risotto
Number: 038
Symbol: 0
Type: ^Field
Menu 1: "Fried rice with plenty of soup, boiled with the meat of a baby rabbit."
Menu 2: "Restores HP 35 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-300 TK-390 RP-390 TK&RP-480]
Create: 1 of 11 possibilities in Cooking with Meat.
Chest: No
Pick: From Proprietor of restaurant in Central City.
Dropped: By Killerrabi, in the Sanctuary of Linga.
By Vopalbunny, in Cross Cave.
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 35%. Add an additional 1% per Good Eye level. Celine's favorite food. Recipe level 0: restores HP and MP by 60%, Recipe level 1-4: restores HP by 100% and MP by 60%, Recipe level 5-10: restores HP and MP by 100%.

=====BABY RABBIT RISOTTO=====

=====BACON & EGGS=====

Name: Bacon & Eggs
Number: 039
Symbol: 0
Type: ^Field
Menu 1: "Eggs fried sunny-side up over bacon strip."
Menu 2: "Restores HP 20 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-95 TK-123 RP-123 TK&RP-151]
Create: 1 of 12 possibilities in Cooking with Egg/Dairy Products.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No

Max #: 20

Notes: Restores HP by 20%. Add an additional 1% per Good Eye level.

=====BACON & EGGS=====

=====BAD TASTING STEW=====

Name: Bad Tasting Stew

Number: 040

Symbol: O

Type: ^Field

Menu 1: "How was this made, anyway..?"

Menu 2: "Restores MP 1 %"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-1 TK-1 RP-1 TK&RP-1]

Create: Fail in Cooking with Meat. 1 of 11 possibilities. Fail in Master Chef.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: ?FOOD

Max #: 20

Notes: Restores MP by 1%. Add an additional 1% per Good Eye level.

=====BAD TASTING STEW=====

=====BAGH NAKH=====

Name: Bagh Nakh

Number: 041

Symbol: E

Type: ^Weapon

Menu 1: "Knuckles with hooked metal claws for more attack strength."

```

Menu 2: .-----
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|ATK(165) HIT( 0 ) MAG( 0 ) | Bo~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) |
|-----|

```

Used By: Bowman

Repro: Yes

Buy: Lacour Front Lines.

Buy \$: [Base-1,400 CG-1,050 GD-980 CG&GD-630 CG,GD&SL-560]

Sell \$: [Base- 350 TK- 455 RP-455 TK&RP-560]

Create: 1 of 4 invalid Customizations with Bowman. Customize w/o Orchestra.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====BAGH NAKH=====

=====BANANA CREPES=====

Name: Banana Crepes
Number: 042
Symbol: O
Type: ^Field
Menu 1: "Plenty of whipped cream and sliced bananas rolled up with a delicious crepe."
Menu 2: "Restores HP 18 %"
Used By: All
Repro: Yes
Buy: Klik (before destroyed).
Buy \$: [Base-90 CG-75 GD-63 CG&GD-41 CG,GD&SL-36]
Sell \$: [Base-36 TK-46 RP-46 TK&RP-56]
Create: 1 of 12 possibilities in Cooking with Fruit.
Chest: No
Pick: From Street Vendor on the hill in Klik.*
From Mother on west side of central square in Fun City.
From Man on the lower right area outside Arena in Lacour Castle.**
From lower left Girl in lower left outside Arena in Lacour Castle.**
From lower right Girl in lower left outside Arena in Lacour Castle.**
*Only before Klik is destroyed.
**Only during the day of the tournament.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 18%. Add an additional 1% per Good Eye level.

=====BANANA CREPES=====

=====BANDED HELM=====

Name: Banded Helm
Number: 043
Symbol: E
Type: ^Helmet
Menu 1: "A leather helmet reinforced with a steel band."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|DEF(6) AVD(0) MAG(0) | As~H Bo~H Ch~H Cl~H |
|GUTS(0) STM(0) LUC(0) CRT(0) | Di~H Er~H Op~H Pr~H |
'-----'
Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)
Repro: Yes
Buy: Cross, Lacour.
Buy \$: [Base-120 CG-90 GD-84 CG&GD-54 CG,GD&SL-48]
Sell \$: [Base- 30 TK-39 RP-39 TK&RP-48]
Create: 1 of 5 possibilities in Blacksmith on Iron without Magical Rasp.
Chest: No
Pick: From Soldier near the door in the waiting room in Cross Castle.
Dropped: No
Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====BANDED HELM=====

=====BANDED MAIL=====

Name: Banded Mail

Number: 044

Symbol: E

Type: ^Armor

Menu 1: "Leather armor reinforced partially with steel bands."

Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(12) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)

Repro: Yes

Buy: Cross, Klik (before destroyed).

Buy \$: [Base-600 CG-450 GD-420 CG&GD-270 CG,GD&SL-240]

Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]

Create: No

Chest: No

Pick: From Soldier near the window in the waiting room in Cross Castle.

From Claude in the east side of Hilton.*

From the left Soldier in west hallway in Lacour Castle.**

From Soldier at the table in the Tavern in Salva.***

*Only in Rena's scenario.

**Only during the day of the tournament.

***Only during the time that Ashton is in the Salva Drift.

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====BANDED MAIL=====

=====BANDIT'S GLOVES=====

Name: Bandit's Gloves

Number: 045

Symbol: E

Type: ^Accessory ^Support

Menu 1: "A pair of very thin gloves that don't interfere with the subtle motions of the fingers needed to do the job."

Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
.As~Ac Bo~Ac Ce~Ac Ch~Ac
HIT(0) AC(0) AVD(0)
GUTS(0) STM(0) LUC(0) CRT(0)

```

-----
Used By: All
Repro: No
Buy: Herlie, Hilton, Linga, Central City, Armlock, Giveaway.
Buy $: [Base-40,000 CG-30,000 GD-28,000 CG&GD-18,000 CG,GD&SL-16,000]
Sell $: [Base-10,000 TK-13,000 RP-13,000 TK&RP-16,000]
Create: No
Chest: No
Pick: From Ketil in the dock area in Klik.*
      From Ketil on the hill in Klik.**
      From Explainer in skill guild in Herlie.
      From Man in port area in Hilton.
      From Opportunist in throne room in Lacour Castle.***
      *Only before Klik is destroyed.
      **Only after Klik is destroyed.
      ***Only before the day of the tournament.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Allows the equipped character to pickpocket.
=====BANDIT'S GLOVES=====

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=====BARRIER ARMOR=====

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Name: Barrier Armor
Number: 046
Symbol: E
Type: ^Armor
Menu 1: "Magical armor prized for its strong protective powers."
Menu 2: .-----
      |ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
      |DEF Ea(H) Wa(H) Fi(H) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
      |-----|
      |DEF( 92 ) AVD( 5 ) MAG( 0 ) |As~Ar Bo~Ar Ch~Ar Cl~Ar|
      |GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) |Di~Ar Er~Ar Op~Ar Pr~Ar|
      '-----'

```

```

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)
Repro: No
Buy: No
Buy $: No
Sell $: [Base-12,000 TK-15,600 RP-15,600 TK&RP-19,200]
Create: 1 of 4 possibilities in Blacksmith on Orichalcum without Magical Rasp.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Santa's Boots.
PA/Give: No
? Item: ?GUARD
Max #: 20
Notes: None
=====BARRIER ARMOR=====

```

=====BARRIER SHIELD=====

Name: Barrier Shield
Number: 047
Symbol: E
Type: ^Shield
Menu 1: "A magical shield that protects its user with a special field generated by an engraved Heraldic Crest."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa(H) Fi() Wi() Th(H) St() Va() Li() Da() Vo()
DEF(24) AVD(40) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Claude, Dias, Ernest, Precis
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-5,700 TK-7,410 RP-7,410 TK&RP-9,120]
Create: 1 of 4 possibilities in Blacksmith on Orichalcum without Magical Rasp.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None

====BARRIER SHIELD=====

====BASELARD=====

Name: Baselard
Number: 048
Symbol: E
Type: ^Weapon
Menu 1: "A type of short sword."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(180) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Dias
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-225 TK-292 RP-292 TK&RP-359]
Create: 1 of 6 invalid Customizations with Dias. Customize without Orchestra.
Chest: No
Pick: From Indecisive Man in the slayer weapon shop in Lacour.*
From Swordsman outside lower right area of arena in Lacour.**
*Only before the day of the tournament.
**Only during the day of the tournament.

Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No

? Item: No
Max #: 20
Notes: None
=====BASELARD=====

=====BASTARD SWORD=====

Name: Bastard Sword
Number: 049
Symbol: E
Type: ^Weapon
Menu 1: "A 1.5 meter long sword that can be used with either one or two hands."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(150) HIT(10) MAG(0) | Di~W |
GUTS(0) STM(0) LUC(0) CRT(10)

Used By: Dias
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-250 TK-325 RP-325 TK&RP-400]
Create: Invalid Customization with Dias. At low Customize levels.
Chest: No
Pick: From Fighting Man in tavern in Salva.*
*Only during the time that Ashton is in the Salva Drift.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====BASTARD SWORD=====

=====BATTALIA RING=====

Name: Battalia Ring
Number: 050
Symbol: E
Type: ^Accessory
Menu 1: "A cursed ring that brings misfortune to the wearer. However, countless people wear it anyway due to its unbelievable defense powers."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea(D) Wa() Fi(D) Wi() Th(D) St() Va(D) Li() Da(D) Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(30) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
|-----|

Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-2,762 TK-3,399 RP-3,399 TK&RP-4,419]
Create: Metalwork on Moonite with As, Ce, Er, Le, No, Pr, Re.

Chest: No
Pick: From Girlfriend in fountain area of Clik.*
From Ashton during a PA in Central City.

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None

*Only before Clik is destroyed.

=====BATTALIA RING=====

=====BATTLE SUIT=====

Name: Battle Suit

Number: 051

Symbol: E

Type: ^Armor

Menu 1: "Battle clothing made of silicon."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ar Bo~Ar Ce~Ar Ch~Ar|
|DEF(500) AVD(0) MAG(0) |Cl~Ar Di~Ar Er~Ar Le~Ar|
|GUTS(50) STM(0) LUC(0) CRT(0) |No~Ar Op~Ar Pr~Ar Re~Ar|
'-----'

Used By: All

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-20,000,000 TK-26,000,000 RP-26,000,000 TK&RP-32,000,000]

Create: No

Chest: Floor 12 of the Cave of Trials x 2.

Pick: From Ernest during a PA in Mars.

From Ernest during a PA in Linga.

From Cadet on right when beamed aboard the Calnus in Eluria Tower.*

*Only in Claude's scenario.

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 5

Notes: None

=====BATTLE SUIT=====

=====BEAUTIFUL ICE CREAM=====

Name: Beautiful Ice Cream

Number: 052

Symbol: O

Type: ^Field

Menu 1: "This ice cream will make you want to shout!"

Menu 2: "Restores HP/MP 80 %"

Used By: All

Repro: Yes

Buy: No

Buy \$: No
Sell \$: [Base-28,000 TK-36,400 RP-36,400 TK&RP-44,800]
Create: 1 of 4 possibilities in Cooking with Sweet Fruit.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Rarely received from Santa's Boots.
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP and MP by 80%. Add an additional 1% per Good Eye level.
=====BEAUTIFUL ICE CREAM=====

=====BEEF CROQUETTES=====

Name: Beef Croquettes
Number: 053
Symbol: O
Type: ^Field
Menu 1: "A deep-fried croquette with a beef filling."
Menu 2: "Restores HP 30 %"
Used By: All
Repro: Yes
Buy: Giveaway.
Buy \$: [Base-420 CG-315 GD-294 CG&GD-189 CG,GD&SL-168]
Sell \$: [Base-168 TK-218 RP-218 TK&RP-268]
Create: 1 of 11 possibilities in Cooking with Meat.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 30%. Add an additional 1% per Good Eye level.
=====BEEF CROQUETTES=====

=====BEFORE TEA'S READY=====

Name: Before Tea's Ready
Number: 054
Symbol: O
Type: ^Field
Menu 1: "A skill guide book. Read it to learn the skill Copying."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: Authoring by a character if their Copying skill level is 5 or higher.
Chest: No
Pick: From right Receptionist in Synard building.
From Information with blue hair in by information booth in Fun City.
From Waitress in Restaurant in Armlock.
Dropped: No

Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises skill level of Copying by 1. Doesn't work past level 5.
=====BEFORE TEA'S READY=====

=====BENT ROD=====

Name: Bent Rod
Number: 055
Symbol: E
Type: ^Weapon
Menu 1: "A frail rod that looks like it's about to break any minute."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(5) HIT(0) MAG(1)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Celine
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-22 TK-28 RP-28 TK&RP-34]
Create: Failed Customization with Celine.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====BENT ROD=====

=====BERET=====

Name: Beret
Number: 056
Symbol: E
Type: ^Helmet
Menu 1: "A floppy hat that imparts creative inspiration to its wearer. It just might protect its wearer too."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(0) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

'-----'

Used By: All
Repro: No
Buy: Central City, Giveaway, Fun City.
Buy \$: [Base-40,000 CG-30,000 GD-28,000 CG&GD-18,000 CG,GD&SL-16,000]

Sell \$: [Base-10,000 TK-13,000 RP-13,000 TK&RP-16,000]
Create: No
Chest: No
Pick: From Noel during a PA in Mars.
From Kieth in his house in Linga.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Slightly raises success rate for all item creation.
=====BERET=====

=====BERRY JUICE=====

Name: Berry Juice
Number: 057
Symbol: O
Type: ^Field
Menu 1: "This juice has a poor bouquet and a thin taste. Without a doubt a cheap juice."
Menu 2: "Restores MP 5 %"
Used By: All
Repro: Yes
Buy: Central City.
Buy \$: [Base-200 CG-150 GD-140 CG&GD-90 CG,GD&SL-80]
Sell \$: [Base- 80 TK-104 RP-104 TK&RP-128]
Create: 1 of 12 possibilities in Cooking with Fruit.
Chest: No
Pick: From Opera during a PA in mayor's house in Arlia.
From Butler in alen's mansion in Salva.
From Proprietor in bar in Mars.
From Lucy in the lower area outside the arena in Lacour Castle.*
From Pick-up Guy on right in tavern in Central City.
From rightmost Man inside northern part of the arena in Fun Ctiy.
*Only during the day of the tournament.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores MP by 5%. Add an additional 1% per Good Eye level.
=====BERRY JUICE=====

=====BERSERK RING=====

Name: Berserk Ring
Number: 058
Symbol: E
Type: ^Accessory
Menu 1: "A ring of madness that constantly maintains a fire of hatred in the wearer's heart."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|

```
|HIT( 0 ) AC( 0 ) AVD( 0 ) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'
```

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-900 TK-1,170 RP-1,170 TK&RP-1,440]
Create: Metalwork on Ruby with Ch, Cl, Pr.
Chest: No
Pick: From the angry Sailor by the Kids in Klik.*
*Only before Klik is destroyed.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Puts your character in constant Berserk status. Although it does not show it on the menus screen, it has the effect of doubling your attack power. Affect does not stack.
=====BERSERK RING=====

=====BETA BOX=====

Name: Beta Box
Number: 059
Symbol: E
Type: ^Weapon
Menu 1: "Special energy pack for the |Kaleidoscope| ray gun for shooting (beta) wave photon bursts."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(690) HIT(30) MAG(0) avd(24)
GUTS(0) STM(0) LUC(0) CRT(20)
'-----'

Used By: Opera
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-150,000 TK-195,000 RP-195,000 TK&RP-240,000]
Create: 1 of 4 invalid Customizations with Opera. Customize w/o Orchestra.
Chest: Fienal Tower.
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?MACHINE
Max #: 20
Notes: None
=====BETA BOX=====

=====BIG TUNA=====

Name: Big Tuna

Number: 060
Symbol: O
Type: ^Field
Menu 1: "A very fatty tuna sashimi with a highly sophisticated taste."
Menu 2: "Restores HP 45 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,500 TK-1,950 RP-1,950 TK&RP-2,400]
Create: 1 of 11 possibilities in Cooking with Seafood.
Chest: No
Pick: From Noel during a PA in the library in North City.*
From Noel during a PA in inn in Fun City.*
*The game text calls it "Prime Toro Tuna," when you pickpocket it.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 45%. Add an additional 1% per Good Eye level.
Noel's favorite food. Recipe level 0: restores HP and MP by 60%, Recipe
level 1-4: restores HP by 100% and MP by 60%, Recipe level 5-10:
restores HP and MP by 100%.

=====BIG TUNA=====

=====BIRD'S NEST SOUP=====

Name: Bird's Nest Soup
Number: 061
Symbol: O
Type: ^Field
Menu 1: "A Chinese-style soup flavored with sea swallow nests and lily tubers."
Menu 2: "Restores MP 70 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-2,500 TK-3,250 RP-3,250 TK&RP-4,000]
Create: Master Chef with Meat + Seafood.
Chest: No
Pick: No
Dropped: No
Win: From Duel Battle Rank C in Fun City, 1 per fighter.
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP by 70%. Add an additional 1% per Good Eye level.

=====BIRD'S NEST SOUP=====

=====BITTER JUICE=====

Name: Bitter Juice
Number: 062
Symbol: O
Type: ^Field

Menu 1: "This leaves me speechless.."
Menu 2: "Restores MP 1 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-3 TK-3 RP-3 TK&RP-3]
Create: Fail in Cooking with Fruit. 1 of 12 possibilities. Fail in Master Chef.
Chest: No
Pick: From Kiki inside south side of Arena in Lacour Castle.*
*Only during the day of the tournament.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores MP by 1%. Add an additional 1% per Good Eye level.
=====BITTER JUICE=====

=====BITTER LOTION=====

Name: Bitter Lotion
Number: 063
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this magical lotion instantly kills an enemy
attacked with a weapon, with a certain probability."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-125 TK-162 RP-162 TK&RP-199]
Create: 1 of 4 possibilities in Compounding with Lavender + Wolfsbane or
Wolfsbane + Wolfsbane.
Chest: No
Pick: From Professor in hall 1 of university in Linga.
From lower left Soldier in field hospital in Lacour Front Lines.*
*Disappears after going to the Hoffman Ruins.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Has chance of instantly killing an enemy.
=====BITTER LOTION=====

=====BLACKBERRY=====

Name: Blackberry
Number: 064
Symbol: O
Type: ^Battle ^Field
Menu 1: "Special berry that restores MP."
Menu 2: "Restores MP 22 %"
Used By: All

Repro: Yes
 Buy: Familiar specialty level 1-2. Familiar specialty level 9-10. Arlia, Salva, Cross, Mars, Herlie, Hilton, Lacour, Linga, Lacour Front Lines, Eluria Colony, Central City, North City, Armlock, Giveaway, Fun City.
 Buy \$: [Base-200 CG-150 GD-140 CG&GD-90 CG,GD&SL-80]
 Sell \$: [Base- 50 TK- 65 RP- 65 TK&RP-80]
 Create: No
 Chest: Arlia, Salva Drift x 2, Cross Cave x 2, Hoffman Ruins, Field of Power.
 Pick: From Young Girl by entrance to Arlia.
 From Belle in tool shop in Cross.
 From Paula in inn in Hilton.
 From Man on east side of Lacour.*
 From Soldier on left in the east hallway of Lacour Castle.**
 From Soldier to right of doorway in conference room in Lacour Castle.
 From Soldier on stairs in the pre-arena area in Lacour.***
 From Soldier on right inside the southern part of the Arena.
 From Captain in the training grounds of the Lacour Front Lines.
 From Captain in hallway in Lacour Front Lines.****
 From Normal Young Man in tavern in Central City.
 *Only before completing Linga quest.
 **Only during the day of the tournament.
 ***Only before the day of the tournament.
 ****Appears after going to Hoffman Ruins.
 Dropped: By Bang, on Energy Nede and in the Cave of Red Crystal.
 By Gelatinblock, in the Field of Love. By Gelatinfloat, in Eluria.
 Win: From the Bunny Races in Fun City.
 Pools: Radar. Fortune. Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: ?ITEM
 Max #: 20
 Notes: Restores MP by 22%. In the field, add an additional 3% per Herbal Medicine level.

=====BLACKBERRY=====

=====BLACK BOX=====

Name: Black Box
 Number: 065
 Symbol: E
 Type: ^Weapon
 Menu 1: "Very special energy pack for the |Kaleidoscope| ray gun for shooting darkness bursts."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----.
 |ATK(200) HIT(20) MAG(0) avd(10) | Op~W |
 |GUTS(0) STM(0) LUC(0) CRT(20) | |
 '-----'

Used By: Opera
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-10,000 TK-13,000 RP-13,000 TK&RP-16,000]
 Create: Customize Booster Box + Damascus with Opera. Machinery with Opera only.
 Chest: No
 Pick: No
 Dropped: No

Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====BLACK BOX=====

=====BLACK EARRING=====

Name: Black Earring
Number: 066
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious earring that converts 1/20 of the damage received through Heraldic spells into the MP of the wearer."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|HIT(0) AC(0) AVD(0) | Ce~Ac Ch~Ac Op~Ac |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
'-----'

Used By: Celine, Chisato, Opera
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-11,250 TK-14,625 RP-14,625 TK&RP-18,000]
Create: Metalwork on Iron with Ce, Le, No, Op, Pr, Re.
Chest: Floor 4 of the Cave of Trials.
Pick: From Woman in pre-arena area in Lacour Castle.*
*Only in Rena's scenario, during the tournament, before you get Dias.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: Converts 5% of damage received from spells to MP.
=====BLACK EARRING=====

=====BLACK SYSTEM=====

Name: Black System
Number: 067
Symbol: O
Type: ^Field
Menu 1: "The 'Laser Bit' option power-up kit for the ray gun 'Kaleidoscope'.
Menu 2: "No message"
Used By: Opera
Repro: No
Buy: No
Buy \$: No
Sell \$: Cannot Be Sold
Create: Machinery with Opera only.
Chest: No
Pick: No
Dropped: No

Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Teaches the killer move Laser Bit to Opera.
=====BLACK SYSTEM=====

=====BLOOD EARRING=====

Name: Blood Earring
Number: 068
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious earring that converts the attack strength directed at its wearer into HP, with a probability of 1/10."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|HIT(0) AC(0) AVD(0) | Ce~Ac Ch~Ac Op~Ac |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
|-----|

Used By: Celine, Chisato, Opera
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-700 TK-910 RP-910 TK&RP-1,120]
Create: Metalwork on Ruby with As, Bo, Ce, Di, Er, Le, No, Op, Re.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: A 10% chance that physical damage will be converted to HP.
=====BLOOD EARRING=====

=====BLOODY ARMOR=====

Name: Bloody Armor
Number: 069
Symbol: E
Type: ^Armor
Menu 1: "Cursed armor covered with fresh blood that continually sucks out the wearer's HP."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa(-) Fi(-) Wi() Th(-) St(-) Va() Li() Da(-) Vo(-) |
|-----.
|DEF(144) AVD(44) MAG(0) atk(44) hit(44) | |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
|-----|

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)
Repro: No
Buy: No

Buy \$: No
Sell \$: [Base-1,444 TK-1,877 RP-1,877 TK&RP-2,310]
Create: 1 of 4 possibilities in Blacksmith on Damascus without Magical Rasp.
Chest: No
Pick: No
Dropped: By Darkcrusader, in the Field of Power and Fienal Tower.
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Makes your invincible, but quickly drains your HP.
=====BLOODY ARMOR=====

=====BLOODY HELM=====

Name: Bloody Helm
Number: 070
Symbol: E
Type: ^Helmet
Menu 1: "A cursed helmet stained with fresh blood said to suck out the mental strength of the wearer."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea(D) Wa() Fi(D) Wi() Th() St() Va(D) Li() Da() Vo() |
|-----.
|DEF(33) AVD(33) MAG(33) |
|GUTS(0) STM(0) LUC(0) CRT(13) |
|-----.

Used By: Ashton, Bowman, Chisato, Claude, Dias, Ernest, Noel, Opera
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-333 TK-432 RP-432 TK&RP-531]
Create: 1 of 4 possibilities in Blacksmith on Damascus without Magical Rasp.
Chest: No
Pick: No
Dropped: By Insaneload, on Energy Nede and in the Field of Power.
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Quickly drains your MP during battle.
=====BLOODY HELM=====

=====BLUEBERRY=====

Name: Blueberry
Number: 071
Symbol: O
Type: ^Battle ^Field
Menu 1: "Special berry that restores HP."
Menu 2: "Restores HP 22 %"
Used By: All
Repro: Yes
Buy: Familiar specialty level 1-2. Familiar specialty level 9-10. Arlia, Salva, Cross, Mars, Herlie, Hilton, Lacour, Linga, Lacour Front Lines,

Eluria Colony, Central City, North City, Giveaway, Fun City.
Buy \$: [Base-60 CG-45 GD-42 CG&GD-27 CG,GD&SL-24]
Sell \$: [Base-15 TK-19 RP-19 TK&RP-23]
Create: No
Chest: Arlia, Salva Drift, Cross Cave, Floor 1 of the Cave of Trials.
Pick: From Celine during a PA in the restaurant in Herlie.
From Man in bar in Cross.
From Boy behind wall in the east side of Cross.
From Man on path to Lacour Castle.*
From Man in castle center in Lacour Castle.**
From Youth in blue in castle center in Lacour Castle.**
From Soldier right of window in conference room in Lacour Castle.***
From Soldier right of doorway in pre-arena in Lacour Castle.****
From Maid in entrance hall to battle area in Lacour Castle.***
From Tourist in back row of throne room in Lacour Castle.*****
From Soldier in throne room in Lacour Castle.**
From Soldier in king's room in Lacour Castle.**
From Soldier on top right in training grounds in Lacour Front Lines.
From Soldier on right north of training grounds in Lacour Front Lines.
From Soldier in back in field hospital Lacour Front Lines.*****
From Soldier, to left of leftmost Commanding Officer on Front Line in
Lacour Front Lines.*****
From Man in right room in hotel in Fun City.
From Unfortunate Girl in fortune teller's room in Fun City.
*Only before and during the day of the tournament.
**Only right after getting the energy stone.
***Only up until right after getting the energy stone.
****Only during the day of the tournament.
*****Only before the day of the tournament.
*****Only right after the first attack.
*****After battle with Shin, but before speaking to Leon's parents.
Dropped: By Lizardaxe, in the Salva Drift and on Cross Continent.
Win: From the Bunny Races in Fun City.
Pools: Radar. Trickster. Treasure Chest, Fill-Up, Fountain Card, Lien,
Jack-In-The-Box.
PA/Give: No
? Item: ?ITEM
Max #: 20
Notes: Restores HP by 22%. In the field, add an additional 3% per Herbal
Medicine level.

=====BLUEBERRY=====

=====BLUE TALISMAN=====

Name: Blue Talisman
Number: 072
Symbol: E
Type: ^Accessory
Menu 1: "A talisman that has been blessed by the god of water to protect the
wearer From water and improve defensive strength."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa(H) Fi() Wi() Th() St() Va() Li() Da() Vo()
HIT(0) AC(0) AVD(0) def(+30%)
GUTS(0) STM(12) LUC(0) CRT(0)

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)
Repro: Yes

Buy: No
Buy \$: No
Sell \$: [Base-3,000 TK-3,900 RP-3,900 TK&RP-4,800]
Create: Metalwork on Sapphire with Ce, Er, Le, No, Op, Pr, Re.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: DEF bonus is +30% to the character's base CON stat.
=====BLUE TALISMAN=====

=====BLURRY PHOTO=====

Name: Blurry Photo
Number: 073
Symbol: X
Type: ^Unusable
Menu 1: "A blurry photo of something."
Menu 2: "No message"
Used By: Unusable
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-5 TK-6 RP-6 TK&RP-7]
Create: Fail in Reproduction.
Chest: No
Pick: From Young Woman with pink hair in northern part of Salva.
From Husband in bar in Cross.
From Melancholy Captain on Front Line in Lacour Front Lines.*
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====BLURRY PHOTO=====

=====BOOK OF AWAKENING=====

Name: Book of Awakening
Number: 074
Symbol: E
Type: ^Weapon
Menu 1: "A serious book that goes on endlessly about the philosophy of
difficult Heraldic Arts."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(50) HIT(20) MAG(88) def(20) avd(20)
GUTS(0) STM(20) LUC(20) CRT(0)
'-----'

Used By: Leon

Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-50,750 TK-65,975 RP-65,975 TK&RP-81,200]
Create: No
Chest: No
Pick: No
Dropped: No
Win: 1 won from Duel Battle Rank A in Fun City with Leon.
Pools: No
PA/Give: No
? Item: No
Max #: 1
Notes: None
=====BOOK OF AWAKENING=====

=====BOOK OF CHAOS=====

Name: Book of Chaos
Number: 075
Symbol: E
Type: ^Weapon
Menu 1: "An evil book about the forbidden wisdom of hell."
Menu 2: .-----.

ATK	Ea()	Wa()	Fi()	Wi()	Th()	St()	Va()	Li()	Da(X)	Vo(X)	
DEF	Ea()	Wa()	Fi()	Wi()	Th()	St()	Va()	Li(D)	Da(N)	Vo(N)	
-----.											
ATK(950)	HIT(80)	MAG(400)						Le~W	
GUTS(0)	STM(0)	LUC(0)	CRT(0)				
-----.											

Used By: Leon
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-190,000 TK-247,000 RP-247,000 TK&RP-304,000]
Create: Customize Book of Darkness + Damascus with Leon.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?BOOK
Max #: 20
Notes: Sets Leon's stamina to 0.
=====BOOK OF CHAOS=====

=====BOOK OF DARKNESS=====

Name: Book of Darkness
Number: 076
Symbol: E
Type: ^Weapon
Menu 1: "A book about magic secrets for invoking the powers of darkness."
Menu 2: .-----.

ATK	Ea()	Wa()	Fi()	Wi()	Th()	St()	Va()	Li()	Da(X)	Vo()	
DEF	Ea()	Wa()	Fi()	Wi()	Th()	St()	Va()	Li(N)	Da(A)	Vo()	
-----.											


```
|ATK(700) HIT( 0 ) MAG( 80 ) | Le~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |
'-----'
```

Used By: Leon
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-80,000 TK-104,000 RP-104,000 TK&RP-128,000]
Create: Customize All About ESP/Ancient Wisdom/Book of Awakening/Brain
Structure/Encyclopedia/Heraldry/Heraldry Book/Holy Scriptures/Mental
Revolution + Damascus with Leon.

Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====BOOK OF DARKNESS=====

=====BOOSTER BOX=====

Name: Booster Box
Number: 077
Symbol: E
Type: ^Weapon
Menu 1: "Special energy pack for the |Kaleidoscope| ray gun for shooting normal
bursts."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(128) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Opera
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-37 TK-48 RP-48 TK&RP-59]
Create: Machinery with Opera only.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Opera's initial weapon.

=====BOOSTER BOX=====

=====BOOTS=====

Name: Boots
Number: 078

Symbol: E
Type: ^Greaves
Menu 1: "Leather boots made from animal hides."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|----- . As~G Bo~G Ce~G Ch~G |
|DEF(3) AVD(0) MAG(0) | Cl~G Di~G Er~G Le~G |
|GUTS(0) STM(0) LUC(0) CRT(0) | No~G Op~G Pr~G Re~G |
|-----

Used By: All
Repro: Yes
Buy: Cross, Clik (before destroyed).
Buy \$: [Base-40 CG-30 GD-28 CG&GD-18 CG,GD&SL-16]
Sell \$: [Base-10 TK-13 RP-13 TK&RP-16]
Create: No
Chest: No
Pick: From Rena during a PA in west side of Cross.*
From Old Man in west side of Mars.
From top Fighting Man in entrance to battle area in Lacour.**
From Soldier on right in hall above throne room in Lacour.**
*Only in Claude's scenario.
**Only during the day of the tournament.

Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====BOOTS=====

=====BOTH SHAVER=====

Name: Both Shaver
Number: 079
Symbol: E
Type: ^Weapon
Menu 1: "A pair of short swords truly made for battle use."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|----- . |
|ATK(120) HIT(0) MAG(0) avd(20) | As~W |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
|-----

Used By: Ashton
Repro: Yes
Buy: Salva.
Buy \$: [Base-850 CG-638 GD-595 CG&GD-383 CG,GD&SL-340]
Sell \$: [Base-212 TK-275 RP-275 TK&RP-338]
Create: No
Chest: No
Pick: From Fighting Man in brown in tavern in Lacour.*
*Only before the day of the tournament.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No

? Item: No
Max #: 20
Notes: None
=====BOTH SHAVER=====

=====BOUNCED CHECK=====

Name: Bounced Check
Number: 080
Symbol: X
Type: ^Unusable
Menu 1: "A check that is not honored by its issuer. If held, it makes the bearer poorer and poorer."
Menu 2: "No message"
Used By: Unusable
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base- -250 TK- -325 RP- -325 TK&RP- -400]
Create: 1 of 11 possibilities in Reverse Side.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Drains 1 Fol per second per Bounced Check in your possession.
=====BOUNCED CHECK=====

=====BRAIN STRUCTURE=====

Name: Brain Structure
Number: 081
Symbol: E
Type: ^Weapon
Menu 1: "A book about the unknown capabilities of the human brain that reduces MP consumption by half."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(890) HIT(50) MAG(80)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'
Used By: Leon
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-120,000 TK-156,000 RP-156,000 TK&RP-192,000]
Create: Default Customization with Leon, much easier to make with Orchestra.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No

? Item: ?BOOK
Max #: 20
Notes: MP consumption is reduced to 1/2.

=====BRAIN STRUCTURE=====

=====BRAISED KNUCKLES=====

Name: Braised Knuckles
Number: 082
Symbol: E
Type: ^Weapon
Menu 1: "A magic knuckle with a crest engraved on it, which can throw blazing flames."

Menu 2: .-----
|ATK Ea() Wa() Fi(X) Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(599) HIT(30) MAG(70)
GUTS(0) STM(0) LUC(0) CRT(6)
'-----'

Used By: Bowman, Rena
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-7,500 TK-9,750 RP-9,750 TK&RP-12,000]
Create: 1 of 4 invalid Customizations with Bowman. Customize w/o Orchestra.
Customize Bagh Nakh/Knuckles/Hard Knuckles with Meteorite with Bowman.

Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None

=====BRAISED KNUCKLES=====

=====BRIGANDINE=====

Name: Brigandine
Number: 083
Symbol: E
Type: ^Armor
Menu 1: "Armor made of layers of steel and leather."

Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(30) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)
Repro: Yes
Buy: Herlie, Hilton, Lacour, Lacour Front Lines.
Buy \$: [Base-3,500 CG-2,625 GD-2,450 CG&GD-1,575 CG,GD&SL-1,400]
Sell \$: [Base- 875 TK-1,137 RP-1,137 TK&RP-1,399]
Create: No

Chest: Ashton's part of Salva Drift.
Pick: From Soldier on far right of field hospital in Lacour Front Lines.*
From Soldier next to nurse in field hospital in Lacour Front Lines.*
*Appears after going to Hoffman Ruins.
Dropped: By Doomaxe, in the Hoffman Ruins.
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====BRIGANDINE=====

=====BROAD SWORD=====

Name: Broad Sword
Number: 084
Symbol: E
Type: ^Weapon
Menu 1: "A broad sword about a yard long with a special wide blade."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(60) HIT(0) MAG(0) | Cl~W |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
'-----'

Used By: Claude
Repro: No
Buy: Cross.
Buy \$: [Base-400 CG-300 GD-280 CG&GD-180 CG,GD&SL-160]
Sell \$: [Base-100 TK-130 RP-130 TK&RP-160]
Create: No
Chest: No
Pick: From Claude during the one-time PA in Klik in which you see Filia.*
From Fighting Man in field hospital in Lacour Front Lines.**
*Only in Rena's scenario.
**Appears after going to the Hoffman Ruins.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====BROAD SWORD=====

=====BROTH=====

Name: Broth
Number: 085
Symbol: O
Type: ^Field
Menu 1: "A broth of meat and vegetables."
Menu 2: "Restores MP 30 %"
Used By: All
Repro: Yes
Buy: No

Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: 1 of 11 possibilities in Cooking with Seafood.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP by 30%. Add an additional 1% per Good Eye level.
=====BROTH=====

=====BUBBLE LOTION=====

Name: Bubble Lotion
Number: 086
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this magical lotion instantly kills an enemy attacked with a weapon, with a certain probability."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-125 TK-162 RP-162 TK&RP-199]
Create: 1 of 4 possibilities in Compounding with Aceras + Wolfsbane, Artemis Leaf + Wolfsbane, or Mandrake + Wolfsbane.
Chest: Sanctuary of Linga.
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Has chance of instantly killing an enemy.
=====BUBBLE LOTION=====

=====BUCKLER=====

Name: Buckler
Number: 087
Symbol: E
Type: ^Shield
Menu 1: "A small shield made to parry the enemy's attack easily."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|----- . As~S Bo~S Ce~S Ch~S |
|DEF(1) AVD(30) MAG(0) | Cl~S Di~S Er~S Le~S |
|GUTS(0) STM(0) LUC(0) CRT(0) | No~S Op~S Pr~S Re~S |
'-----'
Used By: All
Repro: Yes
Buy: Lacour, Lacour Front Lines.

Buy \$: [Base-650 CG-488 GD-455 CG&GD-293 CG,GD&SL-260]
 Sell \$: [Base-162 TK-210 RP-210 TK&RP-258]
 Create: No
 Chest: No
 Pick: From Guild Master in skill guild in Herlie.
 From upper left Soldier in the port area of Hilton.*
 From left Soldier in hall above throne room in Lacour.**
 *Only when Leon first joins your party.
 **Only during the day of the tournament or before the linga quest.
 Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None
 =====BUCKLER=====

=====BUNNY SHOES=====

Name: Bunny Shoes
 Number: 088
 Symbol: E
 Type: ^Greaves
 Menu 1: "Imparts incredible speed during combat."
 Menu 2: .-----
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |----- . As~G Bo~G Ce~G Ch~G |
 |DEF(10) AVD(0) MAG(0) | Cl~G Di~G Er~G Le~G |
 |GUTS(0) STM(80) LUC(0) CRT(0) | No~G Op~G Pr~G Re~G |
 |-----

Used By: All
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-100,000 TK-130,000 RP-130,000 TK&RP-160,000]
 Create: No
 Chest: Floor 7 of the Cave of Trials, Floor 10 of the Cave of Trials, Floor 12
 of the Cave of Trials.
 Pick: From Bunny Mannequin in the bunny race area in Fun City.
 Dropped: By Darkfeather at the end of Floor 1 of the Cave of Trials.
 Win: From the Bunny Races in Fun City.
 Pools: Rarely received from Santa's Boots.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Raises running speed in battle.
 =====BUNNY SHOES=====

=====BURNING HAND=====

Name: Burning Hand
 Number: 089
 Symbol: E
 Type: ^Weapon
 Menu 1: "A mechanical punching hand that explodes while attacking."
 Menu 2: .-----

```

|ATK Ea( ) Wa( ) Fi(X) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|ATK(600) HIT( 50 ) MAG( 0 ) | Pr~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 20 ) |
|-----|

```

Used By: Precis

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-40,000 TK-52,000 RP-52,000 TK&RP-64,000]

Create: Customize Atomic Punch/Great Punch/SD Punch/SDUGA Punch/Spark Hand + Star Ruby with Precis.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====BURNING HAND=====

=====BURST BOX=====

Name: Burst Box

Number: 090

Symbol: E

Type: ^Weapon

Menu 1: "Special energy pack for the |Kaleidoscope| ray gun for shooting shock waves."

```

Menu 2: .-----|
|ATK Ea( ) Wa( ) Fi(X) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|ATK(780) HIT( 60 ) MAG( 0 ) avd(30) | Op~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 20 ) |
|-----|

```

Used By: Opera

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-230,000 TK-299,000 RP-299,000 TK&RP-368,000]

Create: Customize Magic Box + Sage's Stone with Opera.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====BURST BOX=====

=====BUT ONE TRUTH!=====

Name: But One Truth!
Number: 091
Symbol: O
Type: ^Field
Menu 1: "A book written by Chisato: |Damor and Iskal entered the large
government building, still in search of the file..|"
Menu 2: "No message"
Used By: All
Repro: No
Buy: After you sell it to the publisher in Lacour, you can buy it back.
Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: 1 of 2 possibilities in Publishing with Chisato.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Sets reader's friendship value towards Chisato to 8.
=====BUT ONE TRUTH!=====

=====BUY IT... OK?=====

Name: Buy it... OK?
Number: 092
Symbol: O
Type: ^Field
Menu 1: "A book written by Precis: |No browsing now. If you're interested in a
book please purchase it dearie.|"
Menu 2: "No message"
Used By: All
Repro: No
Buy: After you sell it to the publisher in Lacour, you can buy it back.
Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: 1 of 2 possibilities in Publishing with Precis.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Sets reader's friendship value towards Precis to 8.
=====BUY IT... OK?=====

=====CABBAGE ROLL=====

Name: Cabbage Roll
Number: 093
Symbol: O
Type: ^Field
Menu 1: "Minced meat and other ingredients rolled in blanched cabbage leaves
and boiled."

Menu 2: "Restores HP 26 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-140 TK-182 RP-182 TK&RP-224]
Create: 1 of 12 possibilities in Cooking with Vegetables.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 26%. Add an additional 1% per Good Eye level.
=====CABBAGE ROLL=====

=====CARE TABLET=====

Name: Care Tablet
Number: 094
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this magical medicine protects the user from many things."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-100 TK-130 RP-130 TK&RP-160]
Create: 1 of 3 possibilities in Compounding with Artemis Leaf + Artemis Leaf.
Chest: No
Pick: From Eleanor in Herlie.
From Researcher to right of doorway in laboratory in Lacour Castle.*
From Researcher in middle of room in the laboratory in Lacour Castle.*
*Only before the day of the tournament.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Protects character against status ailments.
=====CARE TABLET=====

=====CARROT ICE CREAM=====

Name: Carrot Ice Cream
Number: 095
Symbol: O
Type: ^Field
Menu 1: "Ice cream made with carrot juice."
Menu 2: "Restores HP 12 %"
Used By: All
Repro: Yes
Buy: No

Buy \$: No
Sell \$: [Base-10 TK-13 RP-13 TK&RP-16]
Create: 1 of 12 possibilities in Cooking with Vegetables.
Chest: No
Pick: From Girl in Grocery store in North City.
From Child in battle arena square in Fun City.
From Woman on right inside the northern part of the arena in Fun City.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 12%.
=====CARROT ICE CREAM=====

=====CARROT JUICE=====

Name: Carrot Juice
Number: 096
Symbol: O
Type: ^Field
Menu 1: "Juice made from carrots."
Menu 2: "Restores MP 13 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-110 TK-143 RP-143 TK&RP-176]
Create: 1 of 12 possibilities in Cooking with Vegetables.
Chest: No
Pick: From Boy on path to Lacour Castle.*
From top left girl in the bottom left area outside arena in Lacour.**
From Aki inside southern part of the arena in Lacour Castle.**
From Woman in northern end of arena in Fun City.
*Only in Rena's scenario, during the tournament, before you get Dias.
**Only during the day of the tournament.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 13%.
Leon's favorite food. Recipe level 0: restores HP and MP by 60%, Recipe level 1-4: restores HP by 100% and MP by 60%, Recipe level 5-10: restores HP and MP by 100%.

=====CARROT JUICE=====

=====CAT HOUSE MURDER=====

Name: Cat House Murder
Number: 097
Symbol: O
Type: ^Field
Menu 1: "A book written by Bowman: |The mansion was quiet in the dark of the moonless night, almost peaceful, when suddenly a woman screamed!|"
Menu 2: "No message"

Used By: All
Repro: No
Buy: After you sell it to the publisher in Lacour, you can buy it back.
Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: 1 of 2 possibilities in Publishing with Bowman.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Sets reader's friendship value towards Bowman to 8.
=====CAT HOUSE MURDER=====

=====CAT O' 9 TAILS=====

Name: Cat o' 9 Tails
Number: 098
Symbol: E
Type: ^Weapon
Menu 1: "A magical whip whose tip splits into 9 when cracked, each one attacking a different target."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(1280) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Ernest
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-292,500 TK-380,250 RP-380,250 TK&RP-468,000]
Create: No
Chest: No
Pick: No
Dropped: No
Win: 1 won from Duel Battle Rank A in Fun City with Ernest
Pools: No
PA/Give: No
? Item: No
Max #: 1
Notes: Hits 3 times per attack.
=====CAT O' 9 TAILS=====

=====CAT'S FANGS=====

Name: Cat's Fangs
Number: 099
Symbol: E
Type: ^Weapon
Menu 1: "Knuckles with claws for more attack strength."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |

```

|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th(D) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|ATK(120) HIT( 0 ) MAG( 0 ) | Bo~W Re~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |
|-----|

```

Used By: Bowman, Rena
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-60,000 TK-78,000 RP-78,000 TK&RP-96,000]
 Create: 1 of 6 invalid Customizations with Noel. Customize without Orchestra.
 Chest: No
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: This weapon has +2 to attack chances.
 =====CAT'S FANGS=====

=====CEMBALO=====

Name: Cembalo
 Number: 100
 Symbol: X
 Type: ^Creation
 Menu 1: "A keyboard instrument that was the precursor of the piano. In French it is referred to as a clavecin, and in English a harpsichord."
 Menu 2: "No message"
 Used By: All
 Repro: Yes
 Buy: Hilton, North City.
 Buy \$: [Base-8,000 CG-6,000 GD-5,600 CG&GD-3,600 CG,GD&SL-3,200]
 Sell \$: [Base- 400 TK- 520 RP- 520 TK&RP- 640]
 Create: No
 Chest: No
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Allows you to compose "The Ghost Dance" and "The Fairy Dance".
 Dias's and Ernest's favorite instrument.
 =====CEMBALO=====

=====CESTUS=====

Name: Cestus
 Number: 101
 Symbol: E
 Type: ^Weapon
 Menu 1: "Spike-studded knuckles to increase attack strength."
 Menu 2: .-----|

```

|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |

```

```

|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|ATK(140) HIT( 0 ) MAG( 20 ) | Bo~W Re~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |
|-----|

```

Used By: Bowman, Rena
 Repro: Yes
 Buy: Mars, Hilton.
 Buy \$: [Base-1,400 CG-1,050 GD-980 CG&GD-630 CG,GD&SL-560]
 Sell \$: [Base- 350 TK- 455 RP-455 TK&RP-560]
 Create: 1 of 4 invalid Customizations with Rena. Customize without Orchestra.
 Chest: Mountain Palace.
 Pick: From Fighting Man by painting in tavern in Lacour.*
 From Dagor in king's room in Lacour Castle.**
 *Only during the day of the tournament.
 **Only right after getting the energy stone.
 Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None
 =====CESTUS=====

=====CHAOS MAIL=====

Name: Chaos Mail
 Number: 102
 Symbol: E
 Type: ^Armor
 Menu 1: "A cursed, almost invincible armor prized for its strong protective power that sucks out the wearer's energy."
 Menu 2: .-----|
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St(D) Va() Li(D) Da() Vo()
DEF(99) AVD(9) MAG(0) atk(9) hit(9)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: As, Bo, Ch, Cl, Di, Er, No, Op
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-1,999 TK-2,598 RP-2,598 TK&RP-3,197]
 Create: 1 of 4 possibilities in Blacksmith on Damascus without Magical Rasp.
 Chest: No
 Pick: No
 Dropped: By Darthwidow, in the Field of Power and Fienal Tower.
 By Insaneload, on Energy Nede and in the Field of Power.
 Win: No
 Pools: No
 PA/Give: No
 ? Item: ?GUARD
 Max #: 20
 Notes: Sets wearer's stamina to 0.
 =====CHAOS MAIL=====

=====CHEESE PIZZA=====

Name: Cheese Pizza
Number: 103
Symbol: O
Type: ^Field
Menu 1: "Plenty of juicy pineapple on a tasty pizza."
Menu 2: "Restores HP 68 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-4,000 TK-5,200 RP-5,200 TK&RP-6,400]
Create: 1 of 4 possibilities in Cooking with Creamy Cheese.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 68%. Add an additional 1% per Good Eye level.

=====CHEESE PIZZA=====

=====CHICKEN DORIA=====

Name: Chicken Doria
Number: 104
Symbol: O
Type: ^Field
Menu 1: "Fried rice mixed with white sauce and chicken and baked in an oven."
Menu 2: "Restores HP 48 %"
Used By: All
Repro: Yes
Buy: Fun City
Buy \$: [Base-520 CG-390 GD-364 CG&GD-234 CG,GD&SL-208]
Sell \$: [Base-208 TK-270 RP-270 TK&RP-331]
Create: 1 of 11 possibilities in Cooking with Meat.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 48%. Add an additional 1% per Good Eye level.

=====CHICKEN DORIA=====

=====CHICKEN SKEWERS=====

Name: Chicken Skewers
Number: 105
Symbol: O
Type: ^Field
Menu 1: "Prime free-range chicken charcoal-roasted on skewers."
Menu 2: "Restores HP 5 %"

Used By: All
Repro: Yes
Buy: Hilton, Fun City.
Buy \$: [Base-500 CG-375 GD-350 CG&GD-225 CG,GD&SL-200]
Sell \$: [Base-200 TK-260 RP-260 TK&RP-320]
Create: 1 of 11 possibilities in Cooking with Meat.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 5%. Add an additional 1% per Good Eye level.
Dias's favorite food. Recipe level 0: restores HP and MP by 60%, Recipe level 1-4: restores HP by 100% and MP by 60%, Recipe level 5-10: restores HP and MP by 100%.

=====CHICKEN SKEWERS=====

=====CHOCOLATE CREPES=====

Name: Chocolate Crepes
Number: 106
Symbol: 0
Type: ^Field
Menu 1: "Whipped cream and chocolate rolled into a crepe."
Menu 2: "Restores HP 22 %"
Used By: All
Repro: Yes
Buy: Clik (before destroyed)
Buy \$: [Base-115 CG-86 GD-81 CG&GD-52 CG,GD&SL-46]
Sell \$: [Base- 46 TK-59 RP-59 TK&RP-72]
Create: 1 of 12 possibilities in Cooking with Egg/Dairy Products.
Chest: No
Pick: From Precis during a PA in her room in Linga.
From Rena during a PA in Central City.*
From Precis during a PA in the restaurant in Fun City.
From She in lower left area outside the arena in Lacour Castle.**
From the left Spectator inside southern part of arena in Lacour.***
*Only in Claude's scenario.
**Only during the day of the tournament.
***Only before the day of the tournament.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 22%. Add an additional 1% per Good Eye level.
Precis's favorite food. Recipe level 0: restores HP and MP by 60%,
Recipe level 1-4: restores HP by 100% and MP by 60%, Recipe level 5-10:
restores HP and MP by 100%.

=====CHOCOLATE CREPES=====

=====CHOOSE INGREDIENTS=====

Name: Choose Ingredients

Number: 107
Symbol: O
Type: ^Field
Menu 1: "A skill guide book. Read it to learn the skill Good Eye."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: Authoring by a character if their Good Eye skill level is 5 or higher.
Chest: No
Pick: From Editor in the eastern part of Lacour.*
*Only before finishing the linga quest.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises skill level of Good Eye by 1. Doesn't work past level 5.
=====CHOOSE INGREDIENTS=====

=====CINDERELLA GLASS=====

Name: Cinderella Glass
Number: 108
Symbol: O
Type: ^Field
Menu 1: "Use this medicine in a shop and you'll get a good deal."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-300 TK-390 RP-390 TK&RP-480]
Create: No
Chest: Ashton's part of Salva Drift, Sanctuary of Linga, Cave of Red Crystal.
Pick: From Celine during a PA in Cross.
From Celine during a PA in Mars.
From Celine during a PA in Klik.*
From Young Woman in central Lacour.**
From Fan in pre arena area in Lacour Castle.***
From the other Fan in pre arena area in Lacour Castle.***
From woman Tourist in throne room in Lacour Castle.
From Woman in Armlock.
From Rouge in secondhand shop in Giveaway.
*Only before Klik is destroyed.
**Only after finishing the linga quest and before getting energy stone.
***Only in Rena's scenario, during the tournament, before you get Dias.
Dropped: By Workbox, in the Field of Intelligence.
Win: From the Bunny Races in Fun City.
Pools: Santa's Boots. Fortune.
PA/Give: No
? Item: No
Max #: 20
Notes: Gives 25% discount in stores. The effect does stack with Give Discount with Identify All!, and Second Ledger. In the battle menu, the description says: "Beauty is an advantage" with a heart after it. :)

=====CINDERELLA GLASS=====

=====CLAP ROD=====

Name: Clap Rod
Number: 109
Symbol: E
Type: ^Weapon
Menu 1: "A magic staff that annihilates the enemy with just a touch due to the Heraldic Crest engraved upon it."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(280) HIT(0) MAG(30)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Celine
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: 1 of 4 invalid Customizations with Celine. Customize w/o Orchestra.
Chest: Fienal Tower.
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: It should be noted that Celine with her Clap Rod can actually do more than 1 damage on Puffy's Weirdbeast in the Cave of Trials. It does 200 damage a hit.

=====CLAP ROD=====

=====COCONUT MILK=====

Name: Coconut Milk
Number: 110
Symbol: O
Type: ^Field
Menu 1: "A delightful dessert of milk, sugar, and coconut milk firmed with tapioca."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,000 TK-1,300 RP-1,300 TK&RP-4,600]
Create: Master Chef with Egg/Dairy Products + Fruit.
Chest: No
Pick: From Chinnen in restaurant in Herlie.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No

Max #: 20

Notes: Cures all status ailments and resurrects with 1 HP.

=====COCONUT MILK=====

=====CONDUCTOR'S BATON=====

Name: Conductor's Baton

Number: 111

Symbol: X

Type: ^Creation

Menu 1: "A baton that conveys the intent of the conductor to the musician. No conductor could be without one."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: Hilton, Central City, North City, Giveaway, Fun City.

Buy \$: [Base-85 CG-64 GD-60 CG&GD-38 CG,GD&SL-34]

Sell \$: [Base-21 TK-27 RP-27 TK&RP-33]

Create: No

Chest: No

Pick: From Guide in throne room in Lacour Castle.*

From Guide in north part of the arena in Lacour Castle.**

*Only before the day of the tournament.

**Only during the day of the tournament.

Dropped: By Hellhound, on Energy Nede and in the Cave of Red Crystal.

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: Item used in playing music with Musical Talent and Orchestra.

=====CONDUCTOR'S BATON=====

=====CONTRACT=====

Name: Contract

Number: 112

Symbol: O

Type: ^Field

Menu 1: "A document that proves ownership of an inn in town. Use it and it will take affect."

Menu 2: "No message"

Used By: All

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-300 TK-390 RP-390 TK&RP-480]

Create: 1 of 11 possibilities in Reverse Side.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Use this in a town with and inn, and you will now be able to stay there for free.

=====CONTRACT=====

=====COOK FROM THE HEART=====

Name: Cook From the Heart
Number: 113
Symbol: O
Type: ^Field
Menu 1: "A skill guide book. Read it to learn the skill Kitchen Knife."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: Authoring by a character if their Kitchen Knife skill level is 5 or higher.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Radar.
PA/Give: No
? Item: No
Max #: 20
Notes: Raises skill level of Kitchen Knife by 1. Doesn't work past level 5.

=====COOK FROM THE HEART=====

=====CORE PLATE=====

Name: Core Plate
Number: 114
Symbol: E
Type: ^Armor
Menu 1: "Special armor possessed of very strong protective power."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th(H) St(H) Va() Li() Da() Vo() |
|-----.
|DEF(100) AVD(0) MAG(0) |As~Ar Bo~Ar Ch~Ar Cl~Ar|
|GUTS(0) STM(0) LUC(0) CRT(0) |Di~Ar Er~Ar No~Ar Op~Ar|
'-----'
Used By: As, Bo, Ch, Cl, Di, Er, No, Op
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-35,000 TK-45,500 RP-45,500 TK&RP-56,000]
Create: 1 of 4 possibilities in Blacksmith on Damascus without Magical Rasp.
Chest: Eluria Tower (as ?GUARD).
Pick: No
Dropped: By Lessassassin.*
Win: No
Pools: No
PA/Give: No
? Item: ?GUARD
Max #: 20
Notes: *Pick "I can't just leave her" in a PA in Herlie involving the Little Girl in the Warehouse. In order to get this PA you must have picked "We

can't just leave her..." in a PA in Lacour involving the Little Girl.
You must do all this before doing the Linga Quest. This is in Claude's
scenario only.

=====CORE PLATE=====

=====CORN POTTAGE=====

Name: Corn Pottage
Number: 115
Symbol: O
Type: ^Field
Menu 1: "A soup made of thickened milk and crushed corn."
Menu 2: "Restores MP 20 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: 1 of 12 possibilities in Cooking with Vegetables.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores MP by 20%. Add an additional 1% per Good Eye level.

=====CORN POTTAGE=====

=====COUNTDOWN=====

Name: Countdown
Number: 116
Symbol: O
Type: ^Field
Menu 1: "A book written by Ernest: |After avoiding countless traps, I finally
made it to the main burial chamber.|"
Menu 2: "No message"
Used By: All
Repro: No
Buy: After you sell it to the publisher in Lacour, you can buy it back.
Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: 1 of 2 possibilities in Publishing with Ernest.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Sets reader's friendship value towards Ernest to 8.

=====COUNTDOWN=====

=====CRACKED GEM=====

Name: Cracked Gem
 Number: 117
 Symbol: X
 Type: ^Creation
 Menu 1: "A cracked crystal ball big enough to fit in your palm."
 Menu 2: "No message"
 Used By: All
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: Cannot Be Sold
 Create: No
 Chest: Floor 7 of the Cave of Trials.
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 1
 Notes: The menu graphic is the same as the one used for Ruby.

=====CRACKED GEM=====

=====CRACKER=====

Name: Cracker
 Number: 118
 Symbol: E
 Type: ^Weapon
 Menu 1: "A small firearm that attacks the enemy by shooting countless steel balls."
 Menu 2: .-----
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(660) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(50)

 Used By: Chisato
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-100,000 TK-130,000 RP-130,000 TK&RP-160,000]
 Create: Customize Aero Gun/Electron/Flame Gun/Lightning Gun/Psychic Gun/Spark + Damascus with Chisato.
 Chest: No
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: This weapon has +2 to attack chances.

=====CRACKER=====

=====CREAMED STEW=====

Name: Creamed Stew
Number: 119
Symbol: O
Type: ^Field
Menu 1: "A meat and vegetable stew simmered for hours and served in a white sauce."
Menu 2: "Restores MP 70 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,000 TK-1,300 RP-1,300 TK&RP-1,600]
Create: Master Chef with Egg/Dairy Products + Meat.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP by 70%. Add an additional 1% per Good Eye level.

=====CREAMED STEW=====

=====CREAMY CHEESE=====

Name: Creamy Cheese
Number: 120
Symbol: X
Type: ^Creation
Menu 1: "A grated cheese for cooking that is so fine it seems to melt like powdered snow."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: No
Chest: No
Pick: No
Dropped: No
Win: From Meat Battle and Full-Course Battle in Cooking Master in Fun City.
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: A rare ingredient used in Cooking.

=====CREAMY CHEESE=====

=====CREST ROD=====

Name: Crest Rod
Number: 121
Symbol: E
Type: ^Weapon
Menu 1: "A special staff for Heraldic wizards with Crest engraved at its end to

increase attack strength."

```
Menu 2: .-----.  
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|-----.  
|ATK(100) HIT( 0 ) MAG( 25 ) | Ce~W |  
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |  
|-----|
```

Used By: Celine

Repro: No

Buy: Lacour, Lacour Front Lines.

Buy \$: [Base-1,200 CG-900 GD-840 CG&GD-540 CG,GD&SL-480]

Sell \$: [Base- 480 TK-624 RP-624 TK&RP-768]

Create: 1 of 4 invalid Customizations with Celine. Customize w/o Orchestra.

Chest: Mountain Palace.

Pick: From Celine during a PA in west Lacour.

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====CREST ROD=====

=====CRESTIER GUARD=====

Name: Crestier Guard

Number: 122

Symbol: E

Type: ^Shield

Menu 1: "A square shield engraved with a Crest that repels enemy water attacks."

```
Menu 2: .-----.  
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|DEF Ea( ) Wa(H) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|-----.  
|DEF( 20 ) AVD( 80 ) MAG( 0 ) | Cl~S Di~S Er~S Pr~S |  
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |  
|-----|
```

Used By: Claude, Dias, Ernest, Precis

Repro: Yes

Buy: North City, Secret Charity/Fake Gallery.

Buy \$: [Base-36,600 CG-27,450 GD-25,620 CG&GD-16,470 CG,GD&SL-14,640]

Sell \$: [Base- 9,150 TK-11,895 RP-11,895 TK&RP-14,640]

Create: No

Chest: Eluria Tower x 2.

Pick: From Dias during a PA in the library in North City.

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Sprays 8 fireballs when the wearer is physically attacked. Unlike the stars sprayed by the Eternal Sphere, Angel Armband, and Valiant Guard, they damage the enemy according to their defense. Whereas the stars seem to ignore defense and do damage directly related to your ATK.

=====CRESTIER GUARD=====

=====CRIMSON DIABLOS=====

Name: Crimson Diablos

Number: 123

Symbol: E

Type: ^Weapon

Menu 1: "A sword known as 'The Crimson Devil'."

```
Menu 2: .-----.  
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|-----.  
|ATK(1100) HIT( 80 ) MAG( 0 ) | Di~W |  
|GUTS( 0 ) STM( 50 ) LUC( 0 ) CRT( 24 ) |  
|-----|
```

Used By: Dias

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-880,000 TK-1,144,000 RP-1,144,000 TK&RP-1,408,000]

Create: Customize Hard Cleaver + Damascus with Dias.

Customize Soul Slayer + Sage's Stone with Dias.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: ?WEAPON

Max #: 20

Notes: The Crimson Diablos has the hidden effect of doubling your ATK in battle. If your base ATK without a weapon equipped is 1000, and you equip the Crimson Diablos which has an ATK of 1100, the menu will show a total ATK of 2100. In battle you'll actually be doing 4200 ATK. Prove this to yourself by comparing it with the in-battle ATK of the Marvel Sword, which also has 1100 ATK. This sword differs from Ashton's Doubledemon Swords in that the Doubledemon Swords double your attack by putting you in berserk status. Whereas the Crimson Diablos does it without. Meaning if you are using the Crimson Diablos and have an anger explosion in battle, you can double your ATK yet again.

=====CRIMSON DIABLOS=====

=====CROMLEA SWORD=====

Name: Cromlea Sword

Number: 124

Symbol: E

Type: ^Weapon

Menu 1: "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."

```
Menu 2: .-----.  
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|-----.  
|ATK(1399) HIT( 0 ) MAG( 0 ) | Di~W |  
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) |  
|-----|
```

Used By: Dias

Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-580,000 TK-754,000 RP-754,000 TK&RP-928,000]
Create: No
Chest: No
Pick: No
Dropped: No
Win: 1 won from Duel Battle Rank A in Fun City with Dias.
Pools: No
PA/Give: No
? Item: No
Max #: 1
Notes: None
=====CROMLEA SWORD=====

=====CROWN=====

Name: Crown
Number: 125
Symbol: E
Type: ^Helmet
Menu 1: "An emerald-studded crown that just might protect its wearer."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|----- . As~H Bo~H Ce~H Ch~H |
|DEF(0) AVD(0) MAG(0) | Cl~H Di~H Er~H Le~H |
|GUTS(0) STM(0) LUC(0) CRT(0) | No~H Op~H Pr~H Re~H |
'-----'

Used By: All
Repro: Yes
Buy: Fun City.
Buy \$: [Base-1,600 CG-1,200 GD-1,120 CG&GD-720 CG,GD&SL-640]
Sell \$: [Base- 400 TK- 520 RP- 520 TK&RP-640]
Create: Metalwork on Green Beryl with As, Ce, Cl, Er, Op.
Chest: No
Pick: From King Lacour in laboratoy in Lacour Castle.*
From King Lacour in the throne room in Lacour Castle.**
*Only after finishing linga quest but before getting the energy stone.
**Only right after getting the energy stone.

Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?GUARD
Max #: 20
Notes: None
=====CROWN=====

=====CRUMPLED PAPER=====

Name: Crumpled Paper
Number: 126
Symbol: X
Type: ^Unusable
Menu 1: "A useless scrap of paper."
Menu 2: "No message"

Used By: Unusable
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-1 TK-1 RP-1 TK&RP-1]
Create: Fail in Authoring. Fail in Publishing. Failed Customization with Leon.
Randomly made through Customization with Chisato, when her Customize
skill level is low. The lower the skill level the more often it's made.
Chest: No
Pick: From Celine during a PA in the bunny races in Fun City.
From Scalper outside Lacour Castle in Lacour.*
From Soldier in waiting room in Lacour Castle.**
From other Soldier in waiting room in Lacour Castle.**
From Assisstant near door in keith's house in Linga.
From Editor wearing blue in city hall of Central City.
From Receptionist on right in Fun City.
From Clerk in central square of Fun City.
From the sleeping Student in classroom 1 in university in Giveaway.
*Only during the day of the tournament.
**Only right after the tournament.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?BOOK
Max #: 20
Notes: None
=====CRUMPLED PAPER=====

=====CRUSH PILL=====

Name: Crush Pill
Number: 127
Symbol: X
Type: ^Battle
Menu 1: "This magical medicine can change the HP of the user into a body of
energy."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-35 TK-45 RP-45 TK&RP-55]
Create: 1 of 4 possibilities in Compounding with Wolfsbane + Wolfsbane.
Chest: No
Pick: From Artis in the synard reception area in North City.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: When used in battle it kills the character that it is given to, but
damages any enemy within a certain radius of that character for the
amount of HP the character has.
=====CRUSH PILL=====

=====CRYSTAL=====

Name: Crystal
Number: 128
Symbol: E
Type: ^Creation ^Accessory
Menu 1: "Quartz crystals."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th(H) St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: No
Buy: Santa. Lacour Front Lines, North City, Armlock. Abeema in a PA in Mars.*
Buy \$: [Base-500 CG-375 GD-350 CG&GD-225 CG,GD&SL-200]
Sell \$: [Base-125 TK-162 RP-192 TK&RP-199]
Create: Alchemy, level 3 or higher.
Chest: Mountain Palace, Eluria Tower.
Pick: From Faye in jewelry store in Salva.
From Soldier in Mountain Palace.
From Woman Fortune Teller in Fun City.
Dropped: By Goathead, in Eluria.
Win: No
Pools: Survival. Mischief.
PA/Give: No
? Item: No
Max #: 20
Notes: Used in Customization and Metalwork.
*This PA can only be done after spending the night in Cross, but before the Tournament.

=====CRYSTAL=====

=====CURE PARALYSIS=====

Name: Cure Paralysis
Number: 129
Symbol: O
Type: ^Battle ^Field
Menu 1: "This magical medicine cures paralysis."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: Familiar specialty level 5-6. Cross, Mars, Herlie, Hilton, Lacour, Linga, Eluria Colony, Central City, Giveaway, Fun City.
Buy \$: [Base-180 CG-135 GD-126 CG&GD-81 CG,GD&SL-72]
Sell \$: [Base- 45 TK- 58 RP- 58 TK&RP-71]
Create: 1 of 4 possibilities in Compounding with Artemis Leaf + Rose Hips or Rose Hips + Rose Hips.
Chest: Hoffman Ruins x 2, Eluria Tower.
Pick: From West Guard in throne room in Cross Castle.
From Soldier in west Lacour.*
From lower left Soldier in training ground in Lacour Front Lines.
From Commanding Officer, to left of Fighting Man on Front Line in Lacour Front Lines.**
*Only right after getting the energy stone.
**After battle with Shin, but before speaking to Leon's parents.

Dropped: By Flyingray, on Lasguss Mountain and the Lacour Continent.
By Ghast, in the Field of Power.
By Raystinger, on Energy Nede and in Cave of Red Crystal.

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: Cures Paralysis.

=====CURE PARALYSIS=====

=====CURE POISON=====

Name: Cure Poison

Number: 130

Symbol: O

Type: ^Battle ^Field

Menu 1: "This magical medicine purifies the body of poisons."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: Hilton, Linga, Giveaway, Fun City.

Buy \$: [Base-140 CG-105 GD-98 CG&GD-63 CG,GD&SL-56]

Sell \$: [Base- 35 TK- 45 RP-45 TK&RP-55]

Create: 1 of 4 possibilities in Compounding with Artemis Leaf + Rose Hips or
Rose Hips + Rose Hips.

Chest: Cross Cave x 2, Floor 6 of the Cave of Trials.

Pick: From Old Guy on east side of Cross.

From Soldier on right in hall above throne room in Lacour Castle.*

From lower right Soldier in training grounds in Lacour Front Lines.

From lower right Nurse in field hospital in Lacour Front Lines.

From uppermost Young Man in North City.

*Only before the day of the tournament.

Dropped: By Gerel, in Ashton's part of the Salva Drift.

By Landworm, on Cross Continent and in Cross Cave.

By Otif on Energy Nede and in the Field of Courage.

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: Cures Poison

=====CURE POISON=====

=====CURE STONE=====

Name: Cure Stone

Number: 131

Symbol: O

Type: ^Battle ^Field

Menu 1: "This magical medicine can be used at any time to restore a character
who has been turned to stone."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: Familiar specialty level 5-6. Cross, Herlie, Hilton, Lacour, Linga,
Eluria Colony, Central City, Giveaway, Fun City.

Buy \$: [Base-450 CG-338 GD-315 CG&GD-203 CG,GD&SL-180]

Sell \$: [Base-112 TK-145 RP-145 TK&RP-178]
Create: No
Chest: Mountain Palace, Hoffman Ruins, Eluria Tower x 2, Fienal Tower.
Pick: From Noel during a PA in Arlia.
From Fighting Man in battle arena square in Fun City.
Dropped: By Cockatrice, on Lasguss Mountain and on the Lacour Continent.
By Petrogerell, in the Mountain Temple.
By Robberaxe, on Cross Continent and in Heraldry Forest.
Win: No
Pools: Radar. Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Cures Stone.
=====CURE STONE=====

=====CUSTARD PUDDING=====

Name: Custard Pudding
Number: 132
Symbol: O
Type: ^Field
Menu 1: "A dessert made by steaming a mixture of milk, sugar, and eggs."
Menu 2: Restores HP 15 %
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-51 TK-66 RP-66 TK&RP-81]
Create: 1 of 12 possibilities in Cooking with Egg/Dairy Products.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 15%. Add an additional 1% per Good Eye level.
=====CUSTARD PUDDING=====

=====DAIKON MISO SOUP=====

Name: Daikon Miso Soup
Number: 133
Symbol: O
Type: ^Field
Menu 1: "This is a popular Japanese breakfast, miso soup with white daikon radish."
Menu 2: "Restores MP 10 %"
Used By: All
Repro: Yes
Buy: Mars.
Buy \$: [Base-300 CG-225 GD-210 CG&GD-135 CG,GD&SL-120]
Sell \$: [Base-120 TK-156 RP-156 TK&RP-192]
Create: 1 of 18 possibilities in Cooking with Grain.
Chest: No
Pick: No

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores MP by 10%.
Bowman's favorite food. Recipe level 0: restores HP and MP by 60%,
Recipe level 1-4: restores HP by 100% and MP by 60%, Recipe level 5-10:
restores HP and MP by 100%.
=====DAIKON MISO SOUP=====

=====DAMASCUS=====

Name: Damascus
Number: 134
Symbol: E
Type: ^Creation ^Accessory
Menu 1: "An odd, black metal possessed of elasticity and durability."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da(H) Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: No
Buy: Santa.
Buy \$: [Base-6,400 CG-4,800 GD-4,480 CG&GD-2,880 CG,GD&SL-2,560]
Sell \$: [Base-1,600 TK-2,080 RP-2,080 TK&RP-2,560]
Create: Alchemy, level 6 or higher.
Chest: Mihne Cavern (as ?MINERAL), Mountain Palace, Mountain Palace
(as ?MINERAL).
Pick: From Suphia in Gamgee's House in Lacour.*
Dropped: By Gelatincube, in Ashton's part of the Salva Drift.
By Rolesher, in Desert Areas of Expel.
By Sandworm, in Desert Areas of Expel.
By Visseyer, the boss of the Sanctuary of Linga.
*Only after the day of the tournament.
Win: From Duel Battle Rank D in Fun City, 1 per spellcaster.
Pools: Survival. Fortune.
PA/Give: No
? Item: ?MINERAL
Max #: 20
Notes: Used in Customization and Blacksmithing.
=====DAMASCUS=====

=====DANGER POT=====

Name: Danger Pot
Number: 135
Symbol: O
Type: ^Battle ^Field
Menu 1: "The use of this medicine does cure wounds, but it also has side
effects."
Menu 2: "No message"
Used By: All

Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-55 TK-71 RP-71 TK&RP-87]
 Create: 1 of 4 possibilities in Compounding with Artemis Leaf + Mandrake or Rose Hips + Wolfsbane.
 Chest: No
 Pick: From Researcher in second floor of synard reception in North City.*
 From Commanding Officer, 2nd to left of Fighting Man on Front Line in Lacour Front Lines.**
 *Only appears before you beat the Synard in North City.
 **After battle with Shin, but before speaking to Leon's parents.
 Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Restores HP by 30% but either paralyzes, poisons, or stones character.
 =====DANGER POT=====

=====DARK WHIP=====

Name: Dark Whip
 Number: 136
 Symbol: E
 Type: ^Weapon
 Menu 1: "A jet-black whip created by condensing the darkest darkness so that it crushes the soul of its target"
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da(X) Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----.
 |ATK(1100) HIT(50) MAG(0) | Er~W |
 |GUTS(0) STM(0) LUC(0) CRT(30) |
 '-----'

Used By: Ernest
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-2,800,000 TK-3,640,000 RP-3,640,000 TK&RP-4,480,000]
 Create: Customize Molecule Wire + Damascus with Ernest.
 Chest: No
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: ?WEAPON
 Max #: 20
 Notes: None
 =====DARK WHIP=====

=====DEATH FANGS=====

Name: Death Fangs
 Number: 137
 Symbol: E

Type: ^Weapon
Menu 1: "Evil knuckles with fangs of darkness that can instantly rip an enemy apart."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(1350) HIT(50) MAG(0) avd(20)
GUTS(10) STM(0) LUC(0) CRT(15)

Used By: Noel
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-250,000 TK-325,000 RP-325,000 TK&RP-400,000]
Create: No
Chest: No
Pick: No
Dropped: No
Win: 1 won from Duel Battle Rank A in Fun City with Noel.
Pools: No
PA/Give: No
? Item: No
Max #: 1
Notes: None
=====DEATH FANGS=====

=====DELUXE DORIA=====

Name: Deluxe Doria
Number: 138
Symbol: O
Type: ^Field
Menu 1: "A dangerous dish close to becoming pure ostentation."
Menu 2: "Restores HP 88 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-8,000 TK-10,400 RP-10,400 TK&RP-12,800]
Create: 1 of 4 possibilities in Cooking with Magical Rice.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 88%. Add an additional 1% per Good Eye level.
=====DELUXE DORIA=====

=====DEMONSLAYER RING=====

Name: Demonslayer Ring
Number: 139
Symbol: E
Type: ^Accessory

Menu 1: "A ring that wards off evil. It prevents all types of enemies from approaching the wearer."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-2,460 TK-3,198 RP-3,198 TK&RP-3,936]

Create: Metalwork on Sage's Stone with As, Er, No.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: ?JEWELRY

Max #: 20

Notes: Decreases random encounters slightly. Equipped Character does not need to be in your active fighting party.

=====DEMONSLAYER RING=====

=====DIAMOND=====

Name: Diamond

Number: 140

Symbol: E

Type: ^Creation ^Accessory

Menu 1: "The hardest stone known to nature. Its structure is of pure carbon atoms aligned in rows of perfect squares."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th(H) St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All

Repro: No

Buy: Santa. North City, Armlock.

Buy \$: [Base-9,000 CG-6,750 GD-6,300 CG&GD-4,050 CG,GD&SL-3,600]

Sell \$: [Base-2,250 TK-2,925 RP-2,925 TK&RP-3,600]

Create: Alchemy, level 4 or higher.

Chest: Ashton's part of Salva Drift, Hoffman Ruins.

Pick: No

Dropped: No

Win: No

Pools: Survival. Trickster.

PA/Give: No

? Item: No

Max #: 20

Notes: Used in Customization and Metalwork.

=====DIAMOND=====

=====DICTIONARY=====

Name: Dictionary
Number: 141
Symbol: E
Type: ^Weapon
Menu 1: "A book that defines words in alphabetic order."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(340) HIT(0) MAG(50) | Le~W |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
'-----'
Used By: Leon
Repro: Yes
Buy: Giveaway.
Buy \$: [Base-20,000 CG-15,000 GD-14,000 CG&GD-9,000 CG,GD&SL-8,000]
Sell \$: [Base- 5,000 TK- 6,500 RP- 6,500 TK&RP-8,000]
Create: 1 of 5 invalid Customizations with Leon.Customize without Orchestra.
Chest: Hoffman Ruins.
Pick: From Editor with pink hair in nede publishing company in Central City.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====DICTIONARY=====

=====DISCOVERY CARD=====

Name: Discovery Card
Number: 142
Symbol: X
Type: ^Battle
Menu 1: "A magical card that uses the power to see through all things to make it easier to discover treasures."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-125 TK-162 RP-162 TK&RP-199]
Create: 1 of 12 (non-portrait) possibilities in Art with Magic Canvas.
Chest: No
Pick: From Ernest during a PA in Central City.
From the sweating Sailor in the dock area of Klik.*
From lower Soldier in reception area of the battle arena in Fun City.
*Only before Klik is destroyed.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Raises chances that the enemy drops an items.

=====DISCOVERY CARD=====

=====DOUBLEDEMON SWORD=====

Name: Doubledemon Sword
Number: 143
Symbol: E
Type: ^Weapon
Menu 1: "A pair of magical swords said to forged from the flames of darkness that plunge the user's heart into evil."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(700) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Ashton
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-145,000 TK-188,500 RP-188,500 TK&RP-232,000]
Create: No
Chest: No
Pick: No
Dropped: No
Win: 1 won from Duel Battle Rank A in Fun City with Ashton.
Pools: No
PA/Give: No
? Item: No
Max #: 1
Notes: This sword puts you in constant Berserk status. Same effect as equipping a Berserk Ring, except an accessory slot is used up. If your base ATK is 1000 and the Doubledemon Sword has an ATK of 700, the menu will show your total ATK at 1700. However, in battle, you will have a 3400 ATK.

=====DOUBLEDEMON SWORD=====

=====DOUBLE MASHER=====

Name: Double Masher
Number: 144
Symbol: E
Type: ^Weapon
Menu 1: "A pair of thick short swords that destroy anything."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(799) HIT(40) MAG(0) ac(8) avd(60)
GUTS(0) STM(0) LUC(0) CRT(15)

Used By: Ashton
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-20,512 TK-26,665 RP-26,665 TK&RP-32,818]
Create: 1 of 5 invalid Customizations with Ashton. Customize without Orchestra.
Chest: No

Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====DOUBLE MASHER=====

=====DRAGON'S CLAWS=====

Name: Dragon's Claws
Number: 145
Symbol: E
Type: ^Weapon
Menu 1: "Strong knuckles with sharp claws that are said to be able to rip the scales of a dragon."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(450) HIT(20) MAG(100)
GUTS(0) STM(0) LUC(0) CRT(26)
'-----'

Used By: Noel, Rena
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-20,850 TK-27,105 RP-27,105 TK&RP-33,360]
Create: 1 of 6 invalid Customizations with Noel. Customize without Orchestra.
Customize Eagle's Claws with Green Beryl with Noel.
Customize Cat's Fangs/Hard Knuckles/Knuckles with Moonite with Noel.
Customize Cestus/Hard Knuckles/Knuckles with Moonite with Rena.

Chest: No
Pick: From Noel during a PA in Armlock.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None

=====DRAGON'S CLAWS=====

=====DRAGON'S TUSK=====

Name: Dragon's Tusk
Number: 146
Symbol: E
Type: ^Weapon
Menu 1: "A legendary staff possessed of the wisdom of the dragon, increasing its Heraldic power."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(990) HIT(80) MAG(360)

|GUTS(0) STM(0) LUC(0) CRT(6) |
'-----'

Used By: Celine
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-260,000 TK-338,000 RP-338,000 TK&RP-416,000]
Create: Customize Holy Rod + Star Ruby with Celine.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====DRAGON'S TUSK=====

=====DREAM BRACELET=====

Name: Dream Bracelet
Number: 147
Symbol: E
Type: ^Accessory
Menu 1: "An armband of your dreams that temporarily raises the level of its
wearer by one."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-500 TK-650 RP-650 TK&RP-800]
Create: Metalwork on Rainbow Diamond with Bo, Ce, Ch, Cl Di, Op.
Chest: Cave of Red Crystal.
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises level by 1 while equipped. Effect does not stack with another
bracelet. There's a little trick you can do with the Dream Bracelet and
Forged Medals. You can get two levels for the price of one by equipping
a dream bracelet, using a forged medal on that character, unequipping
the dream bracelet, then fighting one battle. This only works if the
character is under level 100.

=====DREAM BRACELET=====

=====DREAM CROWN=====

Name: Dream Crown
 Number: 148
 Symbol: E
 Type: ^Helmet
 Menu 1: "A magical Crown possessing great powers."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea(H) Wa(H) Fi(H) Wi() Th(H) St() Va() Li() Da(D) Vo(H) |
 |-----.
 |DEF(0) AVD(0) MAG(0) | Ce~H Le~H No~H Re~H |
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Celine, Leon, Noel, Rena
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-25,000 TK-32,500 RP-32,500 TK&RP-40,000]
 Create: No
 Chest: Floor 3 of the Cave of Trials, Floor 6 of the Cave of Trials.
 Pick: No
 Dropped: No
 Win: From Team Battle Rank C in Fun City. Up to 3.
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 5
 Notes: None
 =====DREAM CROWN=====

=====DUEL HELM=====
 Name: Duel Helm
 Number: 149
 Symbol: E
 Type: ^Helmet
 Menu 1: "A magnificent helmet well made for combat use, highly prized for its protection."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----.
 |DEF(100) AVD(0) MAG(0) | As~H Bo~H Cl~H |
 |GUTS(0) STM(0) LUC(0) CRT(0) | Di~H Er~H No~H |
 |-----|

Used By: Ashton, Bowman, Claude, Dias, Ernest, Noel
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-25,000 TK-32,500 RP-32,500 TK&RP-40,000]
 Create: 1 of 3 possibilities in Blacksmith on Damascus with Magical Rasp.
 Chest: Fienal Tower.
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None

=====DUEL HELM=====

=====DUEL SUIT=====

Name: Duel Suit
Number: 150
Symbol: E
Type: ^Armor
Menu 1: "Prized strong protective armor made especially for combat. Has the power to prevent the wearer from being turned to stone."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|DEF(300) AVD(0) MAG(0) | As~Ar Cl~Ar Di~Ar |
|GUTS(20) STM(0) LUC(0) CRT(0) | |
'-----'

Used By: Ashton, Claude, Dias
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-180,000 TK-234,000 RP-234,000 TK&RP-288,000]
Create: 1 of 3 possibilities in Blacksmith on Damascus with Magical Rasp.
Chest: Fienal Tower.
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Protects wearer from being stoned.

=====DUEL SUIT=====

=====DULL SWORD=====

Name: Dull Sword
Number: 151
Symbol: E
Type: ^Weapon
Menu 1: "A sword with a dulled blade. No matter what you do it won't cut anything."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(2) HIT(0) MAG(0) | Cl~W Di~W |
|GUTS(0) STM(0) LUC(0) CRT(1) | |
'-----'

Used By: Claude, Dias
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-5 TK-6 RP-6 TK&RP-7]
Create: Failed Customization with Claude. Failed Customization with Dias.
Chest: No
Pick: From Fighting Man in Salva.*
From rightmost Tourist in gift shop in Fun City.

*Only during the time that Ashton is in the Salva Drift.

Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====DULL SWORD=====

=====DUMMY DOLL=====

Name: Dummy Doll
Number: 152
Symbol: X
Type: ^Battle
Menu 1: "A magical image that confuses the enemy by reproducing itself, making it easier to attack the enemy."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-75 TK-97 RP-97 TK&RP-119]
Create: 1 of 15 possibilities in Art with Magical Clay.
Chest: Heraldry Forest, Mihne Cavern.
Pick: From Boy in house in Salva.
From Man in east side of Mars.
From James in bathroom in Klik.*
From Soldier during a one-time PA with Celine in Cross.**
From Raddle the Traveler in Mars.***
*Only before Klik is destroyed.
**Pick "Certainly, I'd love to" and "We'll pay for him them." Leave and do another PA. Leave and do a third PA. There will now be two Soldiers there. Pickpocket the one on the left.
***Must have seen him in Salva and told him to go north. This must be done before completing the Sanctuary of Linga.

Dropped: No
Win: From the Bunny Races in Fun City.
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: ???
=====DUMMY DOLL=====

=====EAGLE'S CLAWS=====

Name: Eagle's Claws
Number: 153
Symbol: E
Type: ^Weapon
Menu 1: "Knuckles with sharpened claws for more attack strength."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(760) HIT(0) MAG(110)

|GUTS(0) STM(0) LUC(0) CRT(10) |
'-----'

Used By: Noel
Repro: No
Buy: North City.
Buy \$: [Base-20,000 CG-15,000 GD-14,000 CG&GD- 9,000 CG,GD&SL-8,000]
Sell \$: [Base- 8,000 TK-10,400 RP-10,400 TK&RP-12,800]
Create: Customize Hard Knuckles + Mithril with Noel.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: This weapon has +1 to attack chances.
=====EAGLE'S CLAWS=====

=====ECLIPSE RING=====

Name: Eclipse Ring
Number: 154
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious ring that gives the wearer a Strong Blow skill level of 3."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
HIT(0) AC(0) AVD(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-850 TK-1,105 RP-1,105 TK&RP-1,360]
Create: Metalwork on Star Ruby with As, Ch, Cl, Di, Er, Pr.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises wearer's Strong Blow skill to level 3.
=====ECLIPSE RING=====

=====EGG/DAIRY PRODUCTS=====

Name: Egg/Dairy Products
Number: 155
Symbol: X
Type: ^Creation
Menu 1: "A basic set of ingredients that includes cheeses, butter, and cream as

well as eggs and milk."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: Familiar specialty level 7-8. Cross, Mars, Herlie, Clik (before destroyed), Hilton, Lacour, Eluria Colony, Central City, North City, Armlock, Giveaway.

Buy \$: [Base-10 CG-8 GD-7 CG&GD-5 CG,GD&SL-4]

Sell \$: [Base- 2 TK-2 RP-2 TK&RP-2]

Create: No

Chest: No

Pick: From Advisor in Hilton.

From Chef in east Lacour.*

*Only before finishing the Linga quest.

Dropped: No

Win: From Meat Battle and Full-Course Battle in Cooking Master in Fun City.

Pools: Survival.Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: Used in Cooking and Master Chef.

=====EGG/DAIRY PRODUCTS=====

=====EGG SANDWICH=====

Name: Egg Sandwich

Number: 156

Symbol: O

Type: ^Field

Menu 1: "Plenty of boiled egg salad made into a sandwich."

Menu 2: "Restores HP 19 %"

Used By: All

Repro: Yes

Buy: Clik (before destroyed).

Buy \$: [Base-250 CG-188 GD-175 CG&GD-113 CG,GD&SL-100]

Sell \$: [Base-100 TK-130 RP-130 TK&RP-160]

Create: 1 of 12 possibilities in Cooking with Egg/Dairy Products.

Chest: No

Pick: From Baker in bakery in Clik.*

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: ?FOOD

Max #: 20

Notes: Restores HP 19%. Add an additional 1% per Good Eye level.

*Only before Clik is destroyed.

=====EGG SANDWICH=====

=====ELECTRIC=====

Name: Electric

Number: 157

Symbol: E

Type: ^Weapon

Menu 1: "A weapon that attacks the enemy by emitting strong electric shocks."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |

```

|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|ATK(280) HIT( 60 ) MAG( 0 ) | Ch~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 50 ) | |
|-----|

```

Used By: Chisato

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-6,000 TK-7,800 RP-7,800 TK&RP-9,600]

Create: Customize Voltage + Sapphire with Chisato.

Customize Stun Gun + Rainbow Diamond with Chisato.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: ?WEAPON

Max #: 20

Notes: None

=====ELECTRIC=====

=====ELECTRO GUN=====

Name: Electro Gun

Number: 158

Symbol: E

Type: ^Weapon

Menu 1: "A weapon that attacks the enemy by emitting strong electric shocks."

Menu 2: .-----|

```

|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|ATK(410) HIT( 0 ) MAG( 0 ) | Ch~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |
|-----|

```

Used By: Chisato

Repro: Yes

Buy: Central City.

Buy \$: [Base-15,000 CG-11,250 GD-10,500 CG&GD-6,750 CG,GD&SL-6,000]

Sell \$: [Base- 3,750 TK- 4,875 RP- 4,875 TK&RP-6,000]

Create: 1 of 4 invalid Customizations with Chisato. Customize without Orchestra.

Customize Lightning Gun with Sapphire with Chisato.

Customize Voltage with Rainbow Diamond with Chisato.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====ELECTRO GUN=====

=====ELECTRON=====

Name: Electron
Number: 159
Symbol: E
Type: ^Weapon
Menu 1: "A weapon that attacks the enemy by emitting an unbelievable electrical current."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(830) HIT(66) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(60)

Used By: Chisato
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-100,000 TK-130,000 RP-130,000 TK&RP-160,000]
Create: Default Customization with Chisato, much easier to make with Orchestra.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====ELECTRON=====

=====ELEMENT ANALYZER=====

Name: Element Analyzer
Number: 160
Symbol: X
Type: ^Support
Menu 1: "A device used to do scientific analysis of chemical elements and structure. It improves chances of a successful identification."
Menu 2: "No message"

Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-12,000 TK-15,600 RP-15,600 TK&RP-19,200]
Create: 1 of 19 possibilities in Machinery.
Chest: No
Pick: From Female Student in classroom 2 in university in Giveaway.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Having it in your inventory raises success rate of Identify.
=====ELEMENT ANALYZER=====

=====EMERALD EARRING=====

Name: Emerald Earring
 Number: 161
 Symbol: E
 Type: ^Accessory
 Menu 1: "A mysterious earring that makes its wearer loquacious. Gives the wearer a Motormouth skill level of 5."
 Menu 2: .-----
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi(H) Th() St() Va() Li() Da() Vo()
HIT(0) AC(0) AVD(0)
GUTS(0) STM(0) LUC(0) CRT(0)
 '-----'

Used By: Celine
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-1,500 TK-1,950 RP-1,950 TK&RP-2,400]
 Create: Metalwork on Green Beryl with Ce, No, Re.
 Chest: No
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Raises Celine's Motormouth skill to level 5.
 =====EMERALD EARRING=====

=====EMERALD RING=====

Name: Emerald Ring
 Number: 162
 Symbol: E
 Type: ^Accessory
 Menu 1: "A ring possessing Heraldic powers that reduces its wearer's MP consumption to 2/3 of its normal rate."
 Menu 2: .-----
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
HIT(0) AC(0) AVD(0)
GUTS(0) STM(10) LUC(0) CRT(0)
 '-----'

Used By: All
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-16,200 TK-21,060 RP-21,060 TK&RP-25,920]
 Create: Metalwork on Green Beryl with As, Bo, Ce, Di, Le, No, Re.
 Chest: Mountain Palace.
 Pick: No
 Dropped: By Shin, in Eluria Tower.
 Win: No
 Pools: No
 PA/Give: With Celine and Ashton in Salva. Choose option 1, then option 2.
 ? Item: No
 Max #: 20

Notes: MP consumption is reduced to 2/3.

=====EMERALD RING=====

=====EMPRESIA=====

Name: Empresa

Number: 163

Symbol: E

Type: ^Weapon

Menu 1: "Woman's knuckles that gives the wearer unlimited calm and grace."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(1220) HIT(70) MAG(300)
GUTS(0) STM(0) LUC(0) CRT(30)
'-----'

Used By: Rena

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-300,000 TK-390,000 RP-390,000 TK&RP-480,000]

Create: Customize Kaiser Knuckles + Moonite with Rena.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: ?WEAPON

Max #: 20

Notes: None

=====EMPRESIA=====

=====ENCYCLOPEDIA=====

Name: Encyclopedia

Number: 164

Symbol: E

Type: ^Weapon

Menu 1: "An expensive book that boasts an impressive thickness."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(500) HIT(0) MAG(100)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Leon

Repro: Yes

Buy: Armlock.

Buy \$: [Base-50,000 CG-37,500 GD-35,000 CG&GD-22,500 CG,GD&SL-20,000]

Sell \$: [Base-12,500 TK-16,250 RP-16,250 TK&RP-20,000]

Create: 1 of 5 invalid Customizations with Leon.Customize without Orchestra.

Chest: Mihne Cavern.

Pick: From Leon during a PA in Cross.*

From Leon during a PA in Central City.*

From Leon during a PA in Giveaway.*

*Only in Claude's scenario.

Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====ENCYCLOPEDIA=====

=====ENERGY DRINK=====

Name: Energy Drink
Number: 165
Symbol: O
Type: ^Field
Menu 1: "Watch out for this drink. I can just see what might happen if a couple were to indulge.."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-30,000 TK-39,000 RP-39,000 TK&RP-48,000]
Create: 1 of 4 possibilities in Cooking with Yarma Cooking Set.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Cures all status ailments and resurrects with 1 HP.
=====ENERGY DRINK=====

=====ENERGY TONIC=====

Name: Energy Tonic
Number: 166
Symbol: O
Type: ^Battle
Menu 1: "A mysterious tonic that exchanges the HP and MP values of the drinker."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-250 TK-325 RP-325 TK&RP-400]
Create: 1 of 4 possibilities in Compounding with Aceras + Lavender or Aceras + Mandrake.
Chest: No
Pick: From Professor in laboratory in Linga.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No

? Item: No
Max #: 20
Notes: Exchanges the user's HP and MP values. Neither value can go past their normal maximum amount.

=====ENERGY TONIC=====

=====ENGINEERING=====

Name: Engineering
Number: 167
Symbol: O
Type: ^Field
Menu 1: "A skill guide book. Read it to learn the skill Mech Knowledge."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: Authoring by a character if their Mech Knowledge skill level is 5 or higher.
Chest: No
Pick: From Leon during a PA in Fun City.*
From the upper walking Student on the first floor of library in Linga.
*Only in Claude's scenario.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises skill level of Mech Knowledge by 1. Doesn't work past level 5.

=====ENGINEERING=====

=====ERLENMEYER FLASK=====

Name: Erlenmeyer Flask
Number: 168
Symbol: X
Type: ^Support
Menu 1: "No alchemist is without one of these to keep his chemicals in. It improves the chances of successful alchemy."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-12,200 TK-15,860 RP-15,860 TK&RP-19,520]
Create: 1 of 19 possibilities in Machinery.
Chest: No
Pick: From Florice in laboratory in Lacour.*
From Guildmaster in skill guild in Central City.
*Only after finishing the Linga quest.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No

Max #: 20

Notes: Having it in your inventory raises success rate of Alchemy.

=====ERLENMEYER FLASK=====

=====ETERNAL SPHERE=====

Name: Eternal Sphere

Number: 169

Symbol: E

Type: ^Weapon

Menu 1: "A stong, magic sword possessed of the infinite powers of the Universe."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St(H) Va(N) Li(A) Da(N) Vo()
ATK(1600) HIT(70) MAG(0)
GUTS(40) STM(0) LUC(0) CRT(25)
'-----'

Used By: Claude

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-1,000,000 TK-1,300,000 RP-1,300,000 TK&RP-1,600,000]

Create: Customize Minus Sword + Mithril with Claude.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 1

Notes: See Notes about the Angel Armband.

=====ETERNAL SPHERE=====

=====EVENING DRESS=====

Name: Evening Dress

Number: 170

Symbol: E

Type: ^Armor

Menu 1: "Beautiful and elegant women's evening wear."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(30) AVD(0) MAG(100)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Celine, Chisato, Opera, Precis, Rena (females)

Repro: Yes

Buy: Fun City.

Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]

Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]

Create: No

Chest: No

Pick: From Opera during a PA in Central City.

From Nineh in the university area in Linga.*

*Only just after Bowman joins you.

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====EVENING DRESS=====

=====EXCITING TENDERLOIN=====

Name: Exciting Tenderloin

Number: 171

Symbol: O

Type: ^Field

Menu 1: "A tenderloin steak that makes you want to jump for joy."

Menu 2: "Restores HP 70 %"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-6,500 TK-8,450 RP-8,450 TK&RP-10,400]

Create: 1 of 4 possibilities in Cooking with Juicy Beef.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Restores HP of all allies by 70%. Add an additional 1% per Good Eye level.

=====EXCITING TENDERLOIN=====

=====EXTENSION CARD=====

Name: Extension Card

Number: 172

Symbol: X

Type: ^Battle

Menu 1: "A magical card that possesses a mysterious power to enlighten, and gives you double your experience."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]

Create: 1 of 12 (non-portrait) possibilities in Art with Magic Canvas.

Chest: No

Pick: From Young Woman in fountain area in Klik.*

From Claude during a PA in Herlie.**

From Young Man outside the castle in Lacour.***

*Only before Klik is destroyed.

**Only in Rena's scenario.

***Only on or before the day of the tournament.

Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: When used in battle, doubles the experience you earn for that battle.
=====EXTENSION CARD=====

=====FAIRIES CARD=====

Name: Fairies Card
Number: 173
Symbol: X
Type: ^Battle
Menu 1: "A magical card that possesses a mysterious power that creates light and heals the wounds of all friends."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-50 TK-65 RP-65 TK&RP-80]
Create: 1 of 12 (non-portrait) possibilities in Art with Magic Canvas.
Chest: No
Pick: From Rena during a PA in Herlie.*
From Card Collector in fanzine stores in Fun City.
*Only in Claude's scenario.

Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Restores all allies' HP by 50%.
=====FAIRIES CARD=====

=====FAIRY GLASS=====

Name: Fairy Glass
Number: 174
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this magical medicine makes it so that temporarily no MP is needed."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-2,500 TK-3,250 RP-3,250 TK&RP-4,000]
Create: 1 of 3 possibilities in Compounding with Artemis Leaf + Artemis Leaf.
Chest: Field of Intelligence, Univeristy in Giveaway.
Pick: From Elder in elder's house in Mars.
Dropped: By Marsilio, in Fun City. By Timekeeper, in Eluria.
Win: From the Bunny Races in Fun City.
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No
? Item: No
Max #: 20
Notes: Stops user's MP consumption for 30 seconds.
=====FAIRY GLASS=====

=====FAIRY MIST=====

Name: Fairy Mist
Number: 175
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this magical incense temporarily prevents the consumption of MP for all friends."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-3,250 TK-4,225 RP-4,225 TK&RP-5,200]
Create: 1 of 4 possibilities in Compounding with Aceras + Aceras.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Stop's all allies' MP for 30 seconds.
=====FAIRY MIST=====

=====FAIRY RING=====

Name: Fairy Ring
Number: 176
Symbol: E
Type: ^Accessory
Menu 1: "A ring possessing great Heraldic powers that reduces its wearer's MP consumption to half its normal rate."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-19,550 TK-25,415 RP-25,415 TK&RP-31,280]
Create: Metalwork on Green Beryl with As, Ch, Cl, Di, Er, Le, Op, Pr.
Chest: Floor 5 of the Cave of Trials.
Pick: No
Dropped: By Masterwizard, in the Field of Love and Fienal Tower.
Win: From the Bunny Races in Fun City.
Pools: No

PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: MP consumption is reduced to 1/2.
=====FAIRY RING=====

=====FAIRY'S COLOGNE=====

Name: Fairy's Cologne
Number: 177
Symbol: O
Type: ^Battle ^Field
Menu 1: "This magical medicine has a smell that monsters dislike, thus keeping
the enemy away."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-112 TK-145 RP-145 TK&RP-178]
Create: 1 of 4 possibilities in Compounding with Artemis Leaf + Wolfsbane or
Mandrake + Wolfsbane.
Chest: Mountain Palace.
Pick: From Professor in hall two in academy in Lacour.
From Gutless Soldier in training ground in Lacour Front Lines.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: ???
=====FAIRY'S COLOGNE=====

=====FAIRY'S STATUE=====

Name: Fairy's Statue
Number: 178
Symbol: X
Type: ^Battle
Menu 1: "An image of a steadfast fairy that possesses a mysterious power to
annihilate one enemy."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: Giveaway.
Buy \$: [Base-400 CG-300 GD-280 CG&GD-180 CG,GD&SL-160]
Sell \$: [Base-100 TK-130 RP-130 TK&RP-160]
Create: 1 of 15 possibilities in Art with Magical Clay.
Chest: Mountain Palace.
Pick: From Ernest during a PA in Hilton.
Dropped: No
Win: No
Pools: Santa's Boots. Treasure Chest, Fill-Up, Fountain Card, Lien,
Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20

Notes: Has chance of instantly killing an enemy.

=====FAIRY'S STATUE=====

=====FAIRY TEAR=====

Name: Fairy Tear

Number: 179

Symbol: E

Type: ^Accessory

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

Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa(H) Fi(D) Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-5,000 TK-6,500 RP-6,500 TK&RP-8,000]

Create: Metalwork on Sapphire with As, Bo, Ce, Ch, Cl, Di, Er, Op, Pr, Re.

Chest: No

Pick: From Boyfriend on the path to lacour castle in Lacour.*

From Girlfriend in Inn in Central City.

*Only before and during the day of the tournament.

Dropped: By Decus, in Fienal Tower.

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: 10% of damage received from spells is converted into MP.

=====FAIRY TEAR=====

=====FALLEN HOPE=====

Name: Fallen Hope

Number: 180

Symbol: E

Type: ^Weapon

Menu 1: "This legendary weapon responds to the strength of will of its owner. Halves the consumption of MP for its user."

Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(1000) HIT(50) MAG(300) ac(50)
GUTS(0) STM(0) LUC(0) CRT(20)
'-----'

Used By: Rena

Repro: No

Buy: No

Buy \$: No

Sell \$: Cannot Be Sold

Create: No

Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: Given to you by Dr. Mirage.
? Item: No
Max #: 1
Notes: MP consumption is reduced to 1/2.
=====FALLEN HOPE=====

=====FALLING IN LOVE=====

Name: Falling in Love
Number: 181
Symbol: O
Type: ^Field
Menu 1: "A book written by Rena: |That is when I was given a gentle push by the breezes of spring..|"
Menu 2: "No message"
Used By: All
Repro: No
Buy: After you sell it to the publisher in Lacour, you can buy it back.
Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: 1 of 2 possibilities in Publishing with Rena. Rarer of the two.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Sets reader's romance value towards Rena to 8.
=====FALLING IN LOVE=====

=====FAME HELM=====

Name: Fame Helm
Number: 182
Symbol: E
Type: ^Helmet
Menu 1: "An iron helmet to protect your head."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(12) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)
Repro: Yes
Buy: Mars.
Buy \$: [Base-500 CG-375 GD-350 CG&GD-225 CG,GD&SL-200]
Sell \$: [Base-125 TK-162 RP-162 TK&RP-199]
Create: No
Chest: No

Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====FAME HELM=====

=====FANZINE=====

Name: Fanzine
Number: 183
Symbol: X
Type: ^Unusable
Menu 1: "Written with the user's sadness in mind. Now this is good enough to show anyone."
Menu 2: "No message"
Used By: Unusable
Repro: Yes
Buy: Fun City.
Buy \$: [Base-800 CG-600 GD-560 CG&GD-360 CG,GD&SL-320]
Sell \$: [Base-200 TK-260 RP-260 TK&RP-320]
Create: No
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Unusable item. Collect all eight!

=====FANZINE=====

=====FANZINE?=====

Name: Fanzine?
Number: 184
Symbol: X
Type: ^Unusable
Menu 1: "Written with the user's feelings in mind. But it would be a bit embarrassing to show this to anybody right now."
Menu 2: "No message"
Used By: Unusable
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-50 TK-65 RP-65 TK&RP-80]
Create: No
Chest: No
Pick: From Young Man in Klik.*
*Only after Klik is destroyed.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No

? Item: No
Max #: 20
Notes: Unusable item. Collect all eight!
=====FANZINE?=====

=====FANZINE!=====

Name: Fanzine!
Number: 185
Symbol: X
Type: ^Unusable
Menu 1: "Written with the user's head in mind. I guess I've established my reputation."
Menu 2: "No message"
Used By: Unusable
Repro: Yes
Buy: Fun City.
Buy \$: [Base-10,000 CG-7,500 GD-7,000 CG&GD-4,500 CG,GD&SL-4,000]
Sell \$: [Base- 2,500 TK-3,250 RP-3,250 TK&RP-4,000]
Create: No
Chest: No
Pick: From woman in fanzine store in Fun City.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Unusable item. Collect all eight!
=====FANZINE!=====

=====FANZINE...=====

Name: Fanzine...
Number: 186
Symbol: X
Type: ^Unusable
Menu 1: "Written with the user's thoughts in mind. But as far as the plot, it still has a long way to go."
Menu 2: "No message"
Used By: Unusable
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-142 TK-185 RP-185 TK&RP-227]
Create: No
Chest: No
Pick: From Boy on top floor of tavern in Giveaway.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Unusable item. Collect all eight!
=====FANZINE...=====

=====FANZINE (male)=====

Name: Fanzine (male)
Number: 187
Symbol: X
Type: ^Unusable
Menu 1: "Written to make the user's dreams come true. Wait! Didn't a professional write this?"
Menu 2: "No message"
Used By: Unusable
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-2,500 TK-3,250 RP-3,250 TK&RP-4,000]
Create: No
Chest: No
Pick: From Editor-in-Chief in newspaper office in city hall in Central City.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Unusable item. Collect all eight!
=====FANZINE (male)=====

=====FANZINE (female)=====

Name: Fanzine (female)
Number: 188
Symbol: X
Type: ^Unusable
Menu 1: "Written to realize the user's aspiration. Very sophisticated. Definitely."
Menu 2: "No message"
Used By: Unusable
Repro: Yes
Buy: Fun City.
Buy \$: [Base-10,000 CG-7,500 GD-7,000 CG&GD-4,500 CG,GD&SL-4,000]
Sell \$: [Base- 2,500 TK-3,250 RP-3,250 TK&RP-4,000]
Create: No
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Unusable item. Collect all eight!
=====FANZINE (female)=====

=====FANZINE (heart)=====

Name: Fanzine (heart)
Number: 189
Symbol: X
Type: ^Unusable

Menu 1: "Written with the user's loves in mind. The pros have nothing on me now. I'm good enough to really sell."
Menu 2: "No message"
Used By: Unusable
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-12,500 TK-16,250 RP-16,250 TK&RP-20,000]
Create: No
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Unusable item. Collect all eight!
=====FANZINE(heart)=====

=====FANZINE(eighth note)=====

Name: Fanzine(eighth note)
Number: 190
Symbol: X
Type: ^Unusable
Menu 1: "Written with the user's style in mind. I might be getting popular."
Menu 2: "No message"
Used By: Unusable
Repro: Yes
Buy: Fun City.
Buy \$: [Base-3,000 CG-2,250 GD-2,100 CG&GD-1,350 CG,GD&SL-1,200]
Sell \$: [Base- 750 TK- 975 RP- 975 TK&RP-1,200]
Create: No
Chest: No
Pick: From Girl in Klik.*
From Student sitting on bench in library in Linga.
*After Klik is destroyed.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Unusable item. Collect all eight!
=====FANZINE(eighth note)=====

=====FEATHER PEN=====

Name: Feather Pen
Number: 191
Symbol: X
Type: ^Creation
Menu 1: "A normal feather pen used to compose music. Its use is said to impart mastery of the skill of Musical Notation."
Menu 2: "No message"
Used By: All
Repro: Yes

Buy: Hilton, Linga, North City, Giveaway, Fun City.
Buy \$: [Base-20 CG-15 GD-14 CG&GD-9 CG,GD&SL-8]
Sell \$: [Base- 5 TK- 6 RP- 6 TK&RP-7]
Create: No
Chest: Cross Cave.
Pick: From Guildmaster in skill guild in Cross.
From L. Prima in music shop in Hilton.
From Librarian in library in Lacour.
From Father in pre-arena area in Lacour.*
From Man in front of city hall in Central City.
*Only in Rena's scenario before getting Dias on the day of tournament.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Item used in Compose with Musical Talent.
=====FEATHER PEN=====

=====FEET SYMBOL=====

Name: Feet Symbol
Number: 192
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious charm possessing a warrior's strength that improves its
wearer's attack strength and aim."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) atk(+10%) hit(+30%) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-750 TK-975 RP-975 TK&RP-1,200]
Create: Metalwork on Sapphire with As, Bo, Ce, Le, Op, Pr, Re
Chest: No
Pick: From Sailor by boat in dock area in Klik.*
*Only before Klik is destroyed.
Dropped: No
Win: No
Pools: Radar.
PA/Give: No
? Item: No
Max #: 20
Notes: HIT bonus is +30% to the character's base DEX stat.
=====FEET SYMBOL=====

=====FELLPER NAILS=====

Name: Fellper Nails
Number: 193
Symbol: E

Type: ^Weapon
Menu 1: "Knuckles with claws attached to give their user cat-like moves."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(1200) HIT(50) MAG(30) avd(50)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Rena
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-125,000 TK-162,500 RP-162,500 TK&RP-200,000]
Create: No
Chest: No
Pick: No
Dropped: No
Win: 1 won from Duel Battle Rank A in Fun City with Rena.
Pools: No
PA/Give: No
? Item: No
Max #: 1
Notes: None
=====FELLPER NAILS=====

=====FILL-UP=====

Name: Fill-up
Number: 194
Symbol: O
Type: ^Field
Menu 1: "Documents that prove contract to receive items. When used, the contract is honored."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-200 TK-260 RP-260 TK&RP-320]
Create: 1 of 11 possibilities in Reverse Side.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Gives you 3 random items out of a pool of 223. See list in Section 11.
=====FILL-UP=====

=====FINE SAUTE=====

Name: Fine Saute
Number: 195
Symbol: O
Type: ^Field

Menu 1: "This saute requires a high degree of skill to get the flame just right."

Menu 2: "Restores HP 70 %"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-9,700 TK-12,610 RP-12,610 TK&RP-15,520]

Create: 1 of 4 possibilities in Cooking with Juicy Beef.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Restores HP by 70%. Add an additional 1% per Good Eye level.

=====FINE SAUTE=====

=====FINE SHIELD=====

Name: Fine Shield

Number: 196

Symbol: E

Type: ^Shield

Menu 1: "A shield made specially for combat prized for its good protection."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(15) AVD(70) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Claude, Dias Cl~S Di~S

Repro: Yes

Buy: Lacour Front Lines, Central City.

Buy \$: [Base-6,800 CG-5,100 GD-4,760 CG&GD-3,060 CG,GD&SL-2,720]

Sell \$: [Base-1,700 TK-2,210 RP-2,210 TK&RP-2,720]

Create: No

Chest: Eluria Colony (in armory, not in a chest).

Pick: From Rena during a PA in Linga.*

*Only in Claude's scenario.

Dropped: By Guarder, in the Hoffman Ruins.

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====FINE SHIELD=====

=====FIRE PUNCH=====

Name: Fire Punch

Number: 197

Symbol: E

Type: ^Weapon

Menu 1: "A mechanical punching hand that shoots flames from its fist."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi(X) Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----.
 |ATK(699) HIT(0) MAG(0) | Pr~W |
 |GUTS(0) STM(0) LUC(0) CRT(0) | |
 |-----|

Used By: Precis
 Repr: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-17,040 TK-22,152 RP-22,152 TK&RP-27,264]
 Create: Customize Atomic Punch/Burning Hand/Great Punch/Hyper Punch/Ice Punch/
 One-two Punch/SD Punch/SDUGA Punch/Spark Hand/Straight Punch/Thunder
 Punch/UGA Punch/Ultra Punch + Ruby with Precis.
 Chest: No
 Pick: No
 Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None
 =====FIRE PUNCH=====

=====FIRE RING=====

Name: Fire Ring
 Number: 198
 Symbol: E
 Type: ^Accessory
 Menu 1: "A mysterious ring that increases its wearer's fire-based Heraldic
 power."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa(D) Fi(H) Wi() Th() St() Va() Li() Da() Vo() |
 |-----.
 |HIT(0) AC(0) AVD(0) mag(10) |Ce~Ac Le~Ac No~Ac Re~Ac|
 |GUTS(10) STM(10) LUC(0) CRT(0) | |
 |-----|

Used By: Celine, Leon, Noel, Rena (spell-casters)
 Repr: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-2,000 TK-2,600 RP-2,600 TK&RP-3,200]
 Create: Metalwork on Ruby with Ce, Le.
 Chest: No
 Pick: No
 Dropped: By Hellhound, on Energy Nede and in the Cave of Red Crystal.
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Wearer's fire-based spells do 30% more damage.
 =====FIRE RING=====

=====FIRST EARRING=====

Name: First Earring
Number: 199
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious earring that prevents rear attacks while worn."
Menu 2: -----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va(H) Li() Da() Vo()
HIT(0) AC(0) AVD(0)
GUTS(0) STM(0) LUC(20) CRT(0)

Used By: Celine, Chisato, Opera, Rena
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: Metalwork on Diamond with Ce, Ch, Cl, Di, Er, Pr.
Chest: No
Pick: From Young Woman in central Lacour.*
*Only before finishing the Linga quest.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: With Celine and Ashton in Salva. Choose option 1, then option 3.
? Item: No
Max #: 20
Notes: Lowers chance of raided or surrounded attacks while worn.
=====FIRST EARRING=====

=====FISH OF HAPPINESS=====

Name: Fish of Happiness
Number: 200
Symbol: O
Type: ^Field
Menu 1: "Tuna flavor varies a great deal depending upon where it was caught.
The pot is certainly the symbol of happiness."
Menu 2: "Restores HP 70 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-12,000 TK-15,600 RP-15,600 TK&RP-19,200]
Create: 1 of 4 possibilities in Cooking with Prime Tuna.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 70%. Add an additional 1% per Good Eye level.
=====FISH OF HAPPINESS=====

=====FLAME BLADE=====

Name: Flame Blade
Number: 201
Symbol: E
Type: ^Weapon
Menu 1: "A magic sword with the power of flames that will burn up the enemy due to a Crest engraved on it."

Menu 2: .-----.
|ATK Ea() Wa() Fi(X) Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(160) HIT(20) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(10)

Used By: Claude, Dias
Repro: Yes
Buy: Mars.
Buy \$: [Base-4,800 CG-3,600 GD-3,360 CG&GD-2,160 CG,GD&SL-1,920]
Sell \$: [Base-1,200 TK-1,560 RP-1,560 TK&RP-1,920]
Create: Customize All-Purpose Knife/Broad Sword/Long Sword/Sinclair Sabre + Ruby with Claude.
Chest: Heraldry Forest.
Pick: From Youth in slayer weapon shop in Lacour.*
*Only during the day of the tournament.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Dias's initial weapon.

=====FLAME BLADE=====

=====FLAME GUN=====

Name: Flame Gun
Number: 202
Symbol: E
Type: ^Weapon
Menu 1: "A small firearm that emits a scorching flame to burn up the enemy."

Menu 2: .-----.
|ATK Ea() Wa() Fi(X) Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(550) HIT(60) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(50)

Used By: Chisato
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-100,000 TK-130,000 RP-130,000 TK&RP-160,000]
Create: Customize Aero Gun/Cracker/Electron/Lightning Gun/Psychic Gun/Spark + Star Ruby with Chisato.
Chest: No
Pick: No
Dropped: No

Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====FLAME GUN=====

=====FLARE BOMB=====

Name: Flare Bomb
Number: 203
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this bomb explodes and attacks the nearest monster with flames."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: Familiar specialty level 3-4. Mars.
Buy \$: [Base-450 CG-338 GD-315 CG&GD-203 CG,GD&SL-180]
Sell \$: [Base-180 TK-234 RP-234 TK&RP-288]
Create: 1 of 19 possibilities in Machinery.
Chest: No
Pick: From Precis during a PA in Herlie.
From Precis during a PA in Hilton.
Dropped: No
Win: From Duel Battle Rank D in Fun City, 1 per fighter.
Pools: Trickster. Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Damages any enemy with in a certain radius of the character with fire for 400 damage.

=====FLARE BOMB=====

=====FLARE BURST=====

Name: Flare Burst
Number: 204
Symbol: E
Type: ^Weapon
Menu 1: "Strong magical knuckles said to be made from a concentration of the blistering flames of the red lotus."
Menu 2: .-----.
|ATK Ea() Wa() Fi(X) Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(1300) HIT(0) MAG(0) |
|GUTS(0) STM(0) LUC(0) CRT(0) |
'-----'

Used By: Bowman Bo~W
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-386,000 TK-289,500 RP-270,200 TK&RP-173,700]
Create: No

Chest: No
Pick: No
Dropped: No
Win: 1 won from Duel Battle Rank A in Fun City with Bowman.
Pools: No
PA/Give: No
? Item: No
Max #: 1
Notes: None
=====FLARE BURST=====

=====FLARE RING=====

Name: Flare Ring
Number: 205
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious ring that completely shuts out all flames directed at its wearer, with a probability of 1/2."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa(D) Fi(H) Wi() Th() St() Va() Li() Da() Vo() |
-----	.As~Ac Bo~Ac Ce~Ac Ch~Ac
HIT(0) AC(0) AVD(0)	Cl~Ac Di~Ac Er~Ac Le~Ac
GUTS(0) STM(0) LUC(0) CRT(0)	No~Ac Op~Ac Pr~Ac Re~Ac
'-----'

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-750 TK-975 RP-975 TK&RP-1,200]
Create: Metalwork on Ruby with Ce, Di, Er, Le, No, Pr, Re.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: None
=====FLARE RING=====

=====FLARE WHIP=====

Name: Flare Whip
Number: 206
Symbol: E
Type: ^Weapon
Menu 1: "A magical whip with a Heraldic design engraved in its grip, making it shoot flames when cracked."

Menu 2: .-----.
|ATK Ea() Wa() Fi(X) Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
-----	.
ATK(800) HIT(80) MAG(0)	Er~W
GUTS(0) STM(0) LUC(0) CRT(25)	
'-----'

Used By: Ernest
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-50,000 TK-65,000 RP-65,000 TK&RP-80,000]
Create: Customize Cat o'9 Tails/Dark Whip/Freeze Whip/Invisible Whip/Light Whip/Molecule Wire/Rose Whip/Spark Whip + Star Ruby with Ernest.
Chest: No
Pick: From Ernest during a PA in Giveaway.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====FLARE WHIP=====

=====FLASH EARRING=====

Name: Flash Earring
Number: 207
Symbol: E
Type: ^Accessory
Menu 1: "A special earring that converts thunder attacks directed at its wearer into the wearer's MP."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th(H) St() Va() Li() Da() Vo() |
|-----.
|HIT(0) AC(0) AVD(0) | Ce~Ac Ch~Ac Op~Ac |
|GUTS(0) STM(0) LUC(0) CRT(0) |
'-----'

Used By: Celine, Chisato, Opera
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: Metalwork on Diamond with As, Bo, Ch, Cl, Di, Er, Le, Pr, Re
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Converts 10% of thunder damage to MP.
=====FLASH EARRING=====

=====FLASH POT=====

Name: Flash Pot
Number: 208
Symbol: O
Type: ^Field
Menu 1: "When used in camp this mysterious medicine imparts talent for an instant."

Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-75 TK-97 RP-97 TK&RP-119]
Create: 1 of 4 possibilities in Compounding with Aceras + Artemis Leaf or Mandrake + Rose Hips.
Chest: Fienal Tower.
Pick: From Milly in the antique shop in Klik.*
From Milly in Klik.**
From Man in synard reception area in North City.
*Before Klik is destroyed.
**After Klik is destroyed.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: When used in the field, this allows characters to have success in item creation without having the necessary talent: Sixth Sense for Scout. Love of Animals for Familiar. Blessing of Mana for Alchemy. Writing Ability for Authoring. Sense of Taste for Cooking. Pitch and Sense of Rhythm for Musical Talent. Sense of Design for Art and Machinery. Originality for Customize and Metalwork. Dexterity for Metalwork, Compounding, and Machinery. The effect ends when you leave the menu screen, and therefore does NOT allow for successful pickpocketing without the Dexterity talent.

=====FLASH POT=====

=====FLASHY ARMOR=====

Name: Flashy Armor
Number: 209
Symbol: E
Type: ^Armor
Menu 1: "Embarrassing armor made by someone with rather strange tastes."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|DEF(1) AVD(0) MAG(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
|-----|

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-37 TK-48 RP-48 TK&RP-59]
Create: Randomly made through Customization with Ashton, when his Customize skill level is low. The lower the skill level the more often it's made.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No

Max #: 20
Notes: None
=====FLASHY ARMOR=====

=====FLYING HAWK ROBES=====

Name: Flying Hawk Robes
Number: 210
Symbol: E
Type: ^Armor
Menu 1: "A beautiful robe said to be worn by the goddesses in heaven."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi(H) Th(H) St() Va() Li() Da() Vo(H)
DEF(170) AVD(0) MAG(150)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Celine, Leon, Noel, Rena (spell-casters)
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-80,000 TK-104,000 RP-104,000 TK&RP-128,000]
Create: 1 of 2 possibilities in Blacksmith on Rune Metal with Magical Rasp.
Chest: Cave of Red Crystal.
Pick: No
Dropped: By Weirdavia, in Fienal Tower.
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====FLYING HAWK ROBES=====

=====FOL UP CARD=====

Name: Fol Up Card
Number: 211
Symbol: X
Type: ^Battle
Menu 1: "A magical card that possesses a mysterious power to bring good luck and double the money you have."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-125 TK-162 RP-162 TK&RP-199]
Create: 1 of 12 (non-portrait) possibilities in Art with Magic Canvas.
Chest: No
Pick: From Advisor in skill guild in Cross.
From upper Soldier in fighting arena reception area in Fun City.
From Boy in northern end of the arena in Fun City.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No

? Item: No
Max #: 20
Notes: When used in battle, it doubles the fol you earn for that battle.
=====FOL UP CARD=====

=====FORCE SWORD=====

Name: Force Sword
Number: 212
Symbol: E
Type: ^Weapon
Menu 1: "This magic blade converts the reason of the user into light and splits the enemy."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(908) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Claude
Repro: Yes
Buy: Armlock.
Buy \$: [Base-50,000 CG-37,500 GD-35,000 CG&GD-22,500 CG,GD&SL-20,000]
Sell \$: [Base-12,500 TK-16,250 RP-16,250 TK&RP-20,000]
Create: 1 of 6 invalid Customizations with Claude. Customize without Orchestra.
Chest: No
Pick: From Mirage in Armlock.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: Every regular attack costs 2 MP. Every killer move also costs 2 MP.
=====FORCE SWORD=====

=====FOREST FRIENDS=====

Name: Forest Friends
Number: 213
Symbol: O
Type: ^Field
Menu 1: "A skill guide book. Read it to learn the skill Animal Training."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: Authoring by a character if their Animal Training skill level is 5 or higher.
Chest: No
Pick: From Leon in the library in North City.*
From Advisor in the skill guild in Linga.
*Only in Claude's scenario.
Dropped: No
Win: No

Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises skill level of Animal Training by 1. Doesn't work past level 5.
=====FOREST FRIENDS=====

=====FORGED BILLS=====

Name: Forged Bills
Number: 214
Symbol: X
Type: ^Unusable
Menu 1: "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."
Menu 2: "No message"
Used By: Unusable
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-5,000 TK-6,500 RP-6,500 TK&RP-8,000]
Create: 1 of 11 possibilities in Reverse Side.
Chest: No
Pick: From Zand's Minion walking in tavern in Herlie.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Not a usable item. Meant to be sold, to get Fol.
=====FORGED BILLS=====

=====FORGED CHECKS=====

Name: Forged Checks
Number: 215
Symbol: X
Type: ^Unusable
Menu 1: "A counterfeit check identical to a real one."
Menu 2: "No message"
Used By: Unusable
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-20,000 TK-26,000 RP-26,000 TK&RP-32,000]
Create: 1 of 11 possibilities in Reverse Side.
Chest: No
Pick: From Zand's Minion sitting at table in tavern in Herlie.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Not a usable item. Meant to be sold, to get Fol.
=====FORGED CHECKS=====

=====FORGED DOCUMENTS=====

Name: Forged Documents
Number: 216
Symbol: X
Type: ^Unusable
Menu 1: "A counterfeit document identical to a real one."
Menu 2: "No message"
Used By: Unusable
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-50,000 TK-65,000 RP-65,000 TK&RP-80,000]
Create: 1 of 11 possibilities in Reverse Side.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Not a usable item. Meant to be sold, to get Fol.

=====FORGED DOCUMENTS=====

=====FORGED MEDALS=====

Name: Forged Medals
Number: 217
Symbol: O
Type: ^Field
Menu 1: "A counterfeit medal identical to a real one. By using this you can fake your own experience."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-300 TK-390 RP-390 TK&RP-480]
Create: 1 of 11 possibilities in Reverse Side.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Rarely received from Mischief.
PA/Give: No
? Item: No
Max #: 20
Notes: When used, the character's experience needed to gain the next level, drops to 1. Only works up to level 100. There's a little trick you can do with the Dream Bracelet and Forged Medals. You can get two levels for the price of one by equipping a dream bracelet, using a forged medal on that character, unequipping the dream bracelet, then fighting one battle. This only works if the character is under level 100.

=====FORGED MEDALS=====

=====FORTUNE=====

Name: Fortune
 Number: 218
 Symbol: E
 Type: ^Accessory
 Menu 1: "A mysterious armband that brings the blessings of the goddess of luck to the wearer."

Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi(D) Wi() Th() St() Va() Li() Da() Vo() |
 |-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
 |HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
 |GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
 '-----'

Used By: All
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-800 TK-1,040 RP-1,040 TK&RP-1,280]
 Create: No
 Chest: No
 Pick: No
 Dropped: No
 Win: From Survival Battle in Fun City.
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 1

Notes: While walking, gives you 1 random item at a time out of the following 19 items: Aceras, Artemis Leaf, Blackberry, Cinderella Glass, Damascus, Fountain Pen, Goddess Statue, Idol, Magical Film, Meteorite, Mixed Syrup, Moonite, Orichalcum, Rune Metal, Sage's Stone, Stone Check, Tetra-bomb, Tri-emblem, Wisdom Ring. You also receive random amounts of Fol. These amounts of Fol are randomly generated within a plus or minus margin of 10% starting from a certain base number. The more money, the lower the chance of receiving it. (1) 200 +or- 20 Fol (2) 500 +or- 50 Fol (3) 1,000 +or- 100 Fol (4) 10,000 +or- 1,000 Fol. See list in Section 11 for drop %'s.

=====FORTUNE=====

=====FOUNTAIN CARD=====

Name: Fountain Card
 Number: 219
 Symbol: O
 Type: ^Field
 Menu 1: "A magical card that calls upon the goddess of good fortune to give you some item."
 Menu 2: "No message"
 Used By: All
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-250 TK-325 RP-325 TK&RP-400]
 Create: 1 of 12 (non-portrait) possibilities in Art with Magic Canvas.
 Chest: No
 Pick: From Rena during a one-time PA in Mars.*
 *Only in Claude's scenario.
 Dropped: No

Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Gives you 1 random item out of a pool of 223. See list in Section 11.
=====FOUNTAIN CARD=====

=====FOUNTAIN PEN=====

Name: Fountain Pen
Number: 220
Symbol: X
Type: ^Creation
Menu 1: "A pen used by filling the reservoir with ink, which seeps out from the tip as the pen is used to write."
Menu 2: "No message"
Used By: All
Repro: No
Buy: Lacour, Linga, Central City, Armlock, Giveaway, Fun City.
Buy \$: [Base-460 CG-345 GD-322 CG&GD-207 CG,GD&SL-184]
Sell \$: [Base-115 TK-149 RP-149 TK&RP-183]
Create: No
Chest: No
Pick: From Chisato during a PA in Arlia.
From Untrustworthy Vendor during one-time PA by university in Linga.
From Old Man on hill in Klik.*
From Karen in Inn in Herlie.
From upper Soldier in lacour castle registration in Lacour.
From lower Soldier in lacour castle registration in Lacour.
From Soldier behind desk in pre-arena area in Lacour.
From ??? (Leon) on the on the south side of the arena in Lacour.**
From upper Assistant in keith's house in Linga.
From Co-op Lady in univeristy co-op in Linga.
From Student in univeristy area in Linga.
From left Cadet aboard the calnus in Eluria Tower.***
From Explainer in synard reception area in North City.
From left Receptionist in the enterance to Fun City.
From Father in battle arena square in Fun City.
From left Student in classroom 1 in university in Giveaway.
From Student on left in classroom 2 in university in Giveaway.
*Before Klik is destroyed.
**Only on the day of the tournament.
***Only in Claude's scenario.

Dropped: By Raystinger, on Energy Nede and in Cave of Red Crystal.

Win: No
Pools: Fortune.
PA/Give: No
? Item: No
Max #: 20
Notes: Item used in Authoring and Publishing.
=====FOUNTAIN PEN=====

=====FREEZE=====

Name: Freeze
Number: 221
Symbol: E

Type: ^Weapon
Menu 1: "A small firearm that attacks the enemy by blowing out extremely cold air and freezing the enemy."

Menu 2: .-----.
|ATK Ea() Wa(X) Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(600) HIT(40) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(50)

Used By: Chisato
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-100,000 TK-130,000 RP-130,000 TK&RP-160,000]
Create: Customize Shock Gun + Sapphire with Chisato.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====FREEZE=====

=====FREEZE WHIP=====

Name: Freeze Whip
Number: 222
Symbol: E
Type: ^Weapon
Menu 1: "A magical whip with a Heraldic design engraved in its grip, making it blow cold air when cracked."

Menu 2: .-----.
|ATK Ea() Wa(X) Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(800) HIT(80) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(25)

Used By: Ernest
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-50,000 TK-65,000 RP-65,000 TK&RP-80,000]
Create: Customize Cat o'9 Tails/Dark Whip/Flare Whip/Invisible Whip/Light Whip/Molecule Wire/Rose Whip/Spark Whip + Sage's Stone with Ernest.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====FREEZE WHIP=====

=====FRENCH TOAST=====

Name: French Toast
Number: 223
Symbol: 0
Type: ^Field
Menu 1: "Bread dipped in a mixture of raw egg and milk and then fried in butter."
Menu 2: "Restores MP 55 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-720 TK-936 RP-936 TK&RP-1,152]
Create: Master Chef with Egg/Dairy Products + Grain.
Chest: No
Pick: From Part-timer in restaurant in Central City.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP by 55%. Add an additional 1% per Good Eye level.
=====FRENCH TOAST=====

=====FRESH SYRUP=====

Name: Fresh Syrup
Number: 224
Symbol: 0
Type: ^Battle ^Field
Menu 1: "This mysterious medicine completely restores one's HP."
Menu 2: "Restores HP 100 %"
Used By: All
Repro: Yes
Buy: From Slayer Weapon Shop in Lacour, only open before Energy Nede.
Buy \$: [Base-800 CG-600 GD-560 CG&GD-360 CG,GD&SL-320]
Sell \$: [Base-200 TK-260 RP-260 TK&RP-320]
Create: 1 of 4 possibilities in Compounding with Aceras + Lavender or Lavender + Rose Hips.
Chest: Eluria Tower, Mihne Cavern, Fienal Tower, Floor 5 of Cave of Trials, Floor 7 of the Cave of Trials, Floor 8 of the Cave of Trials, Floor 10 of the Cave of Trials.
Pick: From Researcher near bookcase in laboratory in Lacour.*
*Only before the day of the tournament.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 100%.
=====FRESH SYRUP=====

=====FRIED EGGS=====

Name: Fried Eggs
Number: 225
Symbol: 0
Type: ^Field
Menu 1: "An egg crisply broken and fried on one side only."
Menu 2: "Restores HP 18 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-100 TK-130 RP-130 TK&RP-160]
Create: 1 of 12 possibilities in Cooking with Egg/Dairy Products.
Chest: No
Pick: From Maid in mayor regis's house in Arlia.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 18%. Add an additional 1% per Good Eye level.

=====FRIED EGGS=====

=====FRIED RICE=====

Name: Fried Rice
Number: 226
Symbol: 0
Type: ^Field
Menu 1: "Prepared in true Chinese style, the pot is carefully heated so as to form a crunchy crust on the outside, and leave the rice fluffy on the inside."
Menu 2: "Restores HP 26 %"
Used By: All
Repro: Yes
Buy: Fun City.
Buy \$: [Base-300 CG-225 GD-210 CG&GD-135 CG,GD&SL-120]
Sell \$: [Base-120 TK-156 RP-156 TK&RP-192]
Create: 1 of 18 possibilities in Cooking with Grain.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 26%. Add an additional 1% per Good Eye level.

=====FRIED RICE=====

=====FRIED VEGETABLES=====

Name: Fried Vegetables
Number: 227
Symbol: 0
Type: ^Field
Menu 1: "Vegetables such as cabbage and carrots are carefully stir-fried in

vegetable oil over a very strong flame."

Menu 2: "Restores HP 50 %"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-2,000 TK-2,600 RP-2,600 TK&RP-3,200]

Create: Master Chef with Fruit + Vegetables.

Chest: No

Pick: From Tourist in restaurant in Fun City.

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Restores HP of all allies by 50%. Add an additional 1% per Good Eye level.

=====FRIED VEGETABLES=====

=====FROG=====

Name: Frog

Number: 228

Symbol: E

Type: ^Helmet

Menu 1: "A piece of jewelry worn on the head made of crystal that looks exactly like a frog. Who would wear this, anyway?"

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|DEF(1) AVD(0) MAG(0) | As~H Bo~H Ch~H Cl~H |
|GUTS(5) STM(0) LUC(0) CRT(0) | Di~H Er~H Op~H Pr~H |
'-----'

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-64 TK-83 RP-83 TK&RP-102]

Create: Metalwork on Crystal with Ch, Cl, Di, No, Pr.

Chest: No

Pick: From Ernest during a PA in Lacour.

From Precis during a PA in Central City.

From Howard on the north side of the arena in Lacour.*

*Only before the day of the tournament.

Dropped: By PADMaster (use a Jack-In-The-Box.

Win: From Duel Battle Rank E in Fun City, 5 per spellcaster.

Pools: Radar. Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: ?GUARD

Max #: 20

Notes: None

=====FROG=====

=====FRUIT=====

Name: Fruit

Number: 229
Symbol: X
Type: ^Creation
Menu 1: "A basic set of ingredients that includes ripe fruits from all seasons."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: Familiar specialty level 7-8. Cross, Mars, Herlie, Hilton, Lacour, Eluria Colony, Central City, North City, Armlock.
Buy \$: [Base-80 CG-60 GD-56 CG&GD-36 CG,GD&SL-32]
Sell \$: [Base-20 TK-26 RP-26 TK&RP-32]
Create: No
Chest: No
Pick: From Cook in kitchen in Cross Castle.
From Ashton during a PA in Herlie.
From Young Man with green hair on left in east side of Hilton.
From Grandma in far east Lacour.*
From Girl in dining hall in Lacour.**
*Only before finishing the Linga quest.
**Only before getting the energy stone.
Dropped: No
Win: From Dessert Battle & Full-Course Battle in Cooking Master in Fun City.
Pools: Survival.Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Used in Cooking and Master Chef.
=====FRUIT=====

=====FRUIT NECTAR=====

Name: Fruit Nectar
Number: 230
Symbol: O
Type: ^Field
Menu 1: "Known as the legendary delight of the Norse gods."
Menu 2: "Restores HP/MP100 %"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-100,000 TK-130,000 RP-130,000 TK&RP-160,000]
Create: Randomly made with Master Chef. Very rare.
Chest: Floor 1 of the Cave of Trials, Floor 3 of the Cave of Trials x 2, Floor 4 of the Cave of Trials, Floor 5 of the Cave of Trials.
Pick: From right Receptionist in cooking master entrance in Fun City.
From Flare in tavern in Giveaway.
Dropped: No
Win: No
Pools: Rarely received from Trickster.
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP and MP by 100%.
=====FRUIT NECTAR=====

=====FRUIT SMOOTHIE=====

Name: Fruit Smoothie
Number: 231
Symbol: O
Type: ^Field
Menu 1: "Fresh milk flavored with fresh fruit and juices."
Menu 2: "Restores MP 8 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-60 TK-78 RP-78 TK&RP-96]
Create: 1 of 12 possibilities in Cooking with Egg/Dairy Products.
Chest: No
Pick: From Professional Narrator on south side of the arena in Lacour.*
*Only during the day of the tournament.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores MP by 8%.

=====FRUIT SMOOTHIE=====

=====FRUIT SYRUP=====

Name: Fruit Syrup
Number: 232
Symbol: O
Type: ^Battle ^Field
Menu 1: "This mysterious medicine restores 45% of one's MP and HP."
Menu 2: "Restores HP/MP 45 %"
Used By: All
Repro: Yes
Buy: From Slayer Weapon Shop in Lacour, only open before Energy Nede.
Buy \$: [Base-600 CG-450 GD-420 CG&GD-270 CG,GD&SL-240]
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: 1 of 4 possibilities in Compounding with Lavender + Rose Hips.
Chest: Hoffman Ruins, Cave of Red Crystal, Field of Intelligence, MihneCavern.
Pick: From Rena during a one-time PA in Klik.*
From Customer in tool shop in North City.
*Only before Klik is destroyed.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP and MP by 45%.

=====FRUIT SYRUP=====

=====FUNNY SLAYER=====

Name: Funny Slayer
Number: 233
Symbol: E
Type: ^Weapon

Menu 1: "A joke of a weapon that slays the monster called Funny with one blow."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----|. As~W Bo~W Ce~W Ch~W |
|ATK(1) HIT(0) MAG(0) | Cl~W Di~W Er~W Le~W |
|GUTS(0) STM(0) LUC(0) CRT(40) | No~W Op~W Pr~W Re~W |
|-----|

Used By: All

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-300 TK-390 RP-390 TK&RP-480]

Create: No

Chest: Floor 8 of the Cave of Trials, Floor 10 of the Cave of Trials.

Pick: No

Dropped: By Funny Thief LV 99 at the end of Floor 6 of the Cave of Trials.

Win: No

Pools: No

PA/Give: A Funny Slayer can be found early in the game by participating in a little sidequest. This must be done before completing the linga quest. Talk to Raddle the Traveler in Salva. Tell him to go north. Find him in Mars. Tell him to go East. Find him in Hilton. Tell him to take the boat back to Herlie. Find him in Herlie. He'll give you a Funny Slayer.

? Item: No

Max #: 4

Notes: Kills FunnyThief, MetalFunny, and FunnyThiefL99 in one hit.

=====FUNNY SLAYER=====

=====GALE EARRING=====

Name: Gale Earring

Number: 234

Symbol: E

Type: ^Accessory

Menu 1: "A magical earring that imparts the speed of a gale to its wearer and increases his number of attack chances by one."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi(H) Th() St() Va() Li() Da() Vo() |
|-----|. |
|HIT(10) AC(0) AVD(10) | Ce~Ac Ch~Ac Op~Ac |
|GUTS(0) STM(0) LUC(0) CRT(15) | |
|-----|

Used By: Celine, Chisato, Opera

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-7,000 TK-9,750 RP-9,750 TK&RP-12,000]

Create: Metalwork on Sapphire with As, Bo, Ch, Cl, Di.

Chest: Eluria Tower.

Pick: From Woman in lobby in city hall in Central City.

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: This accessory has +1 to attack chances. Raises wearer's Gale skill

level to 10.

=====GALE EARRING=====

=====GAMMA BOX=====

Name: Gamma Box

Number: 235

Symbol: E

Type: ^Weapon

Menu 1: "Special energy pack for the |Kaleidoscope| ray gun for shooting (gamma) wave photon bursts."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(750) HIT(50) MAG(0) avd(34)
GUTS(0) STM(0) LUC(0) CRT(20)
'-----'

Used By: Opera

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-200,000 TK-260,000 RP-260,000 TK&RP-320,000]

Create: Default Customization with Opera, much easier to make with Orchestra.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: ?MACHINE

Max #: 20

Notes: None

=====GAMMA BOX=====

=====GANZE SEA URCHIN=====

Name: Ganze Sea Urchin

Number: 236

Symbol: X

Type: ^Creation

Menu 1: "A type of sea-urchin. The best sea urchin is fresh, a bit orange-colored with a sweet flavor."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-1,600 TK-2,080 RP-2,080 TK&RP-2,560]

Create: No

Chest: Floor 7 of the Cave of Trials, Floor 8 of the Cave of Trials.

Pick: No

Dropped: No

Win: From the Bunny Races in Fun City.

From Seafood Battle & Full-Course Battle in Cooking Master in Fun City.

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: A rare ingredient used in Cooking.

====GANZE SEA URCHIN====

====GATEAU MARJOLAINE====

Name: Gateau Marjolaine

Number: 237

Symbol: O

Type: ^Field

Menu 1: "The careful harmony between sponge cake and cheese is legendary."

Menu 2: "Restores HP 100 %"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-5,000 TK-6,500 RP-6,500 TK&RP-8,000]

Create: 1 of 4 possibilities in Cooking with Sweet Fruit.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Restores HP by 100%.

====GATEAU MARJOLAINE====

====GAUDY EARRING====

Name: Gaudy Earring

Number: 238

Symbol: E

Type: ^Accessory

Menu 1: "An earring in very bad taste."

```

Menu 2: .-----
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|HIT( 0 ) AC( 0 ) AVD( 0 ) | Ce~Ac Ch~Ac Op~Ac |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) |
|-----|

```

Used By: Celine, Chisato, Opera

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-24 TK-31 RP-31 TK&RP-38]

Create: Fail in Metalwork.

Chest: No

Pick: From Tourist on left in gift shop in Fun City.

From Intern in research lab in university in Giveaway.

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: ?JEWELRY

Max #: 20

Notes: None

=====GAUDY EARRING=====

=====GELATIN STEAK=====

Name: Gelatin Steak

Number: 239

Symbol: 0

Type: ^Field

Menu 1: "A new type of steak with a surprisingly familiar soup."

Menu 2: "Restore MP 60 %"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-175 TK-227 RP-227 TK&RP-279]

Create: 1 of 4 possibilities in Cooking with Jiggly Slime or Slippery Slime.

Chest: No

Pick: No

Dropped: By Gelatincube, in Ashton's part of the Salva Drift.

By Hood, in the Mountain Temple.

By Erysin Beast at the end of Floor 8 of the Cave of Trials.

Win: No

Pools: No

PA/Give: No

? Item: ?FOOD

Max #: 20

Notes: Restores MP by 60%. Add an additional 1% per Good Eye level.

=====GELATIN STEAK=====

=====GEMINI=====

Name: Gemini

Number: 240

Symbol: E

Type: ^Weapon

Menu 1: "A pair of beautiful short swords dusted with the brilliance of the stars that leave a trail of light as they move."

Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St(X) Va() Li() Da() Vo() |
DEF Ea() Wa() Fi(D) Wi() Th() St() Va() Li(A) Da(H) Vo()
ATK(1200) HIT(80) MAG(0) ac(10) avd(60)
GUTS(0) STM(0) LUC(50) CRT(21)
'-----'

Used By: Ashton

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-200,000 TK-150,000 RP-140,000 TK&RP-90,000]

Create: Customize Lotus Eater/Pair Nuts + Meteorite with Ashton.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: This weapon has +2 to attack chances.

=====GEMINI=====

=====GENERAL'S RING=====

Name: General's Ring

Number: 241

Symbol: E

Type: ^Accessory

Menu 1: "A ring with the Crest of the King of Cross engraved on it. It has mysterious effect of increasing the strength of its wearer."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(+10%) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(20) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-875 TK-1,138 RP-1,138 TK&RP-1,400]

Create: No

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: With Chris in Hilton. Pick the 3rd choice. Celine cannot be in your party. Must do before the Linga quest. Claude's scenario only.

? Item: No

Max #: 20

Notes: No noticeable strength increase. AC bonus is +10% to the character's base CON stat.

=====GENERAL'S RING=====

=====GENIE'S STEAK=====

Name: Genie's Steak

Number: 242

Symbol: O

Type: ^Field

Menu 1: "A steak after the epitome of meat flavor."

Menu 2: "Restores HP 90 %"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-50,000 TK-65,000 RP-65,000 TK&RP-80,000]

Create: 1 of 4 possibilities in Cooking with Yarma Cooking Set.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No
Max #: 20
Notes: Restores HP of all allies by 90%. Add an additional 1% per Good Eye level.

=====GENIE'S STEAK=====

=====GENIE'S VEGGIE SOUP=====

Name: Genie's Veggie Soup
Number: 243
Symbol: O
Type: ^Field
Menu 1: "A vegetable-based soup. Delicious but hard to define."
Menu 2: "Restores MP 90 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-40,000 TK-52,000 RP-52,000 TK&RP-64,000]
Create: 1 of 4 possibilities in Cooking with Yarma Cooking Set.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP of all allies by 90%. Add an additional 1% per Good Eye level.

=====GENIE'S VEGGIE SOUP=====

=====GIANT FISTS=====

Name: Giant Fists
Number: 244
Symbol: E
Type: ^Weapon
Menu 1: "Mysterious knuckles that possess a giant's destructive powers and make the wearer tougher."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(470) HIT(10) MAG(0)
GUTS(0) STM(80) LUC(0) CRT(26)
'-----'

Used By: Bowman
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-4,640 TK-6,032 RP-6,032 TK&RP-7,424]
Create: 1 of 4 invalid Customizations with Bowman. Customize w/o Orchestra.
Chest: Eluria Colony (in armory, not in a chest), Eluria Tower.
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No
? Item: No
Max #: 20
Notes: This weapon raises Bowman's max MP by 30%.
=====GIANT FISTS=====

=====GINGER ALE=====

Name: Ginger Ale
Number: 245
Symbol: O
Type: ^Field
Menu 1: "A delicious drink indeed, but I'll reserve further comments."
Menu 2: "Restores HP/MP100 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-80,000 TK-104,000 RP-104,000 TK&RP-128,000]
Create: 1 of 4 possibilities in Cooking with Sweet Fruit.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP and MP by 100%.
=====GINGER ALE=====

=====GLASS SLIPPERS=====

Name: Glass Slippers
Number: 246
Symbol: E
Type: ^Greaves
Menu 1: "Beautiful shimmering high heels made of glass (no curfew attached).
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(1) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Celine, Chisato, Opera, Precis, Rena (females)
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-30 TK-39 RP-39 TK&RP-48]
Create: Metalwork on Crystal with Ce, Ch, Op, Re.
Chest: No
Pick: From Yukari in castle center in Lacour.*
From Woman in leader's house in Eluria Colony.
From Woman in entrance to university in Giveaway.
*Only after getting the energy stone.
Dropped: No
Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: ?GUARD

Max #: 20

Notes: None

=====GLASS SLIPPERS=====

=====GODDESS STATUE=====

Name: Goddess Statue

Number: 247

Symbol: 0

Type: ^Battle ^Field

Menu 1: "An image of a heavenly goddess that possesses a mysterious power to restore the MP of all friends."

Menu 2: "Restores MP 30% "

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-75 TK-97 RP-97 TK&RP-119]

Create: 1 of 15 possibilities in Art with Magical Clay.

Chest: Fienal Tower.

Pick: From Proprietor in tavern in Fun City.

Dropped: No

Win: No

Pools: Fortune.

PA/Give: No

? Item: No

Max #: 20

Notes: Restores all allies MP by 30%.

=====GODDESS STATUE=====

=====GO-HOME FROG=====

Name: Go-home Frog

Number: 248

Symbol: 0

Type: ^Field

Menu 1: "Use this when you want to return and a miracle is sure to happen."

Menu 2: "No message"

Used By: All

Repro: No

Buy: Santa.

Buy \$: [Base-300,001 CG-225,001 GD-210,001 CG&GD-135,001 CG,GD&SL-120,001]

Sell \$: [Base- 75,000 TK- 97,500 RP- 97,500 TK&RP-120,000]

Create: No

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: When used in the Cave of Trials it instantly brings you back to the entrance.

=====GO-HOME FROG=====

=====GOLD=====

Name: Gold
Number: 249
Symbol: E
Type: ^Creation ^Accessory
Menu 1: "Gold ore. However, it is low in purity and of little value without being refine."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(1) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: No
Buy: Arlia, Hilton, North City, Armlock. Abeema in a PA in Mars.*
Buy \$: [Base-300 CG-225 GD-210 CG&GD-135 CG,GD&SL-120]
Sell \$: [Base- 75 TK- 97 RP- 97 TK&RP-119]
Create: Alchemy, level 1 or higher.
Chest: Salva Drift x 2, Hoffman Ruins.
Pick: From Worker on upper level of the tavern in Salva.
From Furlong in east Lacour.**
From Suphia on the south side of the arena in Lacour.***
From middle Soldier in commercial area of Linga.****
**Only before or during the day of the tournament.
***Only in Rena's scenario, during the tournament, after you get dias.
****Only when Leon first joins your party.

Dropped: No
Win: No
Pools: Survival. Mischief.
PA/Give: No
? Item: ?MINERAL
Max #: 20
Notes: Used in Customization and Metalwork.
*This PA can only be done after spending the night in Cross, but before the Tournament.

=====GOLD=====

=====GOLDEN BRACELET=====

Name: Golden Bracelet
Number: 250
Symbol: E
Type: ^Accessory
Menu 1: "An armband made of gold that just might protect its wearer."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(10) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: No

Buy \$: No
Sell \$: [Base-500 TK-650 RP-650 TK&RP-800]
Create: Metalwork on Gold with Bo, Ch, Cl, Di, Le, No, Pr
Chest: No
Pick: From Ashton during a PA in Cross.
From Madam in restaurant in Central City.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====GOLDEN BRACELET=====

=====GOLDEN CROSS=====

Name: Golden Cross
Number: 251
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious, golden cross that improves its wearer's aim."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi(H) Wi() Th() St() Va(D) Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(50) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,500 TK-1,950 RP-1,950 TK&RP-2,400]
Create: Metalwork on Gold with Ch, Cl, Di, Er.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: None
=====GOLDEN CROSS=====

=====GOLDEN CROWN=====

Name: Golden Crown
Number: 252
Symbol: E
Type: ^Helmet
Menu 1: "An expensive, pure golden crown that just might protect its wearer."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~H Bo~H Ce~H Ch~H |
|HIT(0) AC(0) AVD(0) | Cl~H Di~H Er~H Le~H |

|GUTS(0) STM(0) LUC(0) CRT(0) | No~H Op~H Pr~H Re~H |
|-----|

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: Metalwork on Gold with As, Ce, Er, Op, Pr, Re.
Chest: No
Pick: From Prince Clother in the prince's chambers in Cross.*
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: *Pick "Certainly, I'd love to" and "We'll pay for him them" in a PA with Celine in Cross. Leave and do another PA. Leave and do a third PA, and choose "Take her to Chris even if you have to drag her there." Prince Clother will now by in his room in Cross.

=====GOLDEN CROWN=====

=====GOLDEN EARRING=====

Name: Golden Earring
Number: 253
Symbol: E
Type: ^Accessory
Menu 1: "A golden earring that improves its wearer's dodging ability."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|HIT(0) AC(0) AVD(+10%) | Ce~Ac Ch~Ac Op~Ac |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
|-----|

Used By: Celine, Chisato, Opera
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-625 TK-812 RP-812 TK&RP-999]
Create: Metalwork on Gold with As, Bo, Ch, Cl, Di, Er, Le, Pr.
Chest: Ashton's part of Salva Drift.
Pick: From Ashton during a PA in Mars.
Dropped: By Carlaeagle, in the Heraldry Forest.
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: AVD bonus is +10% to the character's base AGL stat.

=====GOLDEN EARRING=====

=====GOLDEN FANGS=====

Name: Golden Fangs
Number: 254
Symbol: E

Type: ^Weapon
 Menu 1: "An extremely beautifully decorated sword made of pure gold. But unfortunately, gold doesn't hold an edge at all so it's useless."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----.
 |ATK(10) HIT(0) MAG(0) |
 |GUTS(0) STM(0) LUC(0) CRT(0) |
 '-----'

Used By: Claude Cl~W
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-10,000 TK-13,000 RP-13,000 TK&RP-16,000]
 Create: Customize All-Purpose Knife/Broad Sword/Long Sword/Sinclair Sabre + Gold with Claude.
 Chest: No
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: ?WEAPON
 Max #: 20
 Notes: None
 =====GOLDEN FANGS=====

=====GOLDEN IDOL=====

Name: Golden Idol
 Number: 255
 Symbol: E
 Type: ^Accessory
 Menu 1: "An idol made of pure gold whose detailed workmanship has astounded many."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
 |HIT(1) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
 |GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
 '-----'

Used By: All
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-1,400 TK-1,820 RP-1,820 TK&RP-2,240]
 Create: Metalwork on Gold with As, Er, No, Re.
 Chest: No
 Pick: From Woman on the southern end of Salva.
 From Girl on left in central area of Fun City.
 Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: ?JEWELRY
 Max #: 20
 Notes: None

=====GOLDEN IDOL=====

=====GOLDEN STEW=====

Name: Golden Stew
Number: 256
Symbol: O
Type: ^Field
Menu 1: "A seafood stew. By the way, is it just me or do all clams really taste better cooked?"
Menu 2: "Restores MP 90 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-12,000 TK-15,600 RP-15,600 TK&RP-19,200]
Create: 1 of 4 possibilities in Cooking with Purity Leaf.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP of all allies by 90%. Add an additional 1% per Good Eye level.

=====GOLDEN STEW=====

=====GOLD RING=====

Name: Gold Ring
Number: 257
Symbol: E
Type: ^Accessory
Menu 1: "A ring made of gold that might make the wearer feel rich or something."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(1) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-500 TK-650 RP-650 TK&RP-800]
Create: Metalwork on Gold with Ce, Op, Re.
Chest: No
Pick: From Stunning Lady in central Lacour.*
From Girl in pre-arena area in Lacour.**
*Only before or during the day of the tournament.
**Only in Rena's scenario, before you get Dias, on day of the tournament.
Dropped: No
Win: No
Pools: Santa's Boots. Treasure Chest, Fill-Up, Fountain Card, Lien,

Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====GOLD RING=====

=====GOLD/SILVERSMITH=====

Name: Gold/Silversmith

Number: 258

Symbol: O

Type: ^Field

Menu 1: "A skill guide book. Read it to learn the skill Craft."

Menu 2: "No message"

Used By: All

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]

Create: Authoring by a character if their Craft skill level is 5 or higher.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Raises skill level of Craft by 1. Doesn't work past level 5.

=====GOLD/SILVERSMITH=====

=====GORGONZOLA=====

Name: Gorgonzola

Number: 259

Symbol: O

Type: ^Field

Menu 1: "Perfectly ripened gorgonzola cheese. Those who know it, love it."

Menu 2: "Restores HP 78 %"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-19,000 TK-24,700 RP-24,700 TK&RP-30,400]

Create: 1 of 4 possibilities in Cooking with Creamy Cheese.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Restores HP by 78%. Add an additional 1% per Good Eye level.

=====GORGONZOLA=====

=====GRAIN=====

Name: Grain
Number: 260
Symbol: X
Type: ^Creation
Menu 1: "A basic set of ingredients that includes staples such as rice, wheat, millet, sorghum and different types of beans."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: Familiar specialty level 7-8. Cross, Mars, Herlie, Clik (before destroyed), Hilton, Lacour, Eluria Colony, Central City, North City, Armlock.
Buy \$: [Base-145 CG-109 GD-102 CG&GD-65 CG,GD&SL-58]
Sell \$: [Base- 36 TK- 46 RP- 46 TK&RP-56]
Create: No
Chest: Clik (before destroyed).
Pick: From Middle-aged Woman in grocery store in Mars.
From Lady Owner in east Lacour.*
From the Woman in green in the commercial area of Linga.
From Lemmers in restaurant in Armlock.
*Only before or during the day of the tournament.
Dropped: No
Win: From Veggie Battle in Cooking Master in Fun City.
Pools: Survival.Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Used in Cooking and Master Chef.

=====GRAIN=====

=====GRAND STINGER=====

Name: Grand Stinger
Number: 261
Symbol: E
Type: ^Weapon
Menu 1: "A famous sword known to be able to slice even steel as if it were butter."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St(X) Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St(H) Va(A) Li() Da() Vo()
ATK(620) HIT(120) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(10)

Used By: Claude, Dias
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-50,000 TK-65,000 RP-65,000 TK&RP-80,000]
Create: 1 of 6 invalid Customizations with Dias. Customize without Orchestra.
Customize Minus Sword/Sharp Edge with Damascus with Claude.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Damages character 10 HP for every regular attack or killer move.

=====GRAND STINGER=====

=====GRAPHIC SOFTWARE=====

Name: Graphic Software

Number: 262

Symbol: X

Type: ^Support

Menu 1: "A device to aid in artistic endeavors. It improves the chance of producing successful art."

Menu 2: "No message"

Used By: All

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-6,500 TK-8,450 RP-8,450 TK&RP-10,400]

Create: 1 of 19 possibilities in Machinery.

Chest: No

Pick: From Helmsman on left aboard the calnus in Eluria Tower.*

From Receptionist in mayor's office in Central City.

*Only in Claude's scenario.

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Having it in your inventory raises success rate of Art.

=====GRAPHIC SOFTWARE=====

=====GREAT PUNCH=====

Name: Great Punch

Number: 263

Symbol: E

Type: ^Weapon

Menu 1: "A magnificent mechanical punching hand."

```

Menu 2: .-----|.
        |ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
        |DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
        |-----|.
        |ATK(850) HIT( 0 ) MAG( 0 ) | Pr~W |
        |GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) |
        |-----|.

```

Used By: Precis

Repro: Yes

Buy: Central City.

Buy \$: [Base-14,000 CG-10,500 GD-9,800 CG&GD-6,300 CG,GD&SL-560]

Sell \$: [Base- 3,500 TK- 4,550 RP-4,550 TK&RP-5,600]

Create: 1 of 4 invalid Customizations with Precis. Customize w/o Orchestra.

Chest: Field of Intelligence.

Pick: No

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====GREAT PUNCH=====

=====GREEN BERYL=====

Name: Green Beryl

Number: 264

Symbol: E

Type: ^Creation ^Accessory

Menu 1: "This gem is called an aquamarine if it contains iron as an impurity,
or an emerald if it contains chromium."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi(H) Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All

Repro: No

Buy: Santa. Hilton, Lacour Front Lines, North City, Armlock. Abeema in a PA
in Mars.*

Buy \$: [Base-500 CG-375 GD-350 CG&GD-225 CG,GD&SL-200]

Sell \$: [Base-125 TK-162 RP-162 TK&RP-199]

Create: Alchemy, level 3 or higher.

Chest: Cross Cave, Hoffman Ruins x 2.

Pick: From Little Girl during a one-time PA in east side of Lacour.**
From Rena during a PA in salva.**

**Only in Claude's scenario.

Dropped: By Kidnier, in Fienal Tower.

Win: No

Pools: Mischief. Trickster. Survival.

PA/Give: No

? Item: No

Max #: 20

Notes: Used in Customization and Metalwork.

*This PA can only be done after spending the night in Cross, but before
the Tournament.

=====GREEN BERYL=====

=====GREEN BRACELET=====

Name: Green Bracelet

Number: 265

Symbol: E

Type: ^Accessory

Menu 1: "An emerald-studded armband that just might protect its wearer."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(5) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: Metalwork on Green Beryl with Bo, Di, Le, No, Pr, Re.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: None
=====GREEN BRACELET=====

=====GREEN POTTAGE=====

Name: Green Pottage
Number: 266
Symbol: O
Type: ^Field
Menu 1: "A cream soup with chopped spinach."
Menu 2: "Restores MP 25 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: 1 of 12 possibilities in Cooking with Vegetables.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores MP by 25%. Add an additional 1% per Good Eye level.
=====GREEN POTTAGE=====

=====GREEN SYSTEM=====

Name: Green System
Number: 267
Symbol: O
Type: ^Field
Menu 1: "The option kit for the 'Kaleidoscope' 'Hyper Launcher'."
Menu 2: "No message"
Used By: Opera
Repro: No
Buy: No
Buy \$: No
Sell \$: Cannot Be Sold
Create: Machinery with Opera only.
Chest: No
Pick: No

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Teaches the killer move Hyper Launcher to Opera.
=====GREEN SYSTEM=====

=====GRIZZLY CLAPS=====

Name: Grizzly Claps
Number: 268
Symbol: E
Type: ^Weapon
Menu 1: "Special knuckles deal an especially hard blow to the enemy when used."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(840) HIT(60) MAG(200)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Noel No~W
Repro: Yes
Buy: Armlock.
Buy \$: [Base-140,000 CG-105,000 GD-98,000 CG&GD-63,000 CG,GD&SL-56,000]
Sell \$: [Base- 35,000 TK- 45,500 RP-45,000 TK&RP-56,000]
Create: Customize Dragon's Claws + Iron with Noel.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====GRIZZLY CLAPS=====

=====GROUND LAMB STEAK=====

Name: Ground Lamb Steak
Number: 269
Symbol: O
Type: ^Field
Menu 1: "Ground lamb patties cooked on a griddle."
Menu 2: "Restores HP 40 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-250 TK-325 RP-325 TK&RP-400]
Create: 1 of 11 possibilities in Cooking with Meat.
Chest: No
Pick: No
Dropped: No
Win: No

Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 40%. Add an additional 1% per Good Eye level.
=====GROUND LAMB STEAK=====

=====GRUEL=====

Name: Gruel
Number: 270
Symbol: 0
Type: ^Field
Menu 1: "Rice boiled in plenty of extra water until its grains lose their shape. Some like a little nori seaweed or pickled plum on top."
Menu 2: "Restores HP 10 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-200 TK-260 RP-260 TK&RP-320]
Create: 1 of 18 possibilities in Cooking with Grain.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 10%. Add an additional 1% per Good Eye level.
=====GRUEL=====

=====GUARD SWORD=====

Name: Guard Sword
Number: 271
Symbol: E
Type: ^Weapon
Menu 1: "A pair of sword swords that are designed to parry attacks easily due to their special curved shape."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(160) HIT(10) MAG(0) avd(20)
GUTS(0) STM(0) LUC(0) CRT(11)
'-----'
Used By: Ashton
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-8,000 TK-10,400 RP-10,400 TK&RP-12,800]
Create: Invalid Customization with Ashton. Easiest to make at low Customize levels. Can be made at higher levels without the Magical Rasp.
Customize without Orchestra.
Chest: No
Pick: From Ashton during a PA in Lacour.

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====GUARD SWORD=====

=====GUSGUINE=====

Name: Gusguine
Number: 272
Symbol: E
Type: ^Weapon
Menu 1: "A strong sword made for piercing."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(250) HIT(0) MAG(0) | Cl~W |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
'-----'

Used By: Claude
Repro: Yes
Buy: Lacour, Lacour Front Lines.
Buy \$: [Base-4,500 CG-3,375 GD-3,150 CG&GD-2,025 CG,GD&SL-1,800]
Sell \$: [Base-1,125 TK-1,462 RP-1,462 TK&RP-1,799]
Create: 1 of 6 invalid Customizations with Claude. Customize without Orchestra.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====GUSGUINE=====

=====HALF-DEAD BOMB=====

Name: Half-dead Bomb
Number: 273
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this bomb explodes and halves the HP of the nearest monster."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-2,000 TK-2,600 RP-2,600 TK&RP-3,200]
Create: 1 of 19 possibilities in Machinery.
Chest: No
Pick: No
Dropped: No

Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Halves enemy's HP but maxes at 9999 damage. Possible to hurt self if too near.

=====HALF-DEAD BOMB=====

=====HAMBURGER=====

Name: Hamburger
Number: 274
Symbol: O
Type: ^Field
Menu 1: "Fresh ground meat mixed with chopped onions, patted and grilled just right."
Menu 2: "Restores HP 19 %"
Used By: All
Repro: Yes
Buy: Giveaway.
Buy \$: [Base-200 CG-150 GD-140 CG&GD- 90 CG,GD&SL-80]
Sell \$: [Base- 80 TK-104 RP-104 TK&RP-128]
Create: 1 of 11 possibilities in Cooking with Meat.
Chest: No
Pick: From Chef in dining hall in Lacour.*
*Only after finishing the linga sidequest.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 19%.
Ashton's favorite food. Recipe level 0: restores HP and MP by 60%,
Recipe level 1-4: restores HP by 100% and MP by 60%, Recipe level 5-10:
restores HP and MP by 100%.

=====HAMBURGER=====

=====HARD CLEAVER=====

Name: Hard Cleaver
Number: 275
Symbol: E
Type: ^Weapon
Menu 1: "A magic sword that creates a molecular breakdown in everything that it touches."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(1100) HIT(60) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(30)
'-----'

Used By: Dias
Repro: No
Buy: No
Buy \$: No

Sell \$: [Base-55,000 TK-71,500 RP-71,500 TK&RP-88,000]
Create: Customize The Hope of Breeze + Rainbow Diamond with Dias.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====HARD CLEAVER=====

=====HARD EARRING=====

Name: Hard Earring
Number: 276
Symbol: E
Type: ^Accessory
Menu 1: "An iron earring that increases the attack force of its wearer.
However, because it is so heavy, it makes it hard to attack."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
HIT(0) AC(0) AVD(0) atk(+10%) hit(-10%)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Celine, Chisato, Opera
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-300 TK-390 RP-390 TK&RP-480]
Create: Metalwork on Iron with As, Ch, Cl, Di, Er.
Chest: No
Pick: From upper right Commanding Officer in meeting room in the Lacour Front
Lines.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: ATK bonus is +10% to the character's base STR stat.
HIT handicap is -10% to the character's base DEX stat.
=====HARD EARRING=====

=====HARD KNUCKLES=====

Name: Hard Knuckles
Number: 277
Symbol: E
Type: ^Weapon
Menu 1: "Knuckles reinforced with steel bands for attack strength."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()

```
|ATK( 58 ) HIT( 0 ) MAG( 10 ) | Bo~W No~W Re~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |
'-----'
```

Used By: Bowman, Noel, Rena
Repro: Yes
Buy: Klik (before destroyed).
Buy \$: [Base-300 CG-225 GD-210 CG&GD-135 CG,GD&SL-120]
Sell \$: [Base- 75 TK- 97 RP- 97 TK&RP-119]
Create: 1 of 6 invalid Customizations with Noel. Customize without Orchestra.
Chest: No
Pick: From Rena during a PA in Lacour.*
From Edda in the slayer weapon shop in Lacour.**
*Only in Claude's scenario.
**Only until right after the day of the tournament.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====HARD KNUCKLES=====

=====HARD RING=====

Name: Hard Ring
Number: 278
Symbol: E
Type: ^Accessory
Menu 1: "A steel ring that improves its wearer's attack power. But its magical powers change so do be careful."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St(D) Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) atk(+10%) hit(-5%) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(6) STM(0) LUC(0) CRT(3) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: Giveaway.
Buy \$: [Base-800 CG-600 GD-560 CG&GD-360 CG,GD&SL-320]
Sell \$: [Base-200 TK-260 RP-260 TK&RP-320]
Create: No
Chest: No
Pick: From Ashton during a PA in Arlia.
From lower right Commanding Officer in the Lacour Front Lines.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: ATK bonus is +10% to the character's base STR stat.
HIT handicap is -5% to the character's base DEX stat.
=====HARD RING=====

=====HARD WHIP=====

Name: Hard Whip
Number: 279
Symbol: E
Type: ^Weapon
Menu 1: "A leather whip especially made for combat."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(550) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Ernest Er~W
Repro: No
Buy: From Slayer Weapon Shop in Lacour, only open before Energy Nede.
Lacour Front Lines.
Buy \$: [Base-3,000 CG-2,250 GD-2,100 CG&GD-1,350 CG,GD&SL-1,200]
Sell \$: [Base- 750 TK- 975 RP- 975 TK&RP-1,200]
Create: 1 of 5 invalid Customizations with Ernest. Customize without
Orchestra.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None

=====HARD WHIP=====

=====HARMONICA=====

Name: Harmonica
Number: 280
Symbol: X
Type: ^Creation
Menu 1: "A reed instrument from Germany whose soothing sound imparts a
strangely warm feeling."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: Hilton, North City, Fun City.
Buy \$: [Base-500 CG-375 GD-350 CG&GD-225 CG,GD&SL-200]
Sell \$: [Base- 75 TK- 97 RP- 97 TK&RP-119]
Create: No
Chest: No
Pick: From Son in pre-arena area in Lacour.*
*Only in Rena's scenario, before you get Dias, on the day of the
tournament.
Dropped: No
Win: No
Pools: No
PA/Give: With Little Girl in Salva. Choose "Right now, I don't know whether I'm
the Warrior or not." Do after staying the night in Cross. Claude's
scenario only.
? Item: No
Max #: 20

Notes: Allows you to compose "The Strains of Battle" and "Strains of Loneliness". Bowman's and Precis's favorite instrument.

=====HARMONICA=====

=====HASSAKU TEA=====

Name: Hassaku Tea
Number: 281
Symbol: O
Type: ^Field
Menu 1: "A truly clear and dry tea with a price worthy of its taste. A tea for tea lovers."
Menu 2: "Restores MP 40 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,400 TK-1,820 RP-1,820 TK&RP-2,240]
Create: 1 of 18 possibilities in Cooking with Grain.
Can only be made with As, Bo, Ce, Ch, Di, Er, No, Op (Adult Characters)
Chest: No
Pick: From Opera during a PA in Fun City.
From the Sailor by the barrels in the dock area in Klik.*
From Sailor on the hill in Klik**
From Sailor near boat in the port section of Herlie.
*Only before Klik is destroyed.
**Only after Klik is destroyed.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP by 40%. Add an additional 1% per Good Eye level.
Ernest's favorite food. Recipe level 0: restores HP and MP by 60%,
Recipe level 1-4: restores HP by 100% and MP by 60%, Recipe level 5-10:
restores HP and MP by 100%. This item was originally an alcoholic
beverage, before it was translated from Japanese into English. This is
why it can only be made by an adult character.

=====HASSAKU TEA=====

=====HEALING RING=====

Name: Healing Ring
Number: 282
Symbol: E
Type: ^Accessory
Menu 1: "A ring possessing a magical regenerative power that heals its wearer's wounds with time."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'
Used By: All
Repro: Yes

Buy: No
Buy \$: No
Sell \$: [Base-2,420 TK-3,146 RP-3,146 TK&RP-3,872]
Create: Metalwork on Rainbow Diamond with As, Er, Le, No, Pr, Re.
Chest: No
Pick: No
Dropped: By Nightmare, in the Mountain Temple.
Win: No
Pools: Radar. Santa's Boots.
PA/Give: No
? Item: No
Max #: 20
Notes: Every few steps outside of battle, restores 3% HP.
=====HEALING RING=====

=====HEART BARRIERS=====

Name: Heart Barriers
Number: 283
Symbol: O
Type: ^Field
Menu 1: "A skill guide book. Read it to learn the skill Mental Science."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: Authoring by a character if their Mental Science skill level is 5 or higher.
Chest: Cross Cave.
Pick: From Leon on the north side of the arena in Lacour.*
From Girl in fanzine store in Fun City.
*Only on the day of the tournament.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises skill level of Mental Science by 1. Doesn't work past level 5.
=====HEART BARRIERS=====

=====HEART BREAKER=====

Name: Heart Breaker
Number: 284
Symbol: E
Type: ^Weapon
Menu 1: "A strong magic sword that finds the enemy's weakness and instantaneously robs him of his life."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(550) HIT(20) MAG(0) | Cl~W |
|GUTS(0) STM(0) LUC(0) CRT(10) |
'-----'

Used By: Claude
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-50,000 TK-65,000 RP-65,000 TK&RP-80,000]
Create: Customize Veil Piercer + Diamond with Claude.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====HEART BREAKER=====

=====HEAVENLY DORIA=====

Name: Heavenly Doria
Number: 285
Symbol: O
Type: ^Field
Menu 1: "There is a truth expressed in the successful mixture of anything-in cooking, music, literature, and even in computer games."
Menu 2: "Restores HP/MP100 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-35,000 TK-39,000 RP-39,000 TK&RP-48,000]
Create: 1 of 4 possibilities in Cooking with Magical Rice.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP and MP by 100%.
=====HEAVENLY DORIA=====

=====HEAVY RING=====

Name: Heavy Ring
Number: 286
Symbol: E
Type: ^Accessory
Menu 1: "A thick steel ring that just might protect its wearer. But its magical powers change so do be careful."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi(D) Wi(D) Th(D) St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(10) STM(0) LUC(0) CRT(5) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: Metalwork on Iron with As, Ce, Ch, Cl, Er, No, Pr.
Chest: Salva.
Pick: From Fighting Man on Front Line in Lacour Front Lines.*
*After battle with Shin, but before speaking to Leon's parents.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: None
=====HEAVY RING=====

=====HECATONCHEIRE=====

Name: Hecatoncheire
Number: 287
Symbol: E
Type: ^Weapon
Menu 1: "Gigantic knuckles that possess the strength of a legendary giant."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(630) HIT(50) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(27)

Used By: Bowman Bo~W
Repro: Yes
Buy: Central City, North City.
Buy \$: [Base-16,200 CG-12,150 GD-11,340 CG&GD-7,290 CG,GD&SL-6,480]
Sell \$: [Base- 4,050 TK- 5,265 RP- 5,265 TK&RP-6,480]
Create: Customize Asura + Diamond with Bowman.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: This weapon has +2 to attack chances.
=====HECATONCHEIRE=====

=====HERALDRY=====

Name: Heraldry
Number: 288
Symbol: E
Type: ^Weapon
Menu 1: "A thick book that goes on endlessly about the principles of the Heraldic Arts."
Menu 2: .-----.

```

|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|ATK(290) HIT( 0 ) MAG(100) | Le~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |
|-----|

```

Used By: Leon
 Repro: Yes
 Buy: Central City.
 Buy \$: [Base-7,000 CG-5,250 GD-4,900 CG&GD-3,150 CG,GD&SL-2,800]
 Sell \$: [Base-1,750 TK-2,275 RP-2,275 TK&RP-2,800]
 Create: Customize All About ESP/Ancient Wisdom/Book of Awakening/Book of Chaos/
 Brain Structure/Heraldry Book/Holy Scriptures/Mental Revolution + Rune
 Metal with Leon. Can also be randomly made through authoring with Leon.
 Chest: Cave of Red Crystal.
 Pick: No
 Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None
 =====HERALDRY=====

=====HERALDRY BOOK=====

Name: Heraldry Book
 Number: 289
 Symbol: E
 Type: ^Weapon
 Menu 1: "A book that describes how to cast Heraldic spells with only half the
 MP consumption."
 Menu 2: .-----|
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(500) HIT(50) MAG(100)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Leon
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-120,000 TK-156,000 RP-156,000 TK&RP-192,000]
 Create: Customize Heraldry + Moonite with Leon.
 Can also be randomly made through authoring with Leon.
 Chest: Fienal Tower.
 Pick: From Leon during a PA in Armlock.
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: MP consumption is reduced by 1/2.
 =====HERALDRY BOOK=====

====HERBAL OIL====

Name: Herbal Oil
 Number: 290
 Symbol: O
 Type: ^Battle ^Field
 Menu 1: "This magical tonic can restore 30%of one's MP."
 Menu 2: "No message"
 Used By: All
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-75 TK-97 RP-97 TK&RP-119]
 Create: 1 of 4 possibilities in Compounding with Aceras + Artemis Leaf,
 Aceras + Mandrake, or Lavender + Lavender.
 Chest: No
 Pick: From Student C during a one-time PA in front of university in Linga.
 From Eglas in celine's house in Mars.
 From Heraldic Wizard in dock area of Klik.*
 From Heraldic Wizard on the hill in Klik.**
 From Kella in tavern in Armlock.
 *Only before Klik is destroyed.
 **Only after Klik is destroyed.
 Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Restores MP by 30%.

====HERBAL OIL====

====HERMIT'S HELM====

Name: Hermit's Helm
 Number: 291
 Symbol: E
 Type: ^Helmet
 Menu 1: "A legendary hat said to have been worn by a great Heraldic wizard."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi(H) Wi() Th() St() Va() Li() Da() Vo() |
 |-----.
 |DEF(35) AVD(20) MAG(0) | Ce~H Le~H No~H Re~H |
 |GUTS(0) STM(0) LUC(0) CRT(0) |
 '-----'
 Used By: Celine, Leon, Noel, Rena (spell-casters)
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-6,000 TK-7,800 RP-7,800 TK&RP-9,600]
 Create: 1 of 4 possibilities in Blacksmith on Orichalcum with Magical Rasp.
 Chest: No
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: ?GUARD

Max #: 20
Notes: None
=====HERMIT'S HELM=====

=====HEXAGRAM CARD=====

Name: Hexagram Card
Number: 292
Symbol: X
Type: ^Battle
Menu 1: "A magical card that possesses a mysterious power to silence all enemies."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-87 TK-113 RP-113 TK&RP-139]
Create: 1 of 15 possibilities in Art with Magical Clay.
Chest: Hoffman Ruins.
Pick: From Ernest during a PA in Fun City.
From Experienced Fortune Teller in fortune teller's office in Fun City.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Silences all enemies.
=====HEXAGRAM CARD=====

=====HIGH HEELS=====

Name: High Heels
Number: 293
Symbol: E
Type: ^Greaves
Menu 1: "Women's shoes with high heels."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(5) AVD(0) MAG(0) atk(2)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Celine, Chisato, Opera
Repro: Yes
Buy: Hilton.
Buy \$: [Base-120 CG-90 GD-84 CG&GD-54 CG,GD&SL-48]
Sell \$: [Base- 30 TK-39 RP-39 TK&RP-48]
Create: No
Chest: No
Pick: From Rena during a PA in North City.*
From Edda on the north side of the arena in Lacour.**
From upper left nurse in field hospital in the Lacour Front Lines.
From Receptionist on right in the bunny race window in Fun City.
*Only in Claude's scenario.
**Only during the day of the tournament.

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====HIGH HEELS=====

=====HIGH-LACED SHOES=====

Name: High-laced shoes
Number: 294
Symbol: E
Type: ^Greaves
Menu 1: "Rather deep shoes laced up over two hooks."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|DEF(25) AVD(0) MAG(0) | Ce~G Le~G No~G Re~G |
|GUTS(0) STM(0) LUC(0) CRT(0) |
'-----'

Used By: Celine, Leon, Noel, Rena (spell-casters)
Repro: Yes
Buy: North City.
Buy \$: [Base-4,100 CG-3,075 GD-2,870 CG&GD- 630 CG,GD&SL-1,640]
Sell \$: [Base-1,025 TK-1,332 RP-1,332 TK&RP-1,639]
Create: No
Chest: No
Pick: From Rena during a PA in Hilton.*
From Rena during a PA in Linga.*
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: *Only in Claude's scenario.
=====HIGH-LACED SHOES=====

=====HISTORIC GREATS=====

Name: Historic Greats
Number: 295
Symbol: O
Type: ^Field
Menu 1: "A book written by Opera: |Regarding the ancient civilizations best represented on the planet Stream..|"
Menu 2: "No message"
Used By: All
Repro: No
Buy: After you sell it to the publisher in Lacour, you can buy it back.
Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: 1 of 2 possibilities in Publishing with Opera. Rarer of the two.
Chest: No
Pick: No

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Sets reader's romance value towards Opera to 8.
=====HISTORIC GREATS=====

=====HOLY CLOAK=====

Name: Holy Cloak
Number: 296
Symbol: E
Type: ^Armor
Menu 1: "A holy robe with the Crest of a great god."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(100) AVD(0) MAG(100)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Celine, Leon, Noel, Rena (spell-casters)
Repro: Yes
Buy: Giveaway.
Buy \$: [Base-30,000 CG-22,500 GD-21,000 CG&GD-13,500 CG,GD&SL-12,000]
Sell \$: [Base- 7,500 TK- 9,750 RP- 9,750 TK&RP-12,000]
Create: No
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====HOLY CLOAK=====

=====HOLY CROSS=====

Name: Holy Cross
Number: 297
Symbol: E
Type: ^Weapon
Menu 1: "A pair of holy swords of legend said to exorcise all evil with their shining white blades."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(1240) HIT(60) MAG(0) ac(20) avd(70)
GUTS(0) STM(0) LUC(80) CRT(18)

Used By: Ashton
Repro: No
Buy: No

Buy \$: No
Sell \$: [Base-280,000 TK-364,000 RP-364,000 TK&RP-448,000]
Create: Default Customization with Ashton, much easier to make with Orchestra.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====HOLY CROSS=====

=====HOLY MIST=====

Name: Holy Mist
Number: 298
Symbol: O
Type: ^Battle ^Field
Menu 1: "This holy incense restores 60%of the HP of all friends."
Menu 2: "Restores HP 60 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-800 TK-1,040 RP-1,040 TK&RP-1,280]
Create: 1 of 4 possibilities in Compounding with Aceras + Lavender or
Lavender + Rose Hips.
Chest: Hoffman Ruins, Eluria Tower.
Pick: From Bowman during a PA in Herlie.
From Bowman during a PA in Giveaway.
From Youth in Eluria Colony.
From right Soldier in battle arena square in Fun City.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Restores all allies' HP by 60%.
=====HOLY MIST=====

=====HOLY RING=====

Name: Holy Ring
Number: 299
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious ring that protects its wearer from all Heraldic spells,
with a probability of 1/10."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
 Repr: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-375 TK-487 RP-487 TK&RP-599]
 Create: Metalwork on Crystal with As, Bo, Ce, Di, Er, Le, No, Re.
 Chest: No
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: With Bowman and Celine in Mars. Talk to Celine in her room. Bowman must be in your party, but Celine must not be.
 ? Item: No
 Max #: 20
 Notes: 10% chance that any spell will be blocked.
 =====HOLY RING=====

=====HOLY ROD=====

Name: Holy Rod
 Number: 300
 Symbol: E
 Type: ^Weapon
 Menu 1: "A magic staff that heals the wounds of its user with an inner, holy strength."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li(X) Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----.
 |ATK(520) HIT(0) MAG(240) | Ce~W |
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Celine
 Repr: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-50,000 TK-65,000 RP-65,000 TK&RP-80,000]
 Create: Customize Clap Rod/Dragon's Tusk/Prime Prayer/Rod of Snakes/Ruby Rod/Silvermoon/Tongue Twister + Orichalcum with Celine.
 Chest: Field of Love.
 Pick: From Celine during a PA in Central City.
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Recover's Celine's HP by 3% every five seconds during battle.
 =====HOLY ROD=====

=====HOLY SCRIPTURES=====

Name: Holy Scriptures
 Number: 301
 Symbol: E
 Type: ^Weapon
 Menu 1: "A shining, holy book that can heal a wounded body by the grace of the

gods."

```
Menu 2: .-----.  
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li(X) Da( ) Vo( ) |  
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|-----.  
|ATK(920) HIT( 50 ) MAG(199) | Le~W |  
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |  
|-----.
```

Used By: Leon
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-150,000 TK-195,000 RP-195,000 TK&RP-240,000]
Create: Customize Book of Darkness + Mithril with Leon.
Chest: No
Pick: From Soldier next to Mirage in downstairs in L'Aqua.*
*Only after you return to Fienal for the second time.

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====HOLY SCRIPTURES=====

=====HOLY SWORD FARWELL=====

Name: Holy Sword Farwell
Number: 302
Symbol: E
Type: ^Weapon
Menu 1: "A legendary sword whose strength is said to increase with the courage of its owner."

```
Menu 2: .-----.  
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|-----.  
|ATK(1900) HIT(70) MAG(70) ac(70) avd(70) | As~W Cl~W Di~W |  
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 15 ) | |  
|-----.
```

Used By: Ashton, Claude, Dias
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-4,000,000 TK-5,200,000 RP-5,200,000 TK&RP-6,400,000]
Create: No
Chest: No
Pick: No
Dropped: By Pheonix at the end of Floor 12 boss of the Cave of Trials. By Iselia-queen with level 10 musical talent and The Evil Melody with the Silver Trumpet.
Win: No
Pools: Rarely received from Santa's Boots.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====HOLY SWORD FARWELL=====

=====HOT SYRUP=====

Name: Hot Syrup
Number: 303
Symbol: O
Type: ^Battle ^Field
Menu 1: "This mysterious medicine restores 70%of either one's MP or HP."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-75 TK-97 RP-97 TK&RP-119]
Create: 1 of 4 possibilities in Compounding with Aceras + Mandrake.
Chest: Hoffman Ruins, Field of Love.
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Randomly restores either HP or MP 70%.

=====HOT SYRUP=====

=====HYPERBALLL=====

Name: Hyperball
Number: 304
Symbol: X
Type: ^Battle
Menu 1: "A magical ball that flies apart in 8 pieces, hits the enemy and does damage."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-50 TK-65 RP-65 TK&RP-80]
Create: 1 of 15 possibilities in Art with Magical Clay.
Chest: Hoffman Ruins.
Pick: From upper Fighting Man in tavern in Hilton.*
*Only before the Lacour tournament.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Shoots eight balls at the enemy doing around 300 damage each.

=====HYPERBALLL=====

=====HYPER PUNCH=====

Name: Hyper Punch
Number: 305

Symbol: E
Type: ^Weapon
Menu 1: "A powerful mechanical punching hand."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(1250) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Precis
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-300,000 TK-390,000 RP-390,000 TK&RP-480,000]
Create: No
Chest: No
Pick: No
Dropped: No
Win: 1 won from Duel Battle Rank A in Fun City with Precis.
Pools: No
PA/Give: No
? Item: No
Max #: 1
Notes: None
=====HYPER PUNCH=====

=====I CAN ONLY SEE YOU=====

Name: I Can Only See You
Number: 306
Symbol: O
Type: ^Field
Menu 1: "A book written by Rena: |'You..you have always been..' The young girls cheeks were blushing.|"

Menu 2: "No message"

Used By: All
Repro: No
Buy: After you sell it to the publisher in Lacour, you can buy it back.
Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: 1 of 2 possibilities in Publishing with Rena.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Sets reader's friendship value towards Rena to 8.
=====I CAN ONLY SEE YOU=====

=====ICE PUNCH=====

Name: Ice Punch
Number: 307
Symbol: E

Type: ^Weapon
Menu 1: "A mechanical punching hand that blows cold air from its fist."
Menu 2: .-----.
|ATK Ea() Wa(X) Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(380) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Precis
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-17,040 TK-22,152 RP-22,152 TK&RP-27,264]
Create: Customize Atomic Punch/Burning Hand/Fire Punch/Great Punch/Hyper Punch/One-two Punch/SD Punch/SDUGA Punch/Spark Hand/Straight Punch/Thunder Punch/UGA Punch/Ultra Punch + Sapphire with Precis.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====ICE PUNCH=====

=====ICHIGONI=====

Name: Ichigoni
Number: 308
Symbol: 0
Type: ^Field
Menu 1: "A legendary Japanese seafood broth containing sea urchin and abalone and other treasures of the sea."
Menu 2: "Restores MP 90 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-5,000 TK-6,500 RP-6,500 TK&RP-8,000]
Create: 1 of 4 possibilities in Cooking with Ganze Sea Urchin.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP 90%. Add an additional 1% per Good Eye level.
=====ICHIGONI=====

=====ICHIGONI SUPREME=====

Name: Ichigoni Supreme
Number: 309

Symbol: 0
Type: ^Field
Menu 1: "The sea urchin uses for stock is separated from the sea urchin left in the broth. This is so good it's almost illegal."
Menu 2: "Restores MP 90 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-15,000 TK-19,500 RP-19,500 TK&RP-24,000]
Create: 1 of 4 possibilities in Cooking with Ganze Sea Urchin.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP of all allies by 90%. Add an additional 1% per Good Eye level.
=====ICHIGONI SUPREME=====

=====IDOL=====

Name: Idol
Number: 310
Symbol: X
Type: ^Battle
Menu 1: "An image of a virile god that possesses a mysterious power to annihilate all enemies."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-200 TK-260 RP-260 TK&RP-320]
Create: 1 of 15 possibilities in Art with Magical Clay.
Chest: No
Pick: From Old Woman in cooking master square in Fun City.
From Hopeless Swordsman, Part 2 in waiting room in battle arena in Fun City.
Dropped: No
Win: No
Pools: Fortune.
PA/Give: No
? Item: No
Max #: 20
Notes: Has chance of instantly killing all enemies.
=====IDOL=====

=====IGNITE SWORD=====

Name: Ignite Sword
Number: 311
Symbol: E
Type: ^Weapon
Menu 1: "A magic sword that glows with the Flame of the Red Lotus because of

the Heraldic Crest engraved on its blade."

```
Menu 2: .-----.  
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|-----|  
|ATK(720) HIT( 0 ) MAG( 0 ) | Cl~W Di~W |  
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |  
|-----|
```

Used By: Claude, Dias

Repro: Yes

Buy: Central City.

Buy \$: [Base-17,000 CG-12,750 GD-11,900 CG&GD-7,650 CG,GD&SL-6,800]

Sell \$: [Base- 4,250 TK- 5,525 RP- 5,525 TK&RP-6,800]

Create: Customize Aura Blade/Eternal Sphere/Force Sword/Grand Stinger/Heart Breaker/Long Edge/Marvel Sword/Minus Sword/Sawed/Sharp Edge/Silvance/Veil Piercer/Windsley Sword + Star Ruby with Claude.

Chest: No

Pick: From Claude during a PA in Armlock.*

*Only in Rena's scenario.

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====IGNITE SWORD=====

=====ILLUSIVE SHAMISEN=====

Name: Illusive Shamisen

Number: 312

Symbol: X

Type: ^Creation

Menu 1: "Why mysterious? Only the God of Creation, Tria knows the answer to this mystery."

Menu 2: "No message"

Used By: All

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-550,000 TK-715,000 RP-715,000 TK&RP-880,000]

Create: No

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: Given to you by Dancing God on Floor 4 of the Cave of Trials.

? Item: No

Max #: 1

Notes: Allows you to compose "The Green Gale" and "The Secret Power".
Noel's favorite instrument.

=====ILLUSIVE SHAMISEN=====

=====ILLUSTRATED BOOK=====

Name: Illustrated Book

Number: 313
Symbol: E
Type: ^Weapon
Menu 1: "A thick book that explains many things with pictures."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(320) HIT(0) MAG(22) | Le~W |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
|-----|

Used By: Leon
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-3,100 TK-4,030 RP-4,030 TK&RP-4,960]
Create: 1 of 5 invalid Customizations with Leon.Customize without Orchestra.
Chest: No
Pick: From Leon during a PA in Linga.
*Only in Claude's scenario.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?BOOK
Max #: 20
Notes: None
=====ILLUSTRATED BOOK=====

=====INFINITY RING=====

Name: Infinity Ring
Number: 314
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious ring possessing magical powers that promotes the growth of the wearer."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea(D) Wa(D) Fi(D) Wi(D) Th(D) St(D) Va(D) Li(D) Da(D) Vo(D) |
|-----|.As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
|-----|

Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-5,000 TK-6,500 RP-6,500 TK&RP-8,000]
Create: Metalwork on Sage's Stone with Ce, Er, Le, No, Pr, Re.
Chest: No
Pick: From Defense Force Soldier at the west barrier in L'Aqua.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Gives the wearer about 1 experience point per step as they walk.

=====INFINITY RING=====

=====INSANITY RING=====

Name: Insanity Ring
Number: 315
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious ring that gives the wearer the ability to jump over the enemy."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-300 TK-390 RP-390 TK&RP-480]
Create: Metalwork on Moonite with Bo, Ch, Cl, Di, Op.
Chest: No
Pick: From Ticket Taker in entrance to Fun City.
From Chisato during a one-time PA in the library in Giveaway.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: None
=====INSANITY RING=====

=====INVISIBLE WHIP=====

Name: Invisible Whip
Number: 316
Symbol: E
Type: ^Weapon
Menu 1: "A whip made of special steel wire so thin it cannot be seen with the naked eye."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(950) HIT(150) MAG(0) |
|GUTS(40) STM(0) LUC(0) CRT(31) |
'-----'

Used By: Ernest Er~W
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-260,000 TK-338,000 RP-338,000 TK&RP-416,000]
Create: Default Customization with Ernest, much easier to make with Orchestra.
Chest: No
Pick: No

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====INVISIBLE WHIP=====

=====INVITING FILET=====

Name: Inviting Filet
Number: 317
Symbol: O
Type: ^Field
Menu 1: "A meat-lover's delight."
Menu 2: "Restores HP 100 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-20,000 TK-26,000 RP-26,000 TK&RP-32,000]
Create: 1 of 4 possibilities in Cooking with Juicy Beef.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 100%.
=====INVITING FILET=====

=====IRON=====

Name: Iron
Number: 318
Symbol: E
Type: ^Creation ^Accessory
Menu 1: "Iron ore. Can be refined into iron be reducing the iron oxide contained therein."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(1) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'
Used By: All
Repro: No
Buy: Salva, Hilton, North City, Armlock, Giveaway.
Buy \$: [Base-200 CG-150 GD-140 CG&GD-90 CG,GD&SL-80]
Sell \$: [Base- 50 TK- 65 RP- 65 TK&RP-80]
Create: No
Chest: Salva Drift, Ashton's part of Salva Drift.
Pick: From Precis during a one-time PA in mayor regis's house in Arlia.*
From Young Man walking in grassy area in the enterance to Cross.

From Young Man on hill in Clik.
From Dagor in east Lacour.**
From Ground Host in castle center in Lacour.***
From Basil in the throne room in Lacour.****
From Soldier on far right in commercial area in Linga.*****
From Man in white in commercial area in Linga.
From Graft in lab area in Linga.

*Only in Rena's scenario.

**Only before finishing the linga sidequest.

***Only after finishing the linga sidequest.

****Only after finishing linga sidequest, but before getting energy stone.

*****Only when Leon first joins your party.

Dropped: No
Win: No
Pools: Survival.
PA/Give: No
? Item: ?MINERAL
Max #: 20
Notes: Used in Customization, Metalwork and Blacksmithing.
=====IRON=====

=====IRON GREAVES=====

Name: Iron Greaves
Number: 319
Symbol: E
Type: ^Greaves
Menu 1: "Greaves made of iron for protecting the legs."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|DEF(10) AVD(0) MAG(0) | As~G Bo~G Ch~G Cl~G |
|GUTS(0) STM(0) LUC(0) CRT(0) | Di~G Er~G Op~G Pr~G |
'-----'

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)
Repro: Yes
Buy: From Slayer Weapon Shop in Lacour, only open before Energy Nede.
Cross, Mars, Clik (before destroyed).
Buy \$: [Base-110 CG-83 GD-77 CG&GD-50 CG,GD&SL-44]
Sell \$: [Base- 27 TK-35 RP-35 TK&RP-43]
Create: No
Chest: No
Pick: From Claude during a PA in Lacour.*
From Ferguson in ferguson's weapon shop in Salva.
From Soldier on right in general store in Lacour Front Lines.
*Only in Rena's scenario.

Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====IRON GREAVES=====

=====IRON HELM=====

Name: Iron Helm
Number: 320
Symbol: E
Type: ^Helmet
Menu 1: "An iron helmet to completely protect your head."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(25) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)
Repro: Yes
Buy: Hilton. From Slayer Weapon Shop in Lacour, only open before going to Energy Nede.
Buy \$: [Base-1,200 CG-900 GD-840 CG&GD-540 CG,GD&SL-480]
Sell \$: [Base- 300 TK-390 RP-390 TK&RP-480]
Create: No
Chest: No
Pick: From Soldier at counter in tavern in Salva.*
*Only appears when Ashton is fighting the dragon in Salva Drift.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====IRON HELM=====

=====IRON PUNCH=====

Name: Iron Punch
Number: 321
Symbol: E
Type: ^Weapon
Menu 1: "A steel mechanical punching hand."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(165) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Precis
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-75 TK-97 RP-97 TK&RP-119]
Create: Machinery with Precis only.
Chest: No
Pick: From Precis during a PA in Lacour.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?MACHINE
Max #: 20

Notes: None
=====IRON PUNCH=====

=====ISHTAR'S ROBE=====

Name: Ishtar's Robe
Number: 322
Symbol: E
Type: ^Armor
Menu 1: "A robe blessed by Ishtar, the goddess of love and battle."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(230) AVD(30) MAG(230)
GUTS(0) STM(50) LUC(0) CRT(0)
'-----'

Used By: Celine, Leon, Noel, Rena (spell-casters)
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-290,000 TK-377,000 RP-377,000 TK&RP-464,000]
Create: 1 of 3 possibilities in Blacksmith on Moonite with Magical Rasp.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Rarely received from Santa's Boots.
PA/Give: No
? Item: ?GUARD
Max #: 20
Notes: None
=====ISHTAR'S ROBE=====

=====ISIS TIARA=====

Name: Isis Tiara
Number: 323
Symbol: E
Type: ^Helmet
Menu 1: "A tiara blessed by Isis, goddess of bounty and magic, which increases the effects of Heraldic spells."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(50) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Celine, Leon, Rena
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-12,500 TK-16,250 RP-16,250 TK&RP-20,000]
Create: 1 of 3 possibilities in Blacksmith on Moonite with Magical Rasp.
Chest: No
Pick: From Marianna in general's office in L'Aqua.*
*Only before fighting Marsilio in Fun City.

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Wearer's attack spells do +50% more damage when worn.
=====ISIS TIARA=====

=====ISRAFIL'S TEAR=====

Name: Israfil's Tear
Number: 324
Symbol: E
Type: ^Accessory
Menu 1: "A pendant that contains the prayers of a sad youn lass who cries in regret of a mistake she made long ago."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo(A)
HIT(30) AC(30) AVD(30) atk(60) mag(80)
GUTS(20) STM(0) LUC(50) CRT(30)

Used By: Celine, Rena
Repro: No
Buy: No
Buy \$: No
Sell \$: Cannot Be Sold
Create: No
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: With Filia in Central City. Must have seen the PA in Klik when Filia tries to warn the town. Must save game at final save point in Fienal Tower.
? Item: No
Max #: 1
Notes: Seeing the above PA and getting Israfil's Tear turns off Indalecio's limiter. This triples his HP and makes him tons harder.
=====ISRAFIL'S TEAR=====

=====JACK-IN-THE-BOX=====

Name: Jack-in-the-box
Number: 325
Symbol: O
Type: ^Field
Menu 1: "What might it contain? A mysterious box from which something will leap out when opened."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-525 TK-682 RP-682 TK&RP-839]

Create: 1 of 15 possibilities in Art with Magical Clay.
Chest: No
Pick: From Nerori in throne room in Lacour.*
From the lower Young Man in the main area in North City.
From Man in the southern part of the arena in Fun City.
*Only after finishing linga sidequest, but before getting energy stone.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Can only use on the world map or dungeons. Randomly causes fight with
Playstation controller monsters, or gives you 1 random item out of a
pool of 223. See list in Section 11.

=====JACK-IN-THE-BOX=====

=====JAMBALAYA=====

Name: Jambalaya
Number: 326
Symbol: O
Type: ^Field
Menu 1: "Rice boiled in broth and other ingredients are baked in an oven till
the surface is crispy."
Menu 2: "Restores HP 46 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-240 TK-312 RP-312 TK&RP-384]
Create: 1 of 11 possibilities in Cooking with Meat.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 46%. Add an additional 1% per Good Eye level.

=====JAMBALAYA=====

=====JEANNE'S ARMOR=====

Name: Jeanne's Armor
Number: 327
Symbol: E
Type: ^Armor
Menu 1: "Beautiful armor said to have been worn by the legendary holy woman."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va(H) Li(H) Da() Vo()
DEF(180) AVD(0) MAG(0)
GUTS(20) STM(0) LUC(0) CRT(0)
'-----'

Used By: Chisato, Opera, Precis

Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-50,000 TK-65,000 RP-65,000 TK&RP-80,000]
Create: 1 of 4 possibilities in Blacksmith on Moonite without Magical Rasp.
Chest: Field of Power.
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====JEANNE'S ARMOR=====

=====JEANNE'S HELM=====

Name: Jeanne's Helm
Number: 328
Symbol: E
Type: ^Helmet
Menu 1: "A beautiful helmet said to have once been worn by the legendary holy woman."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa(H) Fi() Wi() Th() St() Va() Li() Da() Vo(H)
DEF(56) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Chisato, Opera, Precis
Repro: Yes
Buy: North City
Buy \$: [Base-16,000 CG-12,000 GD-11,200 CG&GD-7,200 CG,GD&SL-6,400]
Sell \$: [Base- 2,150 TK- 2,795 RP- 2,795 TK&RP-3,440]
Create: No
Chest: Field of Intelligence.
Pick: 1 of 4 possibilities in Blacksmith on Moonite without Magical Rasp.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====JEANNE'S HELM=====

=====JEANNE'S SHIELD=====

Name: Jeanne's Shield
Number: 329
Symbol: E
Type: ^Shield
Menu 1: "A beautiful shield said to have protected the legendary holy woman. Said to possess the power to prevent paralysis."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |

```

|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th(H) St(H) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|DEF( 30 ) AVD( 80 ) MAG( 0 ) | Ch~S Pr~S |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |
|-----|

```

Used By: Chisato, Precis
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-200,000 TK-260,000 RP-260,000 TK&RP-320,000]
 Create: 1 of 4 possibilities in Blacksmith on Moonite without Magical Rasp.
 Chest: Field of Courage.
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Protects wearer from paralysis. Other than the ?MACHINE that contains the Pulse Box, the Jeanne's Shield has the highest sell value of any reproducable item in the game.

=====JEANNE'S SHIELD=====

=====JIGGLY SLIME=====

Name: Jiggly Slime
 Number: 330
 Symbol: X
 Type: ^Creation
 Menu 1: "A food that has an inviting, gelatinous body to it."
 Menu 2: "No message"
 Used By: All
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-1 TK-1 RP-1 TK&RP-1]
 Create: No
 Chest: No
 Pick: No
 Dropped: No
 Win: From Slime Battle in Cooking Master in Fun City.
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: A rare ingredient used in Cooking.

=====JIGGLY SLIME=====

=====JUICY BEEF=====

Name: Juicy Beef
 Number: 331
 Symbol: X
 Type: ^Creation
 Menu 1: "Extra prime, juicy meat for cooking."
 Menu 2: "No message"
 Used By: All

Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,500 TK-1,950 RP-1,950 TK&RP-2,400]
Create: No
Chest: Floor 1 of the Cave of Trials, Floor 3 of the Cave of Trials, Floor 5
of the Cave of Trials.
Pick: No
Dropped: No
Win: From Meat Battle and Full-Course Battle in Cooking Master in Fun City.
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: A rare ingredient used in Cooking.
=====JUICY BEEF=====

=====KAISER KNUCKLES=====

Name: Kaiser Knuckles
Number: 332
Symbol: E
Type: ^Weapon
Menu 1: "Knuckles made from the legendary metal orichalcum possessed of an
unbelievable destructive power."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(1100) HIT(60) MAG(200)
GUTS(0) STM(0) LUC(0) CRT(4)

Used By: Bowman, Noel, Rena
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-186,000 TK-241,000 RP-241,000 TK&RP-297,600]
Create: Default Customization with Bowman, much easier to make with Orchestra.
Default Customization with Noel, much easier to make with Orchestra.
Default Customization with Rena, much easier to make with Orchestra.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====KAISER KNUCKLES=====

=====KAMIKAZE TONIC=====

Name: Kamikaze Tonic
Number: 333
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this mysterious tonic temporarily increases

arm strength."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-250 TK-325 RP-325 TK&RP-400]
Create: 1 of 4 possibilities in Compounding with Aceras + Rose Hips or
Mandrake + Rose Hips.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: User's attack strength is +50%.
=====KAMIKAZE TONIC=====

=====KILLER POISON=====

Name: Killer Poison
Number: 334
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this bomb explodes and poisons the nearest
monster with a certain probability."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: Mars
Buy \$: [Base-300 CG-225 GD-210 CG&GD-135 CG,GD&SL-120]
Sell \$: [Base-120 TK-156 RP-156 TK&RP-192]
Create: 1 of 19 possibilities in Machinery.
Chest: No
Pick: No
Dropped: By Bloodworm, in the Heraldry Forest.
Win: No
Pools: Mischief. Treasure Chest, Fill-Up, Fountain Card, Lien,
Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Poisons one enemy.
=====KILLER POISON=====

=====KILLER'S BOOK=====

Name: Killer's Book
Number: 335
Symbol: O
Type: ^Field
Menu 1: "A book written by Chisato: |There have been many unsolved murders in
history, but the method most difficult to detect is..'|"
Menu 2: "No message"
Used By: All
Repro: No

Buy: After you sell it to the publisher in Lacour, you can buy it back.
Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: 1 of 2 possibilities in Publishing with Chisato. Rarer of the two.
Chest: No
Pick: From Tock in the Secret Charity/Fake Gallery.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Sets reader's romance value towards Chisato to 8.
=====KILLER'S BOOK=====

=====KNIGHT'S SHIELD=====

Name: Knight's Shield
Number: 336
Symbol: E
Type: ^Shield
Menu 1: "A tall shield made for ease of use by a knight on horseback."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|DEF(10) AVD(60) MAG(0) | Cl~W Di~W |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
'-----'

Used By: Claude, Dias
Repro: Yes
Buy: Herlie, Lacour, Lacour Front Lines.
Buy \$: [Base-1,000 CG-750 GD-700 CG&GD-450 CG,GD&SL-400]
Sell \$: [Base- 250 TK-325 RP-325 TK&RP-400]
Create: 1 of 5 possibilities in Blacksmith on Iron without Magical Rasp.
Chest: No
Pick: From Captain in general store in Lacour Front Lines.*
*Disappears for a brief time after going to Hoffman Ruins, returns after you speak to the General Commander.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====KNIGHT'S SHIELD=====

=====KNUCKLES=====

Name: Knuckles
Number: 337
Symbol: E
Type: ^Weapon
Menu 1: "A weapon for strengthening the fist to avoid injuries when striking the enemy."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |

```

|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|ATK( 30 ) HIT( 0 ) MAG( 0 ) | Bo~W No~W Re~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |
|-----|

```

Used By: Bowman, Noel, Rena
 Repro: Yes
 Buy: Salva
 Buy \$: [Base-100 CG-75 GD-70 CG&GD-45 CG,GD&SL-40]
 Sell \$: [Base- 27 TK-35 RP-35 TK&RP-43]
 Create: 1 of 6 invalid Customizations with Noel. Customize without Orchestra.
 Chest: No
 Pick: From Girlfriend in southern end of arena in Fun City.
 Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: ?WEAPON
 Max #: 20
 Notes: Rena's initial weapon.
 =====KNUCKLES=====

=====KONYAKU JELLY=====

Name: Konyaku Jelly
 Number: 338
 Symbol: O
 Type: ^Field
 Menu 1: "A firm gelatin-like preparation using the Japanese konyaku root."
 Menu 2: "Restores HP 40 %"
 Used By: All
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-1,650 TK-2,145 RP-2,145 TK&RP-2,640]
 Create: Master Chef with Fruit + Vegetables.
 Chest: No
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Restores HP by 40%. Add an additional 1% per Good Eye level.
 =====KONYAKU JELLY=====

=====LADY FINGERS=====

Name: Lady Fingers
 Number: 339
 Symbol: O
 Type: ^Field
 Menu 1: "A cake in the graceful form of a woman's finger."
 Menu 2: "Restores HP/MP 8 %"
 Used By: All
 Repro: Yes
 Buy: No

Buy \$: No
Sell \$: [Base-80 TK-104 RP-104 TK&RP-128]
Create: Randomly made through Customization with Rena, when her Customize skill level is low. The lower the skill level the more often it's made.
Chest: No
Pick: From Rena during a PA in Fun City.*
*Only in Claude's scenario.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP and MP by 8%.
=====LADY FINGERS=====

=====LADY IN RED=====

Name: Lady in Red
Number: 340
Symbol: O
Type: ^Field
Menu 1: "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.|"
Menu 2: "No message"
Used By: All
Repro: No
Buy: After you sell it to the publisher in Lacour, you can buy it back.
Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: 1 of 2 possibilities in Publishing with Celine. Rarer of the two.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Sets reader's romance value towards Celine to 8.
=====LADY IN RED=====

=====LAVENDER=====

Name: Lavender
Number: 341
Symbol: O
Type: ^Creation ^Battle ^Field
Menu 1: "A shrub in the family Labiatae, it soothes the spirit and acts as a tonic. It also heals wounds to a degree."
Menu 2: "Restores HP 3 %"
Used By: All
Repro: Yes
Buy: Familiar specialty level 3-4. Arlia, Hilton, Lacour, Linga, Central City, North City.
Buy \$: [Base-490 CG-368 GD-343 CG&GD-221 CG,GD&SL-196]
Sell \$: [Base-122 TK-158 RP-158 TK&RP-194]
Create: No

Chest: Cross Cave x 2, Floor 8 of the Cave of Trials.
Pick: From Bowman during a PA in Salva.
From Bowman during a PA in Cross.
From Bowman during a PA in Mars.
From Rosso in tool shop in Hilton.
From Young Man by tavern in central Lacour.*
From middle Soldier north of training grounds in Lacour Front Lines.
From Nurse in Hallway in Lacour Front Lines. Appears briefly after you
get news of an attack. Is gone after attack.**
From Pick-Up Guy on left in tavern in Central City.
From Fortuneteller who things he's cool, in Fun City.
*Before finishing the Linga sidequest.

Dropped: No
Win: No
Pools: Mischief. Survival. Treasure Chest, Fill-Up, Fountain Card, Lien,
Jack-In-The-Box.
PA/Give: No
? Item: ?HERB
Max #: 20
Notes: Used in Compounding. Restores HP by 3%.
=====LAVENDER=====

=====LEAF PENDANT=====

Name: Leaf Pendant
Number: 342
Symbol: E
Type: ^Accessory
Menu 1: "A wooden pendant in the shape of a leaf that carries the thoughts of a
certain person and will always protect its wearer."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
-----	.
HIT(0) AC(0) AVD(0) ac(+30%)	Ce~Ac Le~Ac No~Ac Re~Ac
GUTS(0) STM(0) LUC(10) CRT(0)	
'-----'

Used By: Celine, Leon, Noel, Rena (spell-casters)
Repro: No
Buy: Salva (during the PA)
Buy \$: 200
Sell \$: [Base-2,400 TK-3,120 RP-3,120 TK&RP-3,840]
Create: No
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: With Rena in Salva. Choose the 3rd option. Must have at least 200 Fol.
Claude's scenario only. Must have stayed the night in Cross first. You
must do a PA with her where you see a flashback aboard the Calnus,
before you can do the above PA.
? Item: No
Max #: 1
Notes: AC bonus is +30% to the character's base CON stat.
=====LEAF PENDANT=====

=====LEATHER ARMOR=====

Name: Leather Armor
 Number: 343
 Symbol: E
 Type: ^Armor
 Menu 1: "Simple leather armor made of animal hide."
 Menu 2: .-----
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----As~Ar Bo~Ar Ce~Ar Ch~Ar |
 |DEF(6) AVD(0) MAG(0) |Cl~Ar Di~Ar Er~Ar Le~Ar |
 |GUTS(0) STM(0) LUC(0) CRT(0) |No~Ar Op~Ar Pr~Ar Re~Ar |
 '-----'

Used By: All
 Repro: Yes
 Buy: Salva. Lacour.
 Buy \$: [Base-300 CG-225 GD-210 CG&GD-135 CG,GD&SL-120]
 Sell \$: [Base- 75 TK- 97 RP- 97 TK&RP-119]
 Create: No
 Chest: Arlia.
 Pick: From Zott in weapon shop in Cross.
 From Fighting Man in the pre-arena area in Lacour.*
 *Only in Rena's scenario, after getting Dias, on day of the tournament.
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None

=====LEATHER ARMOR=====

=====LEATHER BOOTS=====

Name: Leather Boots
 Number: 344
 Symbol: E
 Type: ^Greaves
 Menu 1: "Thick boots made of cowhide."
 Menu 2: .-----
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----As~G Bo~G Ce~G Ch~G |
 |DEF(6) AVD(0) MAG(0) | Cl~G Di~G Er~G Le~G |
 |GUTS(0) STM(0) LUC(0) CRT(0) | No~G Op~G Pr~G Re~G |
 '-----'

Used By: All
 Repro: Yes
 Buy: Hilton
 Buy \$: [Base-105 CG-79 GD-74 CG&GD-47 CG,GD&SL-42]
 Sell \$: [Base- 26 TK-33 RP-33 TK&RP-40]
 Create: No
 Chest: Herlie.
 Pick: From Gerencer in weapon shop in Hilton.
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No

Max #: 20
Notes: None
=====LEATHER BOOTS=====

=====LEATHER GREAVES=====

Name: Leather Greaves
Number: 345
Symbol: E
Type: ^Greaves
Menu 1: "Simple, leather greaves made from animal hides."
Menu 2: .-----.

```
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|DEF( 5 ) AVD( 0 ) MAG( 0 ) | As~G Bo~G Ch~G Cl~G |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | Di~G Er~G Op~G Pr~G |
|-----|
```

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)
Repro: Yes
Buy: Salva & Lacour.
Buy \$: [Base-50 CG-38 GD-35 CG&GD-23 CG,GD&SL-20]
Sell \$: [Base-12 TK-15 RP-15 TK&RP-18]
Create: No
Chest: No
Pick: From Receptionist on right in castle in Cross.
From Soldier in hall leading to pre-arena area in Lacour.*
From Soldier by railing in pre-arena area in Lacour.*
*Only during the day of the tournament.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====LEATHER GREAVES=====

=====LEATHER HELM=====

Name: Leather Helm
Number: 346
Symbol: E
Type: ^Helmet
Menu 1: "A simple leather crown made of animal hide."
Menu 2: .-----.

```
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|DEF( 3 ) AVD( 0 ) MAG( 0 ) | Cl~H Di~H Er~H Le~H |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | No~H Op~H Pr~H Re~H |
|-----|
```

Used By: All
Repro: Yes
Buy: Buy in Salva, Cross & Lacour.
Buy \$: [Base-50 CG-38 GD-35 CG&GD-23 CG,GD&SL-20]
Sell \$: [Base-12 TK-15 RP-15 TK&RP-18]
Create: No

Chest: Cross.
Pick: From Receptionist on left in castle in Cross.
From lower Fighting Man in entrance hall to battle area in Lacour.*
*Only during the day of the tournament.

Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None

=====LEATHER HELM=====

=====LEATHER WHIP=====

Name: Leather Whip
Number: 347
Symbol: E
Type: ^Weapon
Menu 1: "A normal leather whip made from animal hide."
Menu 2: .-----.

ATK	Ea()	Wa()	Fi()	Wi()	Th()	St()	Va()	Li()	Da()	Vo()	
DEF	Ea()	Wa()	Fi()	Wi()	Th()	St()	Va()	Li()	Da()	Vo()	
-----.											
ATK(60)	HIT(0)	MAG(0)								Er~W	
GUTS(0)	STM(0)	LUC(0)	CRT(0)								
-----.											

Used By: Ernest
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-37 TK-48 RP-48 TK&RP-59]
Create: Invalid Customization with Ernest. Easiest to make at low Customize levels. Can be made at higher levels without the Magical Rasp.
Customize without Orchestra.

Chest: No
Pick: From Zand's Minion on the second floor of zand's mansion in Herlie.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: Ernest's initial weapon.

=====LEATHER WHIP=====

=====LEFT CROSS=====

Name: Left Cross
Number: 348
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious cross possessing a great power that increases the HP of the wearer."

Menu 2: .-----.

ATK	Ea()	Wa()	Fi()	Wi()	Th()	St()	Va()	Li()	Da()	Vo()	
DEF	Ea(D)	Wa(H)	Fi(D)	Wi(D)	Th(D)	St(H)	Va(H)	Li(D)	Da(D)	Vo(H)	
-----As~Ac Bo~Ac Ce~Ac Ch~Ac											

```
|HIT( 40 )  AC( 0 )  AVD( 0 )                |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS( 0 )  STM( 20 )  LUC( 0 )  CRT( 10 )|No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'
```

Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-2,500 TK-3,250 RP-3,250 TK&RP-4,000]
Create: Metalwork on Rainbow Diamond with Ce, Le, No, Pr, Re.
Chest: Fienal Tower.
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Increases wearer's HP by 1000. Use with Right Cross to have +DEF to all elements.

=====LEFT CROSS=====

=====LEVANTINE SWORD=====

Name: Levantine Sword
Number: 349
Symbol: E
Type: ^Weapon
Menu 1: "A legendary magic sword whose strength increases the more danger its owner falls into."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(3000) HIT(50) MAG(0)
GUTS(50) STM(50) LUC(0) CRT(35)
'-----'

Used By: Ashton, Claude, Dias
Repro: No
Buy: No
Buy \$: No
Sell \$: Cannot Be Sold
Create: No
Chest: No
Pick: No
Dropped: By Iselia-queen with level 10 musical talent and The Evil Melody with the Silver Trumpet. By Wisesorcerer at the end of Floor 9 of the Cave of Trials.

Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Weapon power increases as HP decreases.

=====LEVANTINE SWORD=====

=====LEZARD FLASK=====

Name: Lezard Flask

Number: 350
Symbol: X
Type: ^Support
Menu 1: "A flask invented by a man versed in alchemy and the ways of the dead spirits. It refines material to an even higher degree!"
Menu 2: "No message"
Used By: All
Repro: No
Buy: Central City, North City
Buy \$: [Base-120,000 CG-90,000 GD-84,000 CG&GD-54,000 CG,GD&SL-48,000]
Sell \$: [Base- 30,000 TK-39,000 RP-39,000 TK&RP-48,000]
Create: No
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Having it in your inventory allows you to make Meteorite, Mithril, Moonite, Rainbow Diamond, Rune Metal and Sage's Stone with Alchemy.
=====LEZARD FLASK=====

=====LIEN=====

Name: Lien
Number: 351
Symbol: O
Type: ^Field
Menu 1: "This is a paper with the word 'LIEN' written in large letters. Use this to claim ownership of something."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-300 TK-390 RP-390 TK&RP-480]
Create: 1 of 11 possibilities in Reverse Side.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Gives you 1 random item out of a pool of 223. See list in Section 11.
=====LIEN=====

=====LIFE INSURANCE=====

Name: Life Insurance
Number: 352
Symbol: O
Type: ^Field
Menu 1: "This document is a contract made just in case something unfortunate happens. Use it when you need to."

Menu 2: "No message"

Used By: All

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-300 TK-390 RP-390 TK&RP-480]

Create: 1 of 11 possibilities in Reverse Side.

Chest: No

Pick: From Old Woman on in Clik.*

From Newlywed in green in hotel in Herlie.

*After Clik is destroyed.

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Use on a dead character. Gives you (1000 Fol x User's Level) per use.

====LIFE INSURANCE=====

====LIGHT BOX=====

Name: Light Box

Number: 353

Symbol: E

Type: ^Weapon

Menu 1: "Special energy pack for the |Kaleidoscope| ray gun for shooting photon bursts."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li(X) Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(490) HIT(0) MAG(0) | Op~W |
|GUTS(0) STM(0) LUC(0) CRT(0) |
'-----'

Used By: Opera

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]

Create: 1 of 4 invalid Customizations with Opera. Customize w/o Orchestra.

Customize Black Box with Crystal with Opera.

Chest: Hoffman Ruins.

Pick: From Opera during a PA in Lacour.

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: ?MACHINE

Max #: 20

Notes: None

====LIGHT BOX=====

====LIGHTNING GUN=====

Name: Lightning Gun

Number: 354

Symbol: E

Type: ^Weapon
Menu 1: "A weapon that attacks the enemy by emitting an electric shock similar to a thunderbolt."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th(X) St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(650) HIT(51) MAG(0) | Ch~W |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
|-----|
Used By: Chisato
Repro: Yes
Buy: Armlock
Buy \$: [Base-158,000 CG-118,500 GD-110,600 CG&GD-71,100 CG,GD&SL-63,200]
Sell \$: [Base- 39,500 TK- 51,350 RP- 51,350 TK&RP-63,200]
Create: 1 of 4 invalid Customizations with Chisato.Customize without Orchestra.
Customize Spark with Sapphire with Chisato.
Customize Electro Gun with Rainbow Diamond with Chisato.
Chest: Mihne Cavern.
Pick: From Chisato during a PA in Armlock.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====LIGHTNING GUN=====

=====LIGHT WHIP=====

Name: Light Whip
Number: 355
Symbol: E
Type: ^Weapon
Menu 1: "A magical whip with a Heraldic design engraved in its grip, making it emit beams of light when cracked."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th(X) St() Va(X) Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(820) HIT(0) MAG(0) | Er~W |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
|-----|
Used By: Ernest
Repro: Yes
Buy: Central City.
Buy \$: [Base-14,000 CG-10,500 GD-9,800 CG&GD-6,300 CG,GD&SL-5,600]
Sell \$: [Base- 3,500 TK- 4,550 RP-4,550 TK&RP-5,600]
Create: 1 of 5 invalid Customizations with Ernest. Customize without Orchestra.
Customize Hard Whip with Crystal with Ernest.
Chest: No
Pick: From Ernest during a PA in Armlock.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20

Notes: None

=====LIGHT WHIP=====

=====LILITH TONIC=====

Name: Lilith Tonic

Number: 356

Symbol: X

Type: ^Battle

Menu 1: "When used during combat this medicine increases attacking power, but you cannot operate while it takes effect."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: Armlock

Buy \$: [Base-150 CG-113 GD-105 CG&GD-68 CG,GD&SL-60]

Sell \$: [Base- 37 TK- 48 RP- 48 TK&RP-59]

Create: 1 of 4 possibilities in Aceras + Wolfsbane, Artemis Leaf + Wolfsbane or Mandrake + Wolfsbane.

Chest: No

Pick: From Researcher in synard plant in North City.

From Celine during a PA in Salva.*

From Deputy Commander on Front Line in Lacour Front Lines.**

*Only in Rena's scenario.

**After battle with Shin, but before speaking to Leon's parents.

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: User's attack strength is +50% during the battle, but you can't control the character.

=====LILITH TONIC=====

=====LIMP WHIP=====

Name: Limp Whip

Number: 357

Symbol: E

Type: ^Weapon

Menu 1: "A whip that is hard to crack because the tip is too light."

Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(2) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Ernest

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-27 TK-35 RP-35 TK&RP-43]

Create: Failed Customization with Ernest.

Chest: No

Pick: No

Dropped: No

Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====LIMP WHIP=====

=====LINK COMBO=====

Name: Link Combo
Number: 358
Symbol: E
Type: ^Accessory
Menu 1: "An armband that permits killer moves to be linked in succession."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|HIT(0) AC(0) AVD(0) |As~Ac Bo~Ac Ch~Ac Cl~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |Di~Ac Er~Ac Op~Ac Pr~Ac|
'-----'

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)
Repro: No
Buy: No
Buy \$: No
Sell \$: Cannot Be Sold
Create: No
Chest: Search ground between Milene and Luke on Floor 2 of the Cave of Trials
(not in a chest).

Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: One given by Leon in Lacour. One given by Narl in Central City.
? Item: No
Max #: 3

Notes: The Link Combo allows you to "steal" a Killer Move from another character, enabling you to execute 2 killer moves with one press of the R1 or L1 buttons. This doesn't mean that you can use another character's killer move, it just allows you to steal their ability to do a killer move. Two different killer moves can be assigned to each of the above buttons. To do so, press the triangle button in the Killer Move screen of the character that has the Link Combo equipped. If you steal from a fighter (Ashton, Bowman, Chisato, Claude, Dias, Ernest, Opera, or Precis) that character will not be able to use Killer Moves. You can only steal from someone in your four-person active fighting party. If you steal from a spell-caster (Celine, Leon, Noel or Rena) there is no penalty. They will still be able to use spells. If you have the precious item Link Stock, you will be able to still from it, and therefore no character is affected.

=====LINK COMBO=====

=====LIVING WITH ANIMALS=====

Name: Living with Animals
Number: 359
Symbol: O

Type: ^Field
 Menu 1: "A book written by Noel: |The most important thing is to keep love in your heart when dealing with them.|"
 Menu 2: "No message"
 Used By: All
 Repro: No
 Buy: After you sell it to the publisher in Lacour, you can buy it back.
 Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
 Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
 Create: 1 of 2 possibilities in Publishing with Noel.
 Chest: No
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Sets reader's friendship value towards Noel to 8.
 =====LIVING WITH ANIMALS=====

=====LONG EDGE=====

Name: Long Edge
 Number: 360
 Symbol: E
 Type: ^Weapon
 Menu 1: "A sword with a blade longer than usual to attack enemies in a wider area."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----.
 |ATK(285) HIT(0) MAG(0) | Cl~W |
GUTS(0) STM(0) LUC(0) CRT(5)

Used By: Claude
 Repro: Yes
 Buy: Lacour & Lacour Front Lines.
 Buy \$: [Base-12,300 CG-9,225 GD-8,610 CG&GD-5,535 CG,GD&SL-4,920]
 Sell \$: [Base- 4,920 TK-6,396 RP-6,396 TK&RP-7,872]
 Create: 1 of 6 invalid Customizations with Claude. Customize without Orchestra.
 Chest: No
 Pick: From Claude in Linga during the scene where bowman joins you.
 Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Hits 2 times per attack.
 =====LONG EDGE=====

=====LONG SWORD=====

Name: Long Sword
 Number: 361
 Symbol: E

Type: ^Weapon
 Menu 1: "A normal sword about a yard long."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----.
 |ATK(30) HIT(0) MAG(0) | Cl~W Di~W |
 |GUTS(0) STM(0) LUC(0) CRT(0) | |
 |-----.

Used By: Claude, Dias

Repro: Yes

Buy: Salva.

Buy \$: [Base-200 CG-150 GD-140 CG&GD-90 CG,GD&SL-80]

Sell \$: [Base- 50 TK- 65 RP- 65 TK&RP-80]

Create: No

Chest: No

Pick: From Fighting Man in bar in Cross.

From Tournament Fighting Man in castle center in Lacour.*

From Fastred in south side of the arena in Lacour.**

From Deputy Commander in Lacour Front Lines.***

*Only before the day of the tournament.

**Only during the day of the tournament.

***Before the meeting about the Lacour Hope.

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: One given to you by Mayor Regis in Arlia.

? Item: No

Max #: 20

Notes: None

=====LONG SWORD=====

=====LOST SANCTUARY=====

Name: Lost Sanctuary

Number: 362

Symbol: 0

Type: ^Field

Menu 1: "A book written by Ernest: |He looked back to see a giant boulder, a ghost, and a Sherman tank approaching the hopper."

Menu 2: "No message"

Used By: All

Repro: No

Buy: After you sell it to the publisher in Lacour, you can buy it back.

Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]

Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]

Create: 1 of 2 possibilities in Publishing with Ernest. Rarer of the two.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Sets reader's romance value towards Ernest to 8.

=====LOST SANCTUARY=====

====LOT BRACELET====

Name: Lot Bracelet
Number: 363
Symbol: E
Type: ^Accessory
Menu 1: "A strange bracelet that changes all damage done to the enemy from double to 1/4."

Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
|-----'

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-2,500 TK-3,250 RP-3,250 TK&RP-4,000]
Create: Metalwork on Green Beryl with Ch, Cl, Op, Pr.
Chest: No
Pick: From Maid in pre-arena area in Lacour.*
From Child in Eluria Colony.
From left Receptionist in the bunny race window in Fun City.
*Only before the day of the tournament.

Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: The damage taken by the wearer ranges from 1/4 to twice the normal amount.

====LOT BRACELET====

====LOTUS EATER====

Name: Lotus Eater
Number: 364
Symbol: E
Type: ^Weapon
Menu 1: "A weapon reputed to devour people's dreams and hopes."

Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(1150) HIT(50) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
-----'

Used By: Ashton
Repro: Yes
Buy: Armlock
Buy \$: [Base-188,000 CG-141,000 GD-131,600 CG&GD-84,600 CG,GD&SL-75,200]
Sell \$: [Base- 47,000 TK- 61,100 RP- 61,100 TK&RP-75,200]
Create: 1 of 5 invalid Customizations with Ashton. Customize without Orchestra.
Customize Twin Swords with Sapphire/Diamond with Ashton.
Chest: Fienal Tower.
Pick: No

Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====LOTUS EATER=====

=====LUNA TABLET=====

Name: Luna Tablet
Number: 365
Symbol: E
Type: ^Accessory
Menu 1: "A charm possessing lunar magic that improves the possessor's MP."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-850 TK-1,105 RP-1,105 TK&RP-1,360]
Create: Metalwork on Moonite with As, Bo, Ce, Ch, Er, Op, Pr, Re.
Chest: Mountain Palace.
Pick: From Woman in North City.
Dropped: By XINE, on Lasguss Mountain, in Ashton's sidequest.
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises wearer's MP by 30%.
=====LUNA TABLET=====

=====LUNA TALISMAN=====

Name: Luna Talisman
Number: 366
Symbol: E
Type: ^Accessory
Menu 1: "A holy talisman that has been blessed by the god of the moon to increase the HP of its wearer."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(20) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: No

Buy \$: No
Sell \$: [Base-1,500 TK-1,950 RP-1,950 TK&RP-2,400]
Create: Metalwork on Moonite with Cl, Di, Le, No.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises wearer's HP by 20%.
=====LUNA TALISMAN=====

=====LUNATIC EARRING=====

Name: Lunatic Earring
Number: 367
Symbol: E
Type: ^Accessory
Menu 1: "An earring that increases attacking strength. However, because so much effort goes into an attack, it is hard to take proper aim."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va(D) Li() Da() Vo()
HIT(0) AC(0) AVD(0) atk(+100%) hit(-50%)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Celine, Chisato, Opera
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: Metalwork on Moonite with Ch, Er, No.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: ATK bonus is +100% to the character's base STR stat.
HIT handicap is -50% to the character's base DEX stat.
=====LUNATIC EARRING=====

=====LUNATIC RING=====

Name: Lunatic Ring
Number: 368
Symbol: E
Type: ^Accessory
Menu 1: "A powerful magical ring that completely protects its wearer using the magical power of the moon falling from above."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |

```
|-----|.As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT( 0 ) AC( 0 ) AVD( 0 ) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) |No~Ac Op~Ac Pr~Ac Re~Ac|
|-----|
```

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-877 TK-1,140 RP-1,140 TK&RP-1,403]
Create: Metalwork on Moonite with Di, Er, Op, Pr, Re.
Chest: No
Pick: From Star Ocean Girl Fan in fanzine shop in Fun City.
Dropped: No
Win: From the Bunny Races in Fun City.
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Makes the wearer invincible, but permanantly "peeped," or stunned, and therefore can not be controlled. When the Peep Non is also equipped, the wearer is not stunned. However, the Lunatic Ring breaks after taking just a few attacks.

=====LUNATIC RING=====

=====LYRE=====

Name: Lyre
Number: 369
Symbol: X
Type: ^Creation
Menu 1: "A harp. For some reason, handsome longhaired troubadours always have one."
Menu 2: "No message"
Used By: All
Repro: No
Buy: North City.
Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
Sell \$: [Base-1,000 TK-1,300 RP-1,300 TK&RP-1,600]
Create: No
Chest: Clik (before destroyed).
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Allows you to compose "The Judgement" and "The Eternal Song".
Rena's favorite instrument.

=====LYRE=====

=====MACARONI AU GRATIN=====

Name: Macaroni Au Gratin
Number: 370
Symbol: 0
Type: ^Field
Menu 1: "Boiled macaroni, flavored, mixed with cream sauce and baked in an

oven."
Menu 2: "Restores HP 10 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-75 TK-97 RP-97 TK&RP-119]
Create: 1 of 12 possibilities in Cooking with Egg/Dairy Products.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 10%. Add an additional 1% per Good Eye level.
=====MACARONI AU GRATIN=====

=====MADNESS MIST=====

Name: Madness Mist
Number: 371
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this magical incense confuses all enemies,
with a certain probability."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-125 TK-162 RP-162 TK&RP-199]
Create: 1 of 4 possibilities in Compounding with Wolfsbane + Wolfsbane.
Chest: No
Pick: From Tsuyoshi, in tsuyoshi's pharmacy in Linga.
From Researcher in data entry area in synard reception in North City.*
*Only before fighting the synard in north city.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Has a chance of confusing all enemies. Confused enemies run away from
characters and don't attack.
=====MADNESS MIST=====

=====MAGICAL CAMERA=====

Name: Magical Camera
Number: 372
Symbol: X
Type: ^Support
Menu 1: "A special magical camera that can take 3D photos of its subjects."
Menu 2: "No message"
Used By: All
Repro: No

Buy: Linga, Giveaway, & Fun City.
Buy \$: [Base-9,800 CG-7,350 GD-6,860 CG&GD-4,410 CG,GD&SL-3,920]
Sell \$: [Base-2,450 TK-3,185 RP-3,185 TK&RP-3,920]
Create: No
Chest: No
Pick: From Young Man in first floor of castle in Cross.
Dropped: By NiquiaHG, in the Field of Love.
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Allows you to use Magical Film to reproduce items. Lower success rate than the Ririca.
=====MAGICAL CAMERA=====

=====MAGICAL CLAY=====

Name: Magical Clay
Number: 373
Symbol: X
Type: ^Creation
Menu 1: "Clay that has yet to receive a soul. It is said that any object made with this clay will possess a mysterious power."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: Herlie, Linga, Central City, Armlock, & Giveaway.
Buy \$: [Base-600 CG-450 GD-420 CG&GD-270 CG,GD&SL-240]
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: No
Chest: No
Pick: From Man near entrance to salva drift in Salva.
From Explainer in skill guild in Klik.*
From Young Man with green hair on right in east side of Hilton.
From Explainer in skill guild in Lacour.**
From Youth in hall leading to pre-arena area in Lacour.***
From Old Man in central square of Central City.
*Only before Klik is destroyed.
**Only before finishing the linga sidequest.
***Only before the day of the tournament.
Dropped: No
Win: No
Pools: Trickster. Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Used in Art.
=====MAGICAL CLAY=====

=====MAGICAL DROPS=====

Name: Magical Drops
Number: 374
Symbol: X
Type: ^Battle
Menu 1: "Magical candy drops that possess a power strong enough to stop the

passing of time."

Menu 2: "No message"

Used By: All

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-2,125 TK-2,762 RP-2,762 TK&RP-3,399]

Create: No

Chest: No

Pick: From right Librarian in library in Linga.

Dropped: By Dreamshade, in the Cave of Trials Floors 3, 5, 6, 8, 9, 11, 12 & 13.
By Zand, in a PA in Herlie, Rena's scenario only.

Win: From the Bunny Races in Fun City. From Duel Battle Rank B in Fun City,
1 per spellcaster.

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Has a chance to freeze all enemies. Amount of time frozen depends on
the enemy.

=====MAGICAL DROPS=====

=====MAGICAL FILM=====

Name: Magical Film

Number: 375

Symbol: X

Type: ^Creation

Menu 1: "A special film used to reproduce 3D images taken with the magic
camera."

Menu 2: "No message"

Used By: All

Repro: No

Buy: Linga, Central City, Giveaway, & Fun City.

Buy \$: [Base-900 CG-675 GD-630 CG&GD-405 CG,GD&SL-360]

Sell \$: [Base-225 TK-292 RP-292 TK&RP-359]

Create: No

Chest: No

Pick: From Young Woman in first floor of castle in Cross.

From Advisor in skill guild in Lacour.*

*Only before finishing theLinga sidequest.

Dropped: No

Win: No

Pools: Fortune.

PA/Give: No

? Item: No

Max #: 20

Notes: Used in Reproduction

=====MAGICAL FILM=====

=====MAGICAL GLOVES=====

Name: Magical Gloves

Number: 376

Symbol: E

Type: ^Weapon

Menu 1: "Magical knuckles fortified with an engraved Heraldic Crest to increase
the Heraldic powers of the wearer."

```

Menu 2:  .-----'.
|ATK  Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF  Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----'.
|ATK(688)  HIT( 50 )  MAG( 60 )          |          Bo~W Re~W |
|GUTS( 0 )  STM( 0 )  LUC( 0 )  CRT( 12 ) |          |
|-----'.

```

Used By: Bowman, Rena
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-35,526 TK-46,183 RP-46,183 TK&RP-56,840]
 Create: 1 of 4 invalid Customizations with Rena. Customize without Orchestra.
 Chest: No
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: ?WEAPON
 Max #: 20
 Notes: Wearer's attack spells do +50% more damage when worn. Does not stack with Isis Tiara.
 =====MAGICAL GLOVES=====

=====MAGICAL HAT=====

Name: Magical Hat
 Number: 377
 Symbol: E
 Type: ^Helmet
 Menu 1: "A rather stout hat despite appearances."

```

Menu 2:  .-----'.
|ATK  Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF  Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----'.
|DEF( 10 )  AVD( 0 )  MAG( 0 )          |          Ce~H Le~H No~H Re~H |
|GUTS( 0 )  STM( 0 )  LUC( 0 )  CRT( 0 ) |          |
|-----'.

```

Used By: Celine, Leon, Noel, Rena (spell-casters)
 Repro: Yes
 Buy: Mars
 Buy \$: [Base-600 CG-450 GD-420 CG&GD-270 CG,GD&SL-240]
 Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
 Create: No
 Chest: No
 Pick: From Young Woman in west side of Mars.
 From Nineh in Linga.*
 *Only during the scene where Bowman joins your group.
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None
 =====MAGICAL HAT=====

====MAGICAL RASP====

Name: Magical Rasp
Number: 378
Symbol: X
Type: ^Support
Menu 1: "This magical file is used for customizing and blacksmithing superior weapons."
Menu 2: "No message"
Used By: All
Repro: No
Buy: Secret Charity/Fake Gallery.
Buy \$: [Base-350,000 CG-262,500 GD-245,000 CG&GD-157,500 CG,GD&SL-140,000]
Sell \$: [Base- 87,500 TK-113,750 RP-113,750 TK&RP-140,000]
Create: No
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Having it in your inventory raises success rate of Customize and Blacksmith. Allows you to make better items with Blacksmith: Algol, Duel Helm and Duel Suit with Damascus. Plate Mail and All-Purpose Knife with Iron. Sylvan Boots, Sylvan Helm and Sylvan Mail with Meteorite. Pallas Athena with Mithril. Ishtar's Robe, Isis Tiara and The Armband of Kali with Moonite. Odin's Helm and Reflective Armor with Orichalcum. Flying Hawk Robes and Mirage Robe with Rune Metal.

====MAGICAL RASP====

====MAGICAL RICE====

Name: Magical Rice
Number: 379
Symbol: X
Type: ^Creation
Menu 1: "A special rice polished with magic."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-450 TK-585 RP-585 TK&RP-720]
Create: No
Chest: No
Pick: No
Dropped: No
Win: From Veggie Battle & Full-Course Battle in Cooking Master in Fun City.
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: A rare ingredient used in Cooking.

====MAGICAL RICE====

====MAGICAL ROD====

Name: Magical Rod
Number: 380
Symbol: E
Type: ^Weapon
Menu 1: "A staff strengthened for attack strength be being studded all over with jewels."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(150) HIT(0) MAG(0) ac(30) | Ce~W |
|GUTS(0) STM(0) LUC(0) CRT(10) | |
'-----'

Used By: Celine
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-2,000 TK-2,600 RP-2,600 TK&RP-3,200]
Create: 1 of 4 invalid Customizations with Celine. Customize w/o Orchestra.
Chest: No
Pick: From Celine during in Linga.*
*Only during the scene where Bowman joins your group.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None

====MAGICAL ROD====

====MAGICAL SALAD====

Name: Magical Salad
Number: 381
Symbol: O
Type: ^Field
Menu 1: "Plenty of fresh vegetables and sea salt have been used in this salad."
Menu 2: "Restores MP 100 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-5,200 TK-6,760 RP-6,760 TK&RP-8,320]
Create: 1 of 4 possibilities in Cooking with Purity Leaf.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP by 100%.

====MAGICAL SALAD====

====MAGIC BOX====

Name: Magic Box
Number: 382
Symbol: E
Type: ^Weapon
Menu 1: "Very special energy pack for the |Kaleidoscope| ray gun engraved with a Heraldic Crest to reduce MP consumption."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(650) HIT(50) MAG(0) avd(20) | Op~W |
|GUTS(0) STM(0) LUC(0) CRT(20) | |
'-----'

Used By: Opera
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-65,000 TK-84,500 RP-84,500 TK&RP-104,000]
Create: Customize Light Box + Rune Metal with Opera. Machinery with Opera only.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: MP consumption is reduced to 2/3.

====MAGIC BOX====

====MAGIC CANVAS====

Name: Magic Canvas
Number: 383
Symbol: X
Type: ^Creation
Menu 1: "A completely blank canvas. It is said that whatever image is painted on this canvas will take on its own soul."

Menu 2: "No message"

Used By: All
Repro: Yes
Buy: Familiar specialty level 9-10. Herlie, Linga, Central City, Armlock, Giveaway.
Buy \$: [Base-1,000 CG-750 GD-700 CG&GD-450 CG,GD&SL-400]
Sell \$: [Base- 250 TK-325 RP-325 TK&RP-400]
Create: No
Chest: Cross Cave.
Pick: From Explainer in skill guild in Hilton.
From Guildmaster in skill guild in Lacour.**
From Arnon in the tool shop in Central City.
**Only before finishing the linga sidequest.

Dropped: No
Win: No
Pools: Trickster. Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20

Notes: Used in Art.

====MAGIC CANVAS====

====MAGIC CROSS====

Name: Magic Cross

Number: 384

Symbol: E

Type: ^Accessory

Menu 1: "A magical cross that diverts all attacks toward a nearby monster, with a probability of 1/5."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St(H) Va(H) Li(H) Da() Vo() |
-----	.As~Ac Bo~Ac Ce~Ac Ch~Ac
HIT(0) AC(0) AVD(0)	Cl~Ac Di~Ac Er~Ac Le~Ac
GUTS(0) STM(0) LUC(0) CRT(0)	No~Ac Op~Ac Pr~Ac Re~Ac
'-----'

Used By: All

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-500 TK-650 RP-650 TK&RP-800]

Create: Metalwork on Rainbow Diamond with As, Le, No, Pr, Re.

Chest: No

Pick: From Defense Force Soldier at eastern barrier in L'Aqua.

Dropped: No

Win: From Team Battle Rank D in Fun City. Up to 3.

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: All attacks diverted to a nearby enemy with a 20% chance.

====MAGIC CROSS====

====MAGIC HAND====

Name: Magic Hand

Number: 385

Symbol: E

Type: ^Weapon

Menu 1: "A big mechanical punching hand."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
-----	.
ATK(125) HIT(0) MAG(0)	Pr~W
GUTS(0) STM(0) LUC(0) CRT(0)	
'-----'

Used By: Precis

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-50 TK-65 RP-65 TK&RP-80]

Create: No

Chest: No

Pick: No

Dropped: No

Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?MACHINE
Max #: 20
Notes: Precis's initial weapon.
=====MAGIC HAND=====

=====MAGICIAN'S HAND=====

Name: Magician's Hand
Number: 386
Symbol: E
Type: ^Accessory ^Support
Menu 1: "A pair of special, very flexible gloves that aid in pickpocketing."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-3,000 TK-3,900 RP-3,900 TK&RP-4,800]
Create: 1 of 19 possibilities in Machinery.
Chest: No
Pick: From Guildmaster in skill guild in Armlock.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Allows the equipped character to pickpocket. Higher success rate with
Pickpocketing than Bandit's Gloves.
=====MAGICIAN'S HAND=====

=====MAGIC MIST=====

Name: Magic Mist
Number: 387
Symbol: E
Type: ^Accessory
Menu 1: "A necklace that possesses a mysterious magical power to cloud the
enemy's eyes during its wearer's escape from combat."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: No

Buy \$: No
Sell \$: [Base-5,200 TK-6,760 RP-6,760 TK&RP-8,320]
Create: Metalwork on Rainbow Diamond with As, Er, Le, No, Re.
Chest: No
Pick: From Defense Force Soldier in dispensary in L'Aqua.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: Aids wearer in escaping from combat. Stacks with Purple Mist, but not with itself.
=====MAGIC MIST=====

=====MAGIC ROCK=====

Name: Magic Rock
Number: 388
Symbol: X
Type: ^Battle
Menu 1: "A magial stone that rolls straight to an enemy, pushes him over, and does damage."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-27 TK-35 RP-35 TK&RP-43]
Create: 1 of 15 possibilities in Art with Magical Clay.
Chest: No
Pick: From Batts on east side of Mars.
From upper Boy outside the bottom part of the arena in Lacour.*
From Fighting Man in arsenal in the Lacour Front Lines.**
*Only during the day of the tournament.
**Only, appears after going to the Hoffman Ruins.
Dropped: No
Win: No
Pools: Mischief.
PA/Give: No
? Item: No
Max #: 20
Notes: A giant rock rolls into one or more enemies and repeatedly does 50 point of damage.
=====MAGIC ROCK=====

=====MANDRAKE=====

Name: Mandrake
Number: 389
Symbol: O
Type: ^Creation ^Battle ^Field
Menu 1: "When this plant is uprooted it screams, driving listeners mad. Its root contains poison strong enough to kill a mammoth."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: Familiar specialty level 5-6. Hilton, Lacour, Linga, Central City,

North City.
Buy \$: [Base-150 CG-113 GD-105 CG&GD-68 CG,GD&SL-60]
Sell \$: [Base- 37 TK- 48 RP- 48 TK&RP-59]
Create: No
Chest: Heraldry Forest.
Pick: From Guildmaster in skill guild in Klik.*
From Leon's Mother, Florice on north side of the arena in Lacour.**
From Bowman during a PA in North City.
*Only before Klik is destroyed.
**Only on the day of the tournament.
Dropped: By Alraune, on the Cross Continent and in Cross Cave.
By Mandrake, in the Sanctuary of Linga.
By Shadowflower, in the Desert Areas of Expel.
Win: No
Pools: Trickster. Survival. Treasure Chest, Fill-Up, Fountain Card, Lien,
Jack-In-The-Box.
PA/Give: No
? Item: ?HERB
Max #: 20
Notes: Used in Compounding. Kills the user.
=====MANDRAKE=====

=====MAPLE SYRUP=====

Name: Maple Syrup
Number: 390
Symbol: O
Type: ^Battle ^Field
Menu 1: "This mysterious medicine restores 20%of one's HP."
Menu 2: "Restores HP 20 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-50 TK-65 RP-65 TK&RP-80]
Create: 1 of 4 possibilities in Compounding with Lavender + Mandrake or
Rose Hips + Rose Hips.
Chest: Ashton's part of the Salva Drift.
Pick: From Bowman in east side of Mars duringa PA.
From Researcher by desk in library in Lacour.*
From Soldier on south side of the arena in Lacour.**
From Commanding Officer, 3rd to left of Fighting Man on Front Line
in Lacour Front Lines.
*Only before the day of the tournament.
**Only during the day of the tournament.
***After battle with Shin, but before speaking to Leon's parents.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 20%.
=====MAPLE SYRUP=====

=====MARIONETTE PILL=====

Name: Marionette Pill

Number: 391
 Symbol: X
 Type: ^Battle
 Menu 1: "When used during combat this medicine revives and increases the attacking power of a fallen friend."
 Menu 2: "No message"
 Used By: All
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-35 TK-45 RP-45 TK&RP-55]
 Create: 1 of 4 possibilities in Compounding with Artemis Leaf + Rose Hips.
 Chest: No
 Pick: No
 Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Resurrects character and makes attack strength +50% during the battle.
 =====MARIONETTE PILL=====

=====MARVEL SWORD=====

Name: Marvel Sword
 Number: 392
 Symbol: E
 Type: ^Weapon
 Menu 1: "A long sword prized for its magnificent sharpness forged with the wisdom of the ancients."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----.
 |ATK(1100) HIT(100) MAG(0) ac(10) avd(10) | Cl~W Di~W |
 |GUTS(0) STM(10) LUC(0) CRT(15) | |
 '-----'

Used By: Claude, Dias
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-87,500 TK-113,750 RP-113,750 TK&RP-140,000]
 Create: No
 Chest: Field of Power.
 Pick: No
 Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None
 =====MARVEL SWORD=====

=====MATERIAL KIT=====

Name: Material Kit

Number: 393
Symbol: X
Type: ^Creation
Menu 1: "A toolbox filled with tools for mechanical work."
Menu 2: "No message"
Used By: All
Repro: No
Buy: Linga, North City, Armlock, Giveaway, & Fun City.
Buy \$: [Base-1,200 CG- 900 GD- 840 CG&GD- 540 CG,GD&SL-480]
Sell \$: [Base- 960 TK-1,248 RP-1,248 TK&RP-1,536]
Create: No
Chest: Hoffman Ruins.
Pick: From Precis during a PA in Mars.
From Operator on right aboard the calnus in Eluria Tower.*
*Only in Claude's scenario.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Used in Machinery
=====MATERIAL KIT=====

=====MEAT=====

Name: Meat
Number: 394
Symbol: X
Type: ^Creation
Menu 1: "A basic set of ingredients that includes fresh poultry and other meats."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: Familiar specialty level 7-8. Cross, Mars, Herlie, Hilton, Lacour, Eluria Colony, Central City, North City, Armlock, & Giveaway.
Buy \$: [Base-300 CG-225 GD-210 CG&GD-135 CG,GD&SL-120]
Sell \$: [Base- 75 TK- 97 RP- 97 TK&RP-119]
Create: No
Chest: No
Pick: From Mother in red roof house in Lacour.*
From Old Lady in student cafe in academy in Lacour.
From Mother of Child in city hall in Central City.
*Only before the day of the tournament.
Dropped: No
Win: From Meat Battle and Full-Course Battle in Cooking Master in Fun City.
Pools: Survival.Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Used in Cooking and Master Chef.
=====MEAT=====

=====MEAT DUMPLING=====

Name: Meat Dumpling
Number: 395

Symbol: 0
Type: ^Field
Menu 1: "A steamed Chinese dumpling with a filling of minced rock and green onions."
Menu 2: "Restores HP 22 %"
Used By: All
Repro: Yes
Buy: Hilton
Buy \$: [Base-360 CG-270 GD-252 CG&GD-162 CG,GD&SL-144]
Sell \$: [Base-144 TK-187 RP-187 TK&RP-230]
Create: 1 of 11 possibilities in Cooking with Meat.
Chest: No
Pick: From Boy in commercial section in Herlie.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 22%. Add an additional 1% per Good Eye level.
=====MEAT DUMPLING=====

=====MEAT FRIED RICE=====

Name: Meat Fried Rice
Number: 396
Symbol: 0
Type: ^Field
Menu 1: "Fried rice prepared with thinly sliced strips of meat."
Menu 2: "Restores HP 60 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,000 TK-1,300 RP-1,300 TK&RP-1,600]
Create: Master Chef with Grain + Meat.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP of all allies by 60%. Add an additional 1% per Good Eye level.
=====MEAT FRIED RICE=====

=====MECH LAUNCHER=====

Name: Mech Launcher
Number: 397
Symbol: X
Type: ^Field
Menu 1: "A super caliber beam cannon made by Precis. When Precis uses this, 'Mujin super beam' becomes effective."
Menu 2: "No message"
Used By: Precis

Repro: No
Buy: No
Sell \$: Cannot Be Sold
Create: Machinery with Precis only.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Teaches the killer move Mujin Super Beam to Precis.
=====MECH LAUNCHER=====

=====MEDICAL RINSE=====

Name: Medical Rinse
Number: 398
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this magical medicine cures wounds slowly as you fight."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-30 TK-39 RP-39 TK&RP-48]
Create: 1 of 4 possibilities in Compounding with Artemis Leaf + Lavender or Lavender + Lavender.
Chest: No
Pick: From Bowman during a PA in Hilton.
From lower Student in cafe in Linga.
From Woman on right in city hall receptionist in Central City.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Restores 3% of HP every 5 seconds during the battle.
=====MEDICAL RINSE=====

=====MELTING LOTION=====

Name: Melting Lotion
Number: 399
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this magical lotion instantly kills an enemy attacked with a weapon, with a certain probability."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-30 TK-39 RP-39 TK&RP-48]

Create: 1 of 4 possibilities in Compounding with Artemis Leaf + Wolfsbane,
Lavender + Wolfsbane, Mandrake + Wolfsbane or Wolfsbane + Wolfsbane.
Chest: Field of Power.
Pick: From Youth in armory in Eluria Colony.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Has a chance of instantly killing an enemy.
=====MELTING LOTION=====

=====MELUFA=====

Name: Melufa
Number: 400
Symbol: E
Type: ^Weapon
Menu 1: "A pair of evil short swords stained with darkness as they are said to
have been tempered in the blood of the devil."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa(D) Fi() Wi() Th() St() Va() Li(H) Da(A) Vo() |
|-----.
|ATK(1320) HIT(80) MAG(0) ac(25) avd(75) | As~W |
|GUTS(0) STM(0) LUC(100) CRT(40) | |
|-----.

Used By: Ashton
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-1,200,000 TK-1,560,000 RP-1,560,000 TK&RP-1,920,000]
Create: Customize Scyther + Damascus with Ashton.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: Raises Ashton's HP by 30%.
=====MELUFA=====

=====MENTAL POT=====

Name: Mental Pot
Number: 401
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this magical medicine increases Heraldic
powers."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No

Sell \$: [Base-75 TK-97 RP-97 TK&RP-119]
Create: 1 of 4 possibilities in Compounding with Aceras + Rose Hips.
Chest: No
Pick: From Traveler in inn in Salva.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: User's attack spells do +40% more damage.
=====MENTAL POT=====

=====MENTAL REVOLUTION=====

Name: Mental Revolution
Number: 402
Symbol: E
Type: ^Weapon
Menu 1: "A book about effective ways to use the brain so that Herladic spells can be cast with only 2/3 the MP consumption."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(680) HIT(0) MAG(60) | Le~W |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
|-----.

Used By: Leon
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-60,000 TK-78,000 RP-78,000 TK&RP-96,000]
Create: 1 of 5 invalid Customizations with Leon.Customize without Orchestra.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: MP consumption is reduced to 2/3.
=====MENTAL REVOLUTION=====

=====MENTAL RING=====

Name: Mental Ring
Number: 403
Symbol: E
Type: ^Accessory
Menu 1: "A ring that possesses strong Heraldic powers to restore the MP of the wearer while in combat."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-2,200 TK-2,860 RP-2,860 TK&RP-3,520]
Create: Metalwork on Sage's Stone with Bo, Ce, Ch, Cl, Di, Er, Le, Pr.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Radar. Santa's Boots.
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: Recovers 3% of MP every 5 seconds.
=====MENTAL RING=====

=====MERLIN DRINK=====

Name: Merlin Drink
Number: 404
Symbol: O
Type: ^Battle
Menu 1: "The use of this medicine completely restores MP."
Menu 2: "Restores MP 100 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-125 TK-162 RP-162 TK&RP-199]
Create: 1 of 4 possibilities in Compounding with Lavender + Mandrake.
Chest: No
Pick: No
Dropped: By Berle, in Armlock.
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP by 100%.
=====MERLIN DRINK=====

=====METAL FANGS=====

Name: Metal Fangs
Number: 405
Symbol: E
Type: ^Weapon
Menu 1: "Knuckles with sharpened metal claws attached to greatly increase attack strength."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(400) HIT(0) MAG(50)
GUTS(0) STM(0) LUC(0) CRT(0)

```

'-----'
Used By: Noel, Rena
Repro: Yes
Buy: No
Buy $: No
Sell $: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: 1 of 6 invalid Customizations with Noel. Customize without Orchestra.
        1 of 4 invalid Customizations with Rena. Customize without Orchestra.
        Customize Bagh Nakh/Hard Knuckles/Knuckles with Rune Metal with Bowman.
        Customize Cestus/Hard Knuckles/Knuckles with Rune Metal with Rena.
        Customize Cat's Fangs/Hard Knuckles/Knuckles/Tiger's Fangs with Rune
        Metal with Noel.
Chest: Eluria Colony (in armory, not in a chest).
Pick: From Rena in Linga.*
      *Only during the scene before Bowman joins you.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Noel's initial weapon.
=====METAL FANGS=====

```

=====METEOR RING=====

```

Name: Meteor Ring
Number: 406
Symbol: E
Type: ^Accessory
Menu 1: "A magical ring that gives its wearer the brilliance of a shooting star
        and increases his attack chances by 1."
Menu 2: .-----
        |ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
        |DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
        |-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
        |HIT( 0 ) AC( 0 ) AVD( 0 ) |Cl~Ac Di~Ac Er~Ac Le~Ac|
        |GUTS( 5 ) STM( 10 ) LUC( 0 ) CRT( 1 ) |No~Ac Op~Ac Pr~Ac Re~Ac|
        '-----'

```

```

Used By: All
Repro: No
Buy: No
Buy $: No
Sell $: [Base-7,000 TK-9,100 RP-9,100 TK&RP-11,200]
Create: Metalwork on Star Ruby with Ch, Cl, Di, Er, Pr.
Chest: Eluria Tower.
Pick: No
Dropped: By Fenrilbeast, in Field Of Courage.
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises attack chances by 1. See Notes about the Angel Armband.
=====METEOR RING=====

```

=====METEORITE=====

Name: Meteorite
Number: 407
Symbol: E
Type: ^Creation ^Accessory
Menu 1: "A piece of a meteor that possesses a mysterious shimmer and magical power."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da(H) Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'
Used By: All
Repro: No
Buy: Santa.
Buy \$: [Base-5,200 CG-3,900 GD-3,640 CG&GD-2,340 CG,GD&SL-2,080]
Sell \$: [Base-1,300 TK-1,690 RP-1,690 TK&RP-2,080]
Create: Alchemy with Lezard Flask, level 8 or higher.
Chest: Cave of Red Crystal (as ?MINERAL), Mihne Cavern.
Pick: From Defense Force Soldier downstairs in L'Aqua.
Dropped: By Mountsnow, in the Snow Areas of Energy Nede.
Win: From Duel Battle Rank D in Fun City, 1 per spellcaster.
Pools: Survival, very rare. Fortune.
PA/Give: With Precis in Linga. In Precis's house. You must have gotten the energy stone but haven't gone back to Lacour Castle yet. Rena's scenario only.
? Item: ?MINERAL
Max #: 20
Notes: Used in Customization and Blacksmithing.
=====METEORITE=====

=====MIGHT CHAIN=====

Name: Might Chain
Number: 408
Symbol: E
Type: ^Accessory
Menu 1: "A chain blessed by the goddess of battle that increases the attack power of its wearer."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) atk(+30%) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(30) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-300 TK-390 RP-390 TK&RP-480]
Create: Metalwork on Green Beryl with Ch, Cl, Di, Op, Pr.
Chest: Sanctuary of Linga.
Pick: From Soldier on left in fighting arena square in Fun City.
Dropped: No
Win: No
Pools: No
PA/Give: No

? Item: No
Max #: 20
Notes: ATK bonus is +30% to the character's base STR stat.

=====MIGHT CHAIN=====

=====MILKY POTAGE=====

Name: Milky Potage
Number: 409
Symbol: O
Type: ^Field
Menu 1: "A potage that warns you all the way to your heart."
Menu 2: "Restores MP 80 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-2,000 TK-2,600 RP-2,600 TK&RP-3,200]
Create: 1 of 4 possibilities in Cooking with Purity Leaf.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP by 80%. Add an additional 1% per Good Eye level.

=====MILKY POTAGE=====

=====MILLION STAFF=====

Name: Million Staff
Number: 410
Symbol: E
Type: ^Weapon
Menu 1: "A staff that restores the user's own MP by an amount equal to 1/5 of the damage received from an enemy."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(800) HIT(80) MAG(800) | Ce~W Le~W No~W |
|GUTS(0) STM(30) LUC(30) CRT(40) | |
|-----|

Used By: Celine, Leon, Noel
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-8,000,000 TK-10,400,000 RP-10,400,000 TK&RP-12,800,000]
Create: No
Chest: Floor 8 of the Cave of Trials, Floor 10 of the Cave of Trials.
Pick: No
Dropped: By Mithril Eater at the end of Floor 7 of the Cave of Trials.
Win: No
Pools: No
PA/Give: No
? Item: No

Max #: 3

Notes: 20% of damage received by wearer is converted to MP.

=====MILLION STAFF=====

=====MIND BOMB=====

Name: Mind Bomb

Number: 411

Symbol: X

Type: ^Battle

Menu 1: "When used during combat this bomb explodes and lowers the total MP of enemies by 50."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: Familiar specialty level 5-6.

Buy \$: [Base-400 CG-300 GD-280 CG&GD-180 CG,GD&SL-160]

Sell \$: [Base-320 TK-416 RP-416 TK&RP-512]

Create: 1 of 19 possibilities in Machinery.

Chest: No

Pick: From Precis during a one-time PA in Mars.*

*Only in Claude's scenario.

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: Depletes all enemies' MP by 50.

=====MIND BOMB=====

=====MIND RING=====

Name: Mind Ring

Number: 412

Symbol: E

Type: ^Accessory

Menu 1: "A ring possessing the power of calm that restores its wearer's MP during combat."

Menu 2: .-----.

ATK	Ea()	Wa()	Fi()	Wi()	Th()	St()	Va()	Li()	Da()	Vo()	
DEF	Ea()	Wa()	Fi()	Wi()	Th(D)	St()	Va()	Li()	Da()	Vo()	
	-----.As~Ac Bo~Ac Ce~Ac Ch~Ac										
HIT(0)	AC(0)	AVD(0)					Cl~Ac	Di~Ac	Er~Ac	Le~Ac	
GUTS(0)	STM(0)	LUC(0)	CRT(0)			No~Ac	Op~Ac	Pr~Ac	Re~Ac		

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-4,000 TK-5,200 RP-5,200 TK&RP-6,400]

Create: Metalwork on Sage's Stone with As, No, Op, Re.

Chest: Heraldry Weapons Laboratory.

Pick: No

Dropped: By Synard, in North City.

Win: No

Pools: No

PA/Give: No

? Item: ?JEWELRY
Max #: 20
Notes: Recovers 3% of MP every 10 seconds in battle
=====MIND RING=====

=====MINUS SWORD=====

Name: Minus Sword
Number: 413
Symbol: E
Type: ^Weapon
Menu 1: "A cursed sword that has great negative strength in its blade that will wound even the user's soul."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St(H) Va(A) Li() Da() Vo()
ATK(599) HIT(80) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(10)

Used By: Claude, Dias
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-40,000 TK-52,000 RP-52,000 TK&RP-64,000]
Create: Customize Sharp Edge + Mithril with Claude.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 1
Notes: Damages character 10 HP for every regular attack or killer move.

=====MINUS SWORD=====

=====MIRACLE FRIED RICE=====

Name: Miracle Fried Rice
Number: 414
Symbol: O
Type: ^Field
Menu 1: "Only those who have conquered the flame can achieve this divine fried rice dish."
Menu 2: "Restores HP 75 %"

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-7,200 TK-9,360 RP-9,360 TK&RP-11,520]
Create: 1 of 4 possibilities in Cooking with Magical Rice.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No

? Item: No
Max #: 20
Notes: Restores HP by 75%. Add an additional 1% per Good Eye level.
=====MIRACLE FRIED RICE=====

=====MIRAGE ROBE=====

Name: Mirage Robe
Number: 415
Symbol: E
Type: ^Armor
Menu 1: "This magical clothing covers the wearer in an illusion and has the power to prevent the wearer from being turned to stone."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th(N) St(N) Va(N) Li(N) Da(N) Vo()
DEF(230) AVD(60) MAG(160)
GUTS(50) STM(50) LUC(50) CRT(10)
'-----'

Used By: Celine, Leon, Noel, Rena (spell-casters)
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-200,000 TK-260,000 RP-260,000 TK&RP-320,000]
Create: 1 of 2 possibilities in Blacksmith on Rune Metal with Magical Rasp.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====MIRAGE ROBE=====

=====MIRROR OF WISDOM=====

Name: Mirror of Wisdom
Number: 416
Symbol: X
Type: ^Battle
Menu 1: "A mirror possessing great wisdom that when raised high will impart knowledge to all friends."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: Giveaway
Buy \$: [Base-1,200 CG-900 GD-840 CG&GD-540 CG,GD&SL-480]
Sell \$: [Base- 300 TK-390 RP-390 TK&RP-480]
Create: 1 of 15 possibilities in Art with Magical Clay.
Chest: Field of Intelligence.
Pick: From Receptionist in city hall Central City.
From Old Woman on southern end of arena in Fun City.
From Female Student in classroom 1 of univeristy in Giveaway.
Dropped: No
Win: No

Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Temporarily raises Intelligence for all allies. Attack spells do +25% more damage.
=====MIRROR OF WISDOM=====

=====MISCHIEF=====

Name: Mischief
Number: 417
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious armband that attracts a little happiness."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea(D) Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-300 TK-390 RP-390 TK&RP-480]
Create: No
Chest: No
Pick: From Filia during a one-time PA in Klik, before it is destroyed.
*Only before Klik is destroyed.
Dropped: No
Win: No
Pools: No
PA/Give: See Pickpocket.
? Item: No
Max #: 1
Notes: While walking, gives you 1 random item at a time out of the following 19 items: Aquaberry, Crystal, Forged Medals (rare), Gold, Green Beryl, Killer Poison, Lavender, Magic Rock, Peep-peep Bomb, Pet Food, Poison Check, Rose Hips, Ruby, Sapphire, Silence Card, Silver, Silver Cross, Sour Syrup, Spectacles. You also receive random amounts of Fol. These amounts of Fol are randomly generated within a plus or minus margin of 10% starting From a certain base number. The more money, the lower the chance of receiving it. (1) 5 Fol (2) 20 +or- 2 Fol (3) 100 +or- 10 Fol (4) 1,000 +or- 100 Fol. See list in Section 11 for drop %'s.

=====MISCHIEF=====

=====MISTY SYMBOL=====

Name: Misty Symbol
Number: 418
Symbol: E
Type: ^Accessory
Menu 1: "Mysterious jewelry that improves its wearer's wisdom."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |

```
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT( 0 ) AC( 0 ) AVD( 0 ) mag(+10%) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) |No~Ac Op~Ac Pr~Ac Re~Ac|
|-----|
```

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-750 TK-975 RP-975 TK&RP-1,200]
Create: Metalwork on Sage's Stone with Ce, Er, Le, No, Pr, Re.
Chest: No
Pick: From Young girl with pink hair in west side of Central City.
From Woman in main square in Giveaway.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: MAG bonus is +10% to the character's base INT stat.
=====MISTY SYMBOL=====

=====MITHRIL=====

Name: Mithril
Number: 419
Symbol: E
Type: ^Creation ^Accessory
Menu 1: "A magical metal thought only to exist in legend."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li(H) Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
|-----|

Used By: All
Repro: No
Buy: Santa.
Buy \$: [Base-15,000 CG-11,250 GD-10,500 CG&GD-6,750 CG,GD&SL-6,000]
Sell \$: [Base- 3,750 TK- 4,875 RP- 4,875 TK&RP-6,000]
Create: Alchemy with Lezard Flask, level 8 or higher.
Chest: Fienal Tower.
Pick: From Curator in tours reception in L'Aqua.
Dropped: By Bark, the boss of Mihne Cavern.
By Reflectguard, in the Field of Intelligence and in the Field of Love.
Win: From Duel Battle Rank D in Fun City, 1 per spellcaster.
Pools: Radar. Survival, very rare. Trickster.
PA/Give: No
? Item: ?MINERAL
Max #: 20
Notes: Used in Customization and Blacksmithing.
=====MITHRIL=====

=====MITHRIL COAT=====

Name: Mithril Coat
Number: 420

Symbol: E
 Type: ^Armor
 Menu 1: "A beautiful coat decorated with mithril silver protects the wearer from death."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi(H) Th(H) St(H) Va() Li(H) Da() Vo() |
-----	. Bo~Ar Ce~Ar Ch~Ar
DEF(88) AVD(0) MAG(80)	Er~Ar Le~Ar No~Ar
GUTS(0) STM(0) LUC(0) CRT(0)	Op~Ar Pr~Ar Re~Ar
 '-----'

Used By: Bo, Ce, Ch, Er, Le, No, Op, Pr, Re
 Repro: Yes
 Buy: North City
 Buy \$: [Base-15,000 CG-11,250 GD-10,500 CG&GD-6,750 CG,GD&SL-6,000]
 Sell \$: [Base- 3,750 TK- 4,875 RP- 4,875 TK&RP-6,000]
 Create: 1 of 4 possibilities in Blacksmith on Mithril without Magical Rasp.
 Chest: No
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None
 =====MITHRIL COAT=====

=====MITHRIL DRESS=====

Name: Mithril Dress
 Number: 421
 Symbol: E
 Type: ^Armor
 Menu 1: "A beautiful and elegant dress woven from threads of mithril."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi(H) Th(H) St(H) Va(H) Li(H) Da() Vo() |
-----	.
DEF(20) AVD(120) MAG(220)	Ce~Ar Ch~Ar
GUTS(0) STM(0) LUC(0) CRT(0)	Op~Ar Pr~Ar Re~Ar
 '-----'

Used By: Celine, Chisato, Opera, Precis, Rena (females)
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-120,000 TK-156,000 RP-156,000 TK&RP-192,000]
 Create: 1 of 4 possibilities in Blacksmith on Mithril without Magical Rasp.
 Chest: No
 Pick: From Celine during a PA in North City.
 From Rock in weapon shop in Armlock.
 Dropped: No
 Win: No
 Pools: Santa's Boots.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None
 =====MITHRIL DRESS=====

=====MITHRIL GREAVES=====

Name: Mithril Greaves
Number: 422
Symbol: E
Type: ^Greaves
Menu 1: "Beautiful greaves made of mithril silver."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(45) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)
Repro: Yes
Buy: Secret Charity/Fake Gallery.
Buy \$: [Base-76,000 CG-57,000 GD-53,200 CG&GD-34,200 CG,GD&SL-30,400]
Sell \$: [Base-19,000 TK-24,700 RP-24,700 TK&RP-30,400]
Create: No
Chest: Field of Courage.
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====MITHRIL GREAVES=====

=====MITHRIL HELM=====

Name: Mithril Helm
Number: 423
Symbol: E
Type: ^Helmet
Menu 1: "A beautiful helmet made of mithril silver."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(65) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)
Repro: Yes
Buy: Secret Charity/Fake Gallery.
Buy \$: [Base-83,400 CG-62,550 GD-58,380 CG&GD-37,530 CG,GD&SL-33,360]
Sell \$: [Base-20,850 TK-27,105 RP-27,105 TK&RP-33,360]
Create: No
Chest: Field of Power (as ?GUARD).
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No

? Item: ?GUARD
Max #: 20
Notes: None
=====MITHRIL HELM=====

=====MITHRIL MESH=====

Name: Mithril Mesh
Number: 424
Symbol: E
Type: ^Armor
Menu 1: "Beautiful ringed mail made of silver mithril."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|DEF(200) AVD(0) MAG(0) |As~Ar Bo~Ar Ch~Ar Cl~Ar|
|GUTS(0) STM(0) LUC(0) CRT(0) |Di~Ar Er~Ar Op~Ar Pr~Ar|
'-----'

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)
Repro: Yes
Buy: Secret Charity/Fake Gallery
Buy \$: [Base-250,000 CG-187,500 GD-175,000 CG&GD-112,500 CG,GD&SL-100,000]
Sell \$: [Base- 62,500 TK- 81,250 RP- 81,250 TK&RP-100,000]
Create: 1 of 4 possibilities in Blacksmith on Mithril without Magical Rasp.
Chest: Mihne Cavern.
Pick: From Claude during a PA in Central City.*
*Only in Rena's scenario.

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None

=====MITHRIL MESH=====

=====MITHRIL SHIELD=====

Name: Mithril Shield
Number: 425
Symbol: E
Type: ^Shield
Menu 1: "A beautiful shield made of mithril silver possessed of the magical power to prevent paralysis."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi(H) Wi() Th() St() Va() Li() Da(H) Vo(H) |
|-----.
|DEF(31) AVD(60) MAG(0) | Cl~S Di~S Er~S Pr~S |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
'-----'

Used By: Claude, Dias, Ernest, Precis
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-49,750 TK-64,675 RP-64,675 TK&RP-79,000]
Create: 1 of 4 possibilities in Blacksmith on Mithril without Magical Rasp.

Chest: Fienal Tower.
Pick: No
Dropped: By Reflectguard, in the Field of Intelligence and in the Field of Love.
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Prevents paralysis.
=====MITHRIL SHIELD=====

=====MIXED SYRUP=====

Name: Mixed Syrup
Number: 426
Symbol: 0
Type: ^Battle ^Field
Menu 1: "This mysterious medicine restores 30%of both one's MP and HP."
Menu 2: "Restores HP/MP 30 %"
Used By: All
Repro: Yes
Buy: Lacour
Buy \$: [Base-500 CG-375 GD-350 CG&GD-225 CG,GD&SL-200]
Sell \$: [Base-125 TK-162 RP-162 TK&RP-199]
Create: 1 of 4 possibilities in Compounding with Lavender + Lavender or
Rose Hips + Rose Hips.
Chest: Sanctuary of Linga.
Pick: From Mother in eleanor's house in Herlie.
Dropped: No
Win: No
Pools: Fortune. Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP and MP by 30%
=====MIXED SYRUP=====

=====MOLECULE WIRE=====

Name: Molecule Wire
Number: 427
Symbol: E
Type: ^Weapon
Menu 1: "Special combat-use wire with a single-molecule structure."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(799) HIT(60) MAG(0) ac(10)avd(10)
GUTS(0) STM(0) LUC(0) CRT(24)

Used By: Ernest
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-156,000 TK-202,800 RP-202,800 TK&RP-249,600]
Create: 1 of 5 invalid Customizations with Ernest. Customize without Orchestra.
Chest: No

Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====MOLECULE WIRE=====

=====MOON EARRING=====

Name: Moon Earring
Number: 428
Symbol: E
Type: ^Accessory
Menu 1: "A magical earring that diverts all attacks to a nearby friend, with a probability of 1/10."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|HIT(0) AC(0) AVD(0) | Ce~Ac Ch~Ac |
|GUTS(0) STM(0) LUC(0) CRT(0) | Op~Ac Pr~Ac Re~Ac |
'-----'

Used By: Celine, Chisato, Opera, Precis, Rena (females)
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-375 TK-487 RP-487 TK&RP-599]
Create: Metalwork on Moonite with As, Bo, Ce, Le, Pr, Re.
Chest: No
Pick: From Woman in tavern in Armlock.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: All attacks diverted to a nearby enemy with a 10% chance.
=====MOON EARRING=====

=====MOON FISTS=====

Name: Moon Fists
Number: 429
Symbol: E
Type: ^Weapon
Menu 1: "Legendary knuckles said to be made from a concentration of silvery moonlight."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(1200) HIT(60) MAG(0) ac(10) avd(30| Bo~W |
|GUTS(0) STM(0) LUC(0) CRT(8) | |
'-----'

Used By: Bowman

Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-220,000 TK-286,000 RP-286,000 TK&RP-320,000]
Create: Customize Rune Full Moon + Diamond with Bowman.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====MOON FISTS=====

=====MOONITE=====

Name: Moonite
Number: 430
Symbol: E
Type: ^Creation ^Accessory
Menu 1: "A magical stone with mysterious powers. Said to be a piece of the moon."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va(H) Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: No
Buy: Santa.
Buy \$: [Base-1,500 CG-1,125 GD-1,050 CG&GD-675 CG,GD&SL-600]
Sell \$: [Base- 375 TK- 487 RP- 487 TK&RP-599]
Create: Alchemy with Lezard Flask, level 8 or higher.
Chest: Cave of Red Crystal (as ?MINERAL).
Pick: From Chisato during a PA in Cross.
Dropped: No
Win: From Duel Battle Rank D in Fun City, 1 per spellcaster.
Pools: Radar. Survival, very rare. Fortune.
PA/Give: No
? Item: ?MINERAL
Max #: 20
Notes: Used in Customization, Metalwork and Blacksmithing.
=====MOONITE=====

=====MOONLIGHT=====

Name: Moonlight
Number: 431
Symbol: E
Type: ^Accessory
Menu 1: "Jewelry made from moon rocks that protects life and spirit when worn."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |

```

|-----|.As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT( 0 ) AC( 0 ) AVD( 0 ) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) |No~Ac Op~Ac Pr~Ac Re~Ac|
|-----|

```

Used By: All
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-1,300 TK-1,690 RP-1,690 TK&RP-2,080]
 Create: Metalwork on Moonite with As, Bo, Ce, Ch, Cl, Di, Le, No, Op, Pr.
 Chest: No
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Raises wearer's max HP and MP by 20%.
 =====MOONLIGHT=====

=====MOON TIARA=====

Name: Moon Tiara
 Number: 432
 Symbol: E
 Type: ^Helmet
 Menu 1: "A magical tiara that makes its wearer loquacious. Gives the wearer a Motormouth skill of level 7."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----|. |
 |DEF(0) AVD(0) MAG(0) | Ce~H Re~H |
 |GUTS(0) STM(0) LUC(0) CRT(0) | |
 |-----|

Used By: Celine, Rena
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-25,000 TK-32,500 RP-32,500 TK&RP-40,000]
 Create: No
 Chest: No
 Pick: From Boyfriend in central sqare of Central City.
 Dropped: By Breakwing, in Mihne Cavern. Encounters end after you beat the boss.
 Win: From Duel Battle Rank B in Fun City, 1 per fighter.
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Raises user's Motormouth skill to level 7.
 =====MOON TIARA=====

=====MORTALIAL CARD=====

Name: Mortalial Card
 Number: 433
 Symbol: X

Type: ^Battle
Menu 1: "A magical card that uses the blessing of the god of combat to always make the next attack critical."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-30 TK-39 RP-39 TK&RP-48]
Create: 1 of 12 (non-portrait) possibilities in Art with Magic Canvas.
Chest: No
Pick: From Man in castle registration in Lacour.*
From Kim in weapon shop in Central City.
From left Fighting Man in general store in Lacour Front Line**
*Only after finishing linga sidequest but before getting energy stone.
**Appears after talking with the General Commander.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Makes the next attack critical. (1.5 times the damage)
=====MORTALIAL CARD=====

=====MR. 'NO'=====

Name: Mr. 'No'
Number: 434
Symbol: O
Type: ^Field
Menu 1: "A book written by Ashton: |Stay in touch with your emotions. Be able to state clearly what you like and dislike.|"
Menu 2: "No message"
Used By: All
Repro: No
Buy: After you sell it to the publisher in Lacour, you can buy it back.
Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: 1 of 2 possibilities in Publishing with Ashton.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Sets reader's friendship value towards Ashton to 8.

=====MR. 'NO'=====

=====MUD BOOTS=====

Name: Mud Boots
Number: 435
Symbol: E
Type: ^Greaves
Menu 1: "Special boots for crossing deep marshy areas without sinking."

```

Menu 2:  .-----'.
|ATK  Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF  Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----'.      As~G Bo~G Ce~G Ch~G |
|DEF( 0 )  AVD( 0 )  MAG( 0 )          | Cl~G Di~G Er~G Le~G |
|GUTS( 0 )  STM( 0 )  LUC( 0 )  CRT( 0 ) | No~G Op~G Pr~G Re~G |
|-----'

```

Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: Cannot Be Sold
Create: No
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: Given to you by Mars Elder during Heraldry Forest sidequest.
? Item: No
Max #: 1
Notes: Allows you to cross the muddy areas in the Heraldry Forest in Mars.
=====MUD BOOTS=====

=====MURASAME SWORD=====

```

Name:      Murasame Sword
Number:    436
Symbol:    E
Type:      ^Weapon
Menu 1:    "A curved sword that is always moist for superior splitting power."
Menu 2:    .-----'.
|ATK  Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF  Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----'.
|ATK(552) HIT( 20 )  MAG( 0 )          |           Di~W          |
|GUTS( 10 )  STM( 0 )  LUC( 0 )  CRT( 22 ) |           |
|-----'

```

Used By: Dias
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-5,000 TK-6,500 RP-6,500 TK&RP-8,000]
Create: 1 of 6 invalid Customizations with Dias. Customize without Orchestra.
Chest: Eluria Tower.
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====MURASAME SWORD=====

=====MUSCAT GRAPE JELLY=====

Name: Muscat Grape Jelly

Number: 437
Symbol: O
Type: ^Field
Menu 1: "A gelatin made with the juice of Muscat grapes."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-2,100 TK-2,730 RP-2,730 TK&RP-3,360]
Create: Master Chef with Fruit + Meat.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 10%, and Cures poison. Add an additional 1% per Good Eye level.
=====MUSCAT GRAPE JELLY=====

=====MUSHROOM SOUP=====

Name: Mushroom Soup
Number: 438
Symbol: O
Type: ^Field
Menu 1: "A dish made with rare and fragrant autumn matsutake mushrooms."
Menu 2: "Restores MP 66 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,100 TK-1,430 RP-1,430 TK&RP-1,760]
Create: Master Chef with Seafood + Vegetables.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP by 66%. Add an additional 1% per Good Eye level.
=====MUSHROOM SOUP=====

=====MUSICAL SOFTWARE=====

Name: Musical Software
Number: 439
Symbol: X
Type: ^Support
Menu 1: "This composing device makes all sorts of sounds and improves the chances of successful composing."
Menu 2: "No message"
Used By: All

Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-4,000 TK-5,200 RP-5,200 TK&RP-6,400]
Create: No
Chest: Eluria Tower.
Pick: From Helmsman on right aboard the calnus in Eluria Tower.*
From Narl in Central City.**
From Operator in library in North City.
From Explainer in Armlock.
*Only in Claude's scenario.
**Only before visiting Fienal for the 2nd time, and Narl moves to L'Aqua.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 5
Notes: Having it in your inventory raises success rate of Musical Talent.
=====MUSICAL SOFTWARE=====

=====MUSICAL THEORY=====

Name: Musical Theory
Number: 440
Symbol: O
Type: ^Field
Menu 1: "A skill guide book. Read it to learn the skill Musical Notation."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: Authoring by a character if their Musical Notation skill level is 5 or higher.
Chest: No
Pick: From Leon in Eluria Colony.*
*Only in Claude's scenario, if you choose not to recruit him.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises skill level of Musical Notation by 1. Doesn't work past level 5.
=====MUSICAL THEORY=====

=====MUSIC BOX=====

Name: Music Box
Number: 441
Symbol: O
Type: ^Field
Menu 1: "A music box that evokes many memories. Its mysterious melody is said to repel monsters."
Menu 2: "No message"
Used By: All

Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-2,150 TK-2,795 RP-2,795 TK&RP-3,440]
Create: 1 of 19 possibilities in Machinery.
Chest: No
Pick: From Woman in red on lower left in Salva.*
*Only after Clik is destroyed.
Dropped: No
Win: No
Pools: Santa's Boots.
PA/Give: With Ashton & Precis in Cross. Choose "Explain it to her, Ashton!" Must have at least 100 Fol. Claude's scenario only.
? Item: No
Max #: 20
Notes: Decreases random encounters? Music stops when you change screens.
=====MUSIC BOX=====

=====MYSTICAL BEINGS=====

Name: Mystical Beings
Number: 442
Symbol: O
Type: ^Field
Menu 1: "A skill guide book. Read it to learn the skill Fairyology."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: Authoring by a character if their Fairyology skill lvl is 5 or higher.
Chest: No
Pick: From Rena during a PA in Clik.*
From Leon during a PA in Herlie.**
*Only in Claude's scenario, before Clik is destroyed.
**Only in Claude's scenario.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises skill level of Fairyology by 1. Doesn't work past level 5.
=====MYSTICAL BEINGS=====

=====NATURAL HIGH=====

Name: Natural High
Number: 443
Symbol: X
Type: ^Battle
Menu 1: "When used in combat his medicine interferes with making cool judgements."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No

Buy \$: No
Sell \$: [Base-137 TK-178 RP-178 TK&RP-219]
Create: 1 of 4 possibilities in Compounding with Wolfsbane + Wolfsbane.
Chest: No
Pick: From Student B in front of university during a one-time PA in Linga.
From Good-looking Woman in bunny race window in Fun City.
From Man on left in northern end of arena in Fun City.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Makes user uncontrollable. Fights without using killer moves.
=====NATURAL HIGH=====

=====NATURE'S LIFE FORCE=====

Name: Nature's Life Force
Number: 444
Symbol: O
Type: ^Field
Menu 1: "A skill guide book. Read it to learn the skill Biology."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-130 TK-195 RP-195 TK&RP-240]
Create: Authoring by a character if their Biology skill level is 5 or higher.
Chest: Noel's House.
Pick: From Leon during a PA in Hilton.*
From Noel during a PA in Hilton.
From Chief Researcher Reyfus in nede history research lab in Giveaway.
*Only in Claude's scenario.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises skill level of Biology by 1. Doesn't work past level 5.
=====NATURE'S LIFE FORCE=====

=====NECKLACE=====

Name: Necklace
Number: 445
Symbol: E
Type: ^Accessory
Menu 1: "A golden necklace that just might protect its wearer."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(1) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
 Repr: Yes
 Buy: Salva
 Buy \$: [Base-1,200 CG-900 GD-840 CG&GD-540 CG,GD&SL-480]
 Sell \$: [Base- 300 TK-390 RP-390 TK&RP-480]
 Create: Metalwork on Moonite with As, Bo, Ce, Ch, Cl, Di, Le, No, Op, Pr
 Chest: No
 Pick: From Ashton during a PA in Arlia.
 From Westa in Arlia.
 From Youth in pre-arena area in Lacour.*
 From Youth in fighting arena square in Fun City.
 From Precocious Girl in fortun teller's office in Fun City.
 *Only during the day of the tournament.
 Dropped: By Lizardaxe, in the Salva Drift and on Cross Continent.
 Win: No
 Pools: Santa's Boots. Treasure Chest, Fill-Up, Fountain Card, Lien,
 Jack-In-The-Box.
 PA/Give: No
 ? Item: ?JEWELRY
 Max #: 20
 Notes: None
 =====NECKLACE=====

=====NEO GREAVES=====

Name: Neo Greaves
 Number: 446
 Symbol: E
 Type: ^Greaves
 Menu 1: "Beautiful greaves made of orichalcum."
 Menu 2: .-----
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea(H) Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(20) AVD(5) MAG(0)
GUTS(0) STM(0) LUC(10) CRT(0)
 '-----'

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)
 Repr: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-9,200 TK-11,960 RP-11,960 TK&RP-14,720]
 Create: 1 of 4 possibilities in Blacksmith on Orichaclum without Magical Rasp.
 Chest: No
 Pick: No
 Dropped: See PA/Given.
 Win: No
 Pools: No
 PA/Give: This is dropped by Lessassassin. Pick "I can't just leave her" in a PA
 in Herlie involving the Little Girl in the Warehouse. In order to get
 this PA you must have picked "We can't just leave her..." in a PA in
 Lacour involving the Little Girl. You must do all this before doing the
 Linga Quest. This is in Claude's scenario only.
 ? Item: No
 Max #: 20
 Notes: None
 =====NEO GREAVES=====

=====NEUMANN BOOTS=====

Name: Neumann Boots
Number: 447
Symbol: E
Type: ^Greaves
Menu 1: "Mechanical boots with an integrated roller dash mechanism especially developed by the House of Neumann. Provides super high speeds!"

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|DEF(4) AVD(4) MAG(0) | Pr~G |
|GUTS(0) STM(10) LUC(0) CRT(0) |
|-----.

Used By: Precis
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-2,384 TK-3,099 RP-3,099 TK&RP-3,814]
Create: Machinery with Precis only. Extremely Rare.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises running speed in battle. Same as Bunny Shoes.

=====NEUMANN BOOTS=====

=====NEVER TURN BACK=====

Name: Never Turn Back
Number: 448
Symbol: O
Type: ^Field
Menu 1: "A book written by Ashton: |You'll gain nothing by running away. Stand! Stand and fight!"

Menu 2: "No message"

Used By: All
Repro: No
Buy: After you sell it to the publisher in Lacour, you can buy it back.
Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: 1 of 2 possibilities in Publishing with Ashton. Rarer of the two.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Sets reader's romance value towards Ashton to 8.

=====NEVER TURN BACK=====

=====NEW CIVILIZATION=====

Name: New Civilization
Number: 449
Symbol: 0
Type: ^Field
Menu 1: "A book written by Opera: |There is a gigantic edifice, forgotten and buried on the planet of Farhouse.|"

Menu 2: "No message"

Used By: All
Repro: No
Buy: After you sell it to the publisher in Lacour, you can buy it back.
Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: 1 of 2 possibilities in Publishing with Opera.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Sets reader's friendship value towards Opera to 8.

=====NEW CIVILIZATION=====

=====NIGHTMARE POT=====

Name: Nightmare Pot
Number: 450
Symbol: 0
Type: ^Battle
Menu 1: "Taken when feeling poorly this medicine does heals wounds, but it has side effects when you are feeling well."

Menu 2: "No message"

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-47 TK-61 RP-61 TK&RP-75]
Create: 1 of 4 possibilities in Compounding with Lavender + Mandrake or Rose Hips + Wolfsbane.
Chest: No
Pick: From Bowman during a one-time PA in Linga.*
From Reasearcher on first floor in synard reception area in North City.
*Only in Rena's scenario.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: If character has a status ailment, it cures it and restores HP by 30%.
If character doesn't have a status ailment, it stones them.

=====NIGHTMARE POT=====

=====NO NEED FOR WORDS=====

Name: No Need for Words
Number: 451
Symbol: O
Type: ^Field
Menu 1: "A skill guide book. Read it to learn the skill Metal Casting."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: Authoring by a character if their Metal Casting skill level is 5 or higher.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises skill level of Metal Casting by 1. Doesn't work past level 5.
=====NO NEED FOR WORDS=====

=====NUCLEAR BOMB=====

Name: Nuclear Bomb
Number: 452
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this super powerful bomb blows up everything on the battlefield."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-3,200 TK-4,160 RP-4,160 TK&RP-5,120]
Create: 1 of 19 possibilities in Machinery.
Chest: Fienal Tower, Floor 1 of the Cave of Trials.
Pick: From Soldier at Fienal Drop-Off Point.
Dropped: No
Win: From Duel Battle Rank D in Fun City, 1 per fighter.
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: With Precis in Giveaway. Play hide-and-peek with her. Keep finding her to get the Nuclear Bomb. Must have chosen the first choice in a PA with Precis in the Mars tool shop.
? Item: No
Max #: 20
Notes: Drops all allies' HP to 1, and has a chance of instantly killing an enemy.

=====NUCLEAR BOMB=====

=====OCEAN OF STARS=====

Name: Ocean of Stars
Number: 453
Symbol: O

Type: ^Field
Menu 1: "A book written by Claude: |The Star Cruiser Parma continued its voyage through the endless billows of space.|"

Menu 2: "No message"

Used By: All

Repro: No

Buy: After you sell it to the publisher in Lacour, you can buy it back.

Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]

Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]

Create: 1 of 2 possibilities in Publishing with Claude. Rarer of the two.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Sets reader's romance value towards Claude to 8.

=====OCEAN OF STARS=====

=====ODD CLOTHES=====

Name: Odd Clothes

Number: 454

Symbol: E

Type: ^Armor

Menu 1: "Embarrassing clothing cut rather strangely."

Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ar Bo~Ar Ce~Ar Ch~Ar|
|DEF(2) AVD(0) MAG(0) |Cl~Ar Di~Ar Er~Ar Le~Ar|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ar Op~Ar Pr~Ar Re~Ar|
'-----'

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-20 TK-26 RP-26 TK&RP-32]

Create: Randomly made through Customization with Celine, when her Customize skill level is low. The lower the skill level the more often it's made.

Chest: No

Pick: From Golgo in clothing store in Klik.*
From Customer in changing room in clothing store in Klik.*
From Boyfriend in tavern in Fun City.
*Only before Klik is destroyed.

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: ?GUARD

Max #: 20

Notes: None

=====ODD CLOTHES=====

=====ODD GAUNTLETS=====

Name: Odd Gauntlets
Number: 455
Symbol: E
Type: ^Shield
Menu 1: "An embarrassing gauntlet with a rather strange shape."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(0) AVD(10) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Claude, Dias, Precis
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-12 TK-15 RP-15 TK&RP-18]
Create: Randomly made through Customization with Noel, when his Customize skill level is low. The lower the skill level the more often it's made.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?GUARD
Max #: 20
Notes: None
=====ODD GAUNTLETS=====

=====ODD HAT=====

Name: Odd Hat
Number: 456
Symbol: E
Type: ^Helmet
Menu 1: "A slightly embarrassing funny-shaped hat."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(1) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Celine, Leon, Noel, Rena (spell-casters)
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-2 TK-2 RP-2 TK&RP-2]
Create: Randomly made through Customization with Precis, when her Customize skill level is low. The lower the skill level the more often it's made.
Chest: No
Pick: From Girlfriend in tavern in Fun City.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?GUARD
Max #: 20

Notes: None
=====ODD HAT=====

=====ODD HELMET=====

Name: Odd Helmet
Number: 457
Symbol: E
Type: ^Helmet
Menu 1: "A slightly embarrassing funny-shaped helmet."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(6) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-30 TK-39 RP-39 TK&RP-48]
Create: Randomly made through Customization with Dias, when his Customize skill level is low. The lower the skill level the more often it's made.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?GUARD
Max #: 20
Notes: None
=====ODD HELMET=====

=====ODD MEDICINE=====

Name: Odd Medicine
Number: 458
Symbol: O
Type: ^Battle ^Field
Menu 1: "This medicine has a rather strange color What would happen if you took it?"
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-50 TK-65 RP-65 TK&RP-80]
Create: Randomly made through Customization with Bowman, when his Customize skill level is low. The lower the skill level the more often it's made.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No

Max #: 20

Notes: Randomly restores HP by 100% or kills the user.

=====ODD MEDICINE=====

=====ODD SHIELD=====

Name: Odd Shield

Number: 459

Symbol: E

Type: ^Shield

Menu 1: "An embarrassing shield with a rather strange shape."

```
Menu 2: .-----.  
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|-----.  
|DEF( 5 ) AVD( 10 ) MAG( 0 ) | Cl~S Di~S Pr~S |  
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 5 ) | |  
'-----'
```

Used By: Claude, Dias, Precis

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-100 TK-130 RP-130 TK&RP-160]

Create: Randomly made through Customization with Claude, when his Customize skill level is low. The lower the skill level the more often it's made.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: ?GUARD

Max #: 20

Notes: None

=====ODD SHIELD=====

=====ODD SHOES=====

Name: Odd Shoes

Number: 460

Symbol: E

Type: ^Greaves

Menu 1: "Embarrassing shoes that have a rather strange style."

```
Menu 2: .-----.  
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|-----.  
|DEF( 1 ) AVD( 0 ) MAG( 0 ) | Cl~G Di~G Er~G Le~G |  
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | No~G Op~G Pr~G Re~G |  
'-----'
```

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-12 TK-15 RP-15 TK&RP-18]

Create: Randomly made through Customization with Ernest, when his Customize skill level is low. The lower the skill level the more often it's made.

Chest: No

Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?GUARD
Max #: 20
Notes: None
=====ODD SHOES=====

=====ODIN'S HELM=====

Name: Odin's Helm
Number: 461
Symbol: E
Type: ^Helmet
Menu 1: "A legendary helmet possessed of the strength of Odin, the father of all Norse gods."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|DEF(50) AVD(0) MAG(10) | As~H Cl~H Di~H |
|GUTS(60) STM(60) LUC(0) CRT(10) | |
'-----'

Used By: Ashton, Claude, Dias
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-160,000 TK-208,000 RP-208,000 TK&RP-256,000]
Create: 1 of 2 possibilities in Blacksmith on Orichalcum with Magical Rasp.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?GUARD
Max #: 20
Notes: None
=====ODIN'S HELM=====

=====ONE-TWO PUNCH=====

Name: One-two Punch
Number: 462
Symbol: E
Type: ^Weapon
Menu 1: "A high speed mechanical punching hand."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(280) HIT(0) MAG(0) | Pr~W |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
'-----'

Used By: Precis
Repro: Yes

Buy: No
Buy \$: No
Sell \$: [Base-200 TK-260 RP260- TK&RP-320]
Create: 1 of 4 invalid Customizations with Precis. Customize w/o Orchestra.
Machinery with Precis only.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====ONE-TWO PUNCH=====

=====ON REVENGE=====

Name: On Revenge
Number: 463
Symbol: O
Type: ^Field
Menu 1: "A book about legendary combat techniques. Read it to learn the skill
Counterattack."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: Authoring by a character if their Counterattack skill level is 5 or
higher.
Chest: No
Pick: From Explainer in skill guild in Linga.
From Leon on Front Line in Lacour Front Lines.*
*After battle with Shin, but before speaking to Leon's parents.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises skill level of Counterattack by 1. Doesn't work past level 5.
=====ON REVENGE=====

=====ON TRAINING=====

Name: On Training
Number: 464
Symbol: O
Type: ^Field
Menu 1: "A book about legendary martial arts. Read it to learn the skill Mental
Training."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No

Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: Authoring by a character if their Mental Training skill level is 5 or higher.
Chest: No
Pick: From Claude during a PA in Clik.*
From Guildmaster in skill guild in Linga.
*Only during Rena's scenario.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises skill level of Mental Training by 1. Doesn't work past level 5.
=====ON TRAINING=====

=====OPERATION MANUAL=====

Name: Operation Manual
Number: 465
Symbol: O
Type: ^Field
Menu 1: "A skill guide book. Read it to learn the skill Mech Operation."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: Authoring by a character if their Mech Operation skill level is 5 or higher.
Chest: No
Pick: From lower left Student in academy library in Linga.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises skill level of Mech Operation by 1. Doesn't work past level 5.
=====OPERATION MANUAL=====

=====ORANGEADE=====

Name: Orangeade
Number: 466
Symbol: O
Type: ^Field
Menu 1: "A drink prepared with fresh oranges, sugar, and mineral water."
Menu 2: "Restores MP 10 %"
Used By: All
Repro: Yes
Buy: Fun City
Buy \$: [Base-110 CG-83 GD-77 CG&GD-50 CG,GD&SL-44]
Sell \$: [Base- 44 TK-57 RP-57 TK&RP-70]
Create: 1 of 12 possibilities in Cooking with Fruit.
Chest: No
Pick: From lower Tourist outside castle in Lacour.*

From middle Youth outside bottom right of arena in Lacour.**
From Maid on north side of arena in Lacour.**
From Mother on right in central square of Fun City.
From Clerk in restaurant in Fun City.
*Only in Rena's scenario, before you get Dias, during the tournament.
**Only during the day of the tournament.

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores MP by 10%. Add an additional 1% per Good Eye level.
=====ORANGEADE=====

=====ORANGE AU GRATIN=====

Name: Orange Au Gratin
Number: 467
Symbol: O
Type: ^Field
Menu 1: "A dessert made of oranges, egg yolks, sour cream, and sugar mixed and baked."
Menu 2: "Restores HP 21 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-85 TK-110 RP-110 TK&RP-135]
Create: 1 of 12 possibilities in Cooking with Fruit.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 21%. Add an additional 1% per Good Eye level.
=====ORANGE AU GRATIN=====

=====ORANGE SHERBET=====

Name: Orange Sherbet
Number: 468
Symbol: O
Type: ^Field
Menu 1: "A cool sherbet made with freshly squeezed orange juice."
Menu 2: "Restores HP 10 %"
Used By: All
Repro: Yes
Buy: Klik (before destroyed).
Buy \$: [Base-16 CG-12 GD-11 CG&GD-7 CG,GD&SL-6]
Sell \$: [Base- 6 TK- 7 RP- 7 TK&RP-8]
Create: 1 of 12 possibilities in Cooking with Fruit.
Chest: No
Pick: From Ice Cream Girl in fountain area in Klik.*
From Young Woman outside bottom right of arena in Lacour.**

From lower Boy outside the bottom part of the arena in Lacour.**

From Child on right in central square of Fun City.

*Only before Clik is destroyed.

**Only during the day of the tournament.

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: ?FOOD

Max #: 20

Notes: Restores HP by 10%. Add an additional 1% per Good Eye level.

=====ORANGE SHERBET=====

=====ORGAN=====

Name: Organ

Number: 469

Symbol: X

Type: ^Creation

Menu 1: "A keyboard instrument with a sound like the wind. It's unique, soothing sound has never ceased to calm people's souls."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: North City

Buy \$: [Base-12,000 CG-9,000 GD-8,400 CG&GD-5,400 CG,GD&SL-4,800]

Sell \$: [Base- 1,200 TK-1,560 RP-1,560 TK&RP-1,920]

Create: No

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Allows you to compose "The Song of Healing" and "The Song of Hope".
Chisato's favorite instrument.

=====ORGAN=====

=====ORICHALCUM=====

Name: Orichalcum

Number: 470

Symbol: E

Type: ^Creation ^Accessory

Menu 1: "A legendary flying metal said to have been produced in Atlantis."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da(H) Vo(H) |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All

Repro: No

Buy: Santa.

Buy \$: [Base-10,000 CG-7,500 GD-7,000 CG&GD-4,500 CG,GD&SL-4,000]

Sell \$: [Base- 2,500 TK-3,250 RP-3,250 TK&RP-4,000]
 Create: Alchemy, level 7 or higher.
 Chest: Mountain Palace (as ?MINERAL), Hoffman Ruins.
 Pick: From Dog in main square in Cross.
 From Suphia in castle in Lacour.*
 *After finishing linga sidequest, but before getting the energy stone.
 Dropped: By Bandit, Heraldry Forest. (Only fight a 3 parties, 3 separate times).
 By Guarder, in the Hoffman Ruins.
 By Mountsnow, in the Snow Areas of Energy Nede.
 By Sandworm, in Desert Areas of Expel.
 By Visseyer, the boss of the Sanctuary of Linga.
 Win: From Duel Battle Rank D in Fun City, 1 per spellcaster.
 Pools: Radar. Survival. Fortune.
 PA/Give: No
 ? Item: ?MINERAL
 Max #: 20
 Notes: Used in Customization and Blacksmithing.
 =====ORICHALCUM=====

=====ORIENTAL BLADE=====

Name: Oriental Blade
 Number: 471
 Symbol: E
 Type: ^Weapon
 Menu 1: "A curved sword specially tempered to have splitting power."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----.
 |ATK(448) HIT(0) MAG(0) | Di~W |
 |GUTS(0) STM(0) LUC(0) CRT(0) | |
 |-----.

Used By: Dias
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
 Create: 1 of 6 invalid Customizations with Dias. Customize without Orchestra.
 Chest: No
 Pick: From Fighting Man by enterance of tavern in Lacour.*
 *Only before the day of the tournament.
 Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None
 =====ORIENTAL BLADE=====

=====ORIGINAL BOOTS=====

Name: Original Boots
 Number: 472
 Symbol: E
 Type: ^Greaves
 Menu 1: "Embarrassing boots made by a person with rather strange tastes."


```

Menu 2:  .-----|.
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|.
|DEF( 3 )  AVD( 0 )  MAG( 0 )          |          Ce~G Ch~G |
|GUTS( 0 )  STM( 0 )  LUC( 0 )  CRT( 10 ) |          Op~G Pr~G Re~G |
|-----|.

```

Used By: Celine, Chisato, Opera, Precis, Rena (females)
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base- 37 TK-48 RP-48 TK&RP-59]
 Create: Randomly made through Customization with Opera, when her Customize skill level is low. The lower the skill level the more often it's made.
 Chest: No
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: ?GUARD
 Max #: 20
 Notes: None
 =====ORIGINAL BOOTS=====

=====PAIN CESTUS=====

```

Name: Pain Cestus
Number: 473
Symbol: E
Type: ^Weapon
Menu 1: "Knuckles fortified with metal spikes for more attack strength."
Menu 2:  .-----|.
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|.
|ATK(580)  HIT( 0 )  MAG( 80 )          |          Re~W |
|GUTS( 0 )  STM( 0 )  LUC( 0 )  CRT( 0 ) |          |
|-----|.

```

Used By: Rena
 Repro: Yes
 Buy: Central City & North City.
 Buy \$: [Base-15,000 CG-11,250 GD-10,500 CG&GD-6,750 CG,GD&SL-6,000]
 Sell \$: [Base- 6,000 TK- 7,800 RP- 7,800 TK&RP-9,600]
 Create: 1 of 4 invalid Customizations with Rena. Customize without Orchestra. Customize Cestus/Hard Knuckles/Knuckles with Damascus with Rena.
 Chest: No
 Pick: From Rena during a PA in Giveaway.
 *Only in Claude's scenario.
 Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None
 =====PAIN CESTUS=====

=====PAIR NUTS=====

Name: Pair Nuts
Number: 474
Symbol: E
Type: ^Weapon
Menu 1: "A pair of legendary short swords said to possess the spirits of 2 twin divas that impart a love of song to the user."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(380) HIT(20) MAG(0) avd(50) | As~W |
|GUTS(0) STM(0) LUC(0) CRT(12) | |
'-----'

Used By: Ashton
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-10,000 TK-13,000 RP-13,000 TK&RP-16,000]
Create: Customize Smaller + Moonite with Ashton.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None

=====PAIR NUTS=====

=====PALLAS ATHENA=====

Name: Pallas Athena
Number: 475
Symbol: E
Type: ^Shield
Menu 1: "A legendary shield said to protect the user from any danger."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea(H) Wa(H) Fi(H) Wi(H) Th(H) St(H) Va(H) Li(H) Da(H) Vo(D) |
|-----.
|DEF(20) AVD(80) MAG(0) | Cl~S Di~S Er~S Pr~S |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
'-----'

Used By: Claude, Dias, Ernest, Precis
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-260,000 TK-338,000 RP-338,0,0 TK&RP-416,000]
Create: Blacksmith on Mithril with Magical Rasp.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?GUARD

Max #: 20
Notes: None
=====PALLAS ATHENA=====

=====PANCAKES=====

Name: Pancakes
Number: 476
Symbol: O
Type: ^Field
Menu 1: "Flour, sugar, baking soda, eggs and milk. Served brown and hot."
Menu 2: "Restores HP 23 %"
Used By: All
Repro: Yes
Buy: Fun City, Clik (before destroyed).
Buy \$: [Base-340 CG-255 GD-238 CG&GD-153 CG,GD&SL-136]
Sell \$: [Base-136 TK-176 RP-176 TK&RP-216]
Create: 1 of 18 possibilities in Cooking with Grain.
Chest: No
Pick: From Street Vendor in fountain area in Clik.*
*Only before Clik is destroyed.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 32%. Add an additional 1% per Good Eye level.
=====PANCAKES=====

=====PARALYSIS CHECK=====

Name: Paralysis Check
Number: 477
Symbol: E
Type: ^Accessory
Menu 1: "A charm that possesses a mysterious magical power to save its possessor from paralysis."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'
Used By: All
Repro: Yes
Buy: Giveaway. Abeema in a PA in Mars.*
Buy \$: [Base-6,000 CG-4,500 GD-4,200 CG&GD-2,700 CG,GD&SL-2,400]
Sell \$: [Base-1,500 TK-1,950 RP-1,950 TK&RP-2,400]
Create: Metalwork on Iron with Di, Le, Op, Re.
Chest: Hoffman Ruins.
Pick: From Claude during a one-time PA in Salva.**
From Ashton during a PA in Hilton.
From Man quickly pacing in front of house in south end of Salva.
From Man in tavern in Hilton.
From Soldier left of doorway in conference room in Lacour.***
From Soldier in arsenal in Lacour Front Lines.

From leftmost Woman in Eluria Colony.

**Only in Rena's scenario.

***Not during the day of the tournament.

Dropped: By Ghast, in the Field of Power.

Win: From the Bunny Races in Fun City.

Pools: Santa's Boots. Trickster.

PA/Give: No

? Item: ?JEWELRY

Max #: 20

Notes: *This PA can only be done after spending night in Cross, but before the Tournament.

=====PARALYSIS CHECK=====

=====PARALYSIS MIST=====

Name: Paralysis Mist

Number: 478

Symbol: X

Type: ^Battle

Menu 1: "When used during combat this magical incense paralyzes all enemies with a certain probability."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-75 TK-97 RP-97 TK&RP-119]

Create: 1 of 4 possibilities in Compounding with Rose Hips + Wolfsbane.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: Has a chance to paralyze all enemies.

=====PARALYSIS MIST=====

=====PARALYSIS OIL=====

Name: Paralysis Oil

Number: 479

Symbol: X

Type: ^Battle

Menu 1: "When used during combat this magical medicine paralyzes one enemy for a certain period of time."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-125 TK-162 RP-162 TK&RP-199]

Create: 1 of 4 possibilities in Compounding with Lavender + Wolfsbane.

Chest: No

Pick: From Devious Fighting Man in main square of Cross.

From Young Man on path going to castle in Cross.

From Assistant in reception area in academy in Lacour.

Dropped: By Sc sewer, in Ashton's part of the Salva Drift.

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: Has a chance to paralyze an enemy.

=====PARALYSIS OIL=====

=====PEACH ICE CREAM=====

Name: Peach Ice Cream

Number: 480

Symbol: O

Type: ^Field

Menu 1: "Ice cream made with the juice of oriental white peaches."

Menu 2: "Restores HP 10 %"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-75 TK-97 RP-97 TK&RP-119]

Create: 1 of 12 possibilities in Cooking with Fruit.

Chest: No

Pick: From top right girl outside bottom left area of arena in Lacour.*

From Saki outside southern part of arena in Lacour.*

*Only during the day of the tournament.

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: ?FOOD

Max #: 20

Notes: Restores HP by 10%. Add an additional 1% per Good Eye level.

=====PEACH ICE CREAM=====

=====PEAR COMPOTE=====

Name: Pear Compote

Number: 481

Symbol: O

Type: ^Field

Menu 1: "A desert of sliced pears preserved with a syrup of brown sugar, juice, and various spices."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-2,500 TK-3,250 RP-3,250 TK&RP-4,000]

Create: Master Chef with Fruit + Fruit.

Chest: No

Pick: From Meyer in restaurant in Cross.

From Young Man in tavern in Armlock.

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No
Max #: 20
Notes: Resurrects with 1 HP and cures any status ailments.
=====PEAR COMPOTE=====

=====PEEP HALF=====

Name: Peep Half
Number: 482
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious charm that cuts the wearer's peeping time in half."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(5) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-4,500 TK-5,850 RP-5,850 TK&RP-7,200]
Create: Metalwork on Sage's Stone with As, Bo, Ch, Cl, Di, Op.
Chest: Hoffman Ruins.
Pick: From Man in Eluria Colony.
From Traveling Salesman in the Snow in the university in Giveaway.
Dropped: No
Win: From Duel Battle Rank E in Fun City, 1 per fighter.
Pools: Radar.
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: Cuts stunned time in half.

=====PEEP HALF=====

=====PEEP NON=====

Name: Peep Non
Number: 483
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious charm that protects the wearer from peeping."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(10) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-6,000 TK-7,800 RP-7,800 TK&RP-9,600]
Create: Metalwork on Sage's Stone with As, Bo, Ch, Cl, Di, Le, Op.
Chest: Floor 4 of the Cave of Trials, Floor 7 of the Cave of Trials,

Floor 8 of the Cave of Trials.

Pick: From Ronixis aboard the calnus in Eluria Tower.*
From Defense Force Soldier in entrance in L'Aqua.
*Only in Claude's scenario.

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Prevents the wearer from being stunned. See notes about Lunatic Ring.
=====PEEP NON=====

=====PEEP-PEEP BOMB=====

Name: Peep-peep Bomb
Number: 484
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this bomb explodes and peeps the nearest
monster, with a certain probability."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-400 TK-520 RP-520 TK&RP-640]
Create: 1 of 19 possibilities in Machinery.
Chest: Hoffman Ruins.
Pick: From Precis during a PA in Salva.
From Precis during a PA in Cross.
Dropped: No
Win: No
Pools: Mischief.Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Has a chance to stun all enemies.
=====PEEP-PEEP BOMB=====

=====PEKING DUCK=====

Name: Peking Duck
Number: 485
Symbol: O
Type: ^Field
Menu 1: "Roast duck thinly sliced and wrapped together with vegetables and bean
paste in thin wheat-flour skins."
Menu 2: "Restores HP 70 %"
Used By: All
Repro: Yes
Buy: All
Buy \$: No
Sell \$: [Base-1,000 TK-1,300 RP-1,300 TK&RP-1,600]
Create: Master Chef with Meat + Vegetables.
Chest: No
Pick: From Man in restaurant in Fun City.
Dropped: No

Win: From Duel Battle Rank C in Fun City, 1 per fighter.
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 70%. Add an additional 1% per Good Eye level.
=====PEKING DUCK=====

=====PERFORATED ARMOR=====

Name: Perforated Armor
Number: 486
Symbol: E
Type: ^Unusable
Menu 1: "This armor has big holes in it and it's useless."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(1) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Unusable
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-12 TK-15 RP-15 TK&RP-18]
Create: Fail in Blacksmith.
Chest: No
Pick: From Soldier standing by bed in field hospital in Lacour Front Lines.*
*Appears after first attack.

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?GUARD
Max #: 20
Notes: Cannot be equipped.
=====PERFORATED ARMOR=====

=====PET FOOD=====

Name: Pet Food
Number: 487
Symbol: X
Type: ^Creation
Menu 1: "Food for pets. Although some are known to be quite picky."
Menu 2: "Restores HP 0 %"
Used By: All
Repro: Yes
Buy: Lacour, Linga, Lacour Front Lines, Eluria Colony, Central City,
Armlock, Giveaway.
Buy \$: [Base-10 CG-8 GD-7 CG&GD-5 CG,GD&SL-4]
Sell \$: [Base- 2 TK-2 RP-2 TK&RP-2]
Create: Randomly made through Customization with Leon, when his Customize skill
level is low. The lower the skill level the more often it's made.
Chest: Noel's House, Fienal Tower (as ?ITEM).
Pick: From Noel during a PA in Salva.

From Ashton during a PA in Fun City.
From Chermes during a one-time PA with bowman in Giveaway.
From Little Boy in southern end of Salva.
From Man in main square in Cross.
From Guildmaster in castle center after finishing linga sidequest.
From Man in green in commercial area in Linga.
From Science Officer aboard the calnus in Eluria Tower.*

*Only in Claude's scenario.

Dropped: By Bugbear, in the Heraldry Forest.

Win: No

Pools: Santa's Boots. Mischief. Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: ?ITEM

Max #: 20

Notes: Used in Familiar.

It should be noted that this item cannot be made through item creation, and therefore the ?ITEM found in Fienal Tower, is the only copy of it in its unidentified form. So if you want this in your inventory, don't identify it.

=====PET FOOD=====

=====PIANO=====

Name: Piano

Number: 488

Symbol: X

Type: ^Creation

Menu 1: "If you ask me, a righteous warrior should not have to carry this around, you know?"

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: North City

Buy \$: [Base-30,000 CG-22,500 GD-21,000 CG&GD-13,500 CG,GD&SL-12,000]

Sell \$: [Base- 1,500 TK- 1,950 RP- 1,950 TK&RP- 2,400]

Create: No

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Allows you to compose "The Song of Salvation" and "The Song of Blessings". Ashton's and Opera's favorite instrument.

=====PIANO=====

=====PICKLED PLUM=====

Name: Pickled Plum

Number: 489

Symbol: O

Type: ^Field

Menu 1: "Green plums salted and aged with aromatic red shiso leaves. An essential Japanese appetizer."

Menu 2: "Restores HP 2 %"

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-500 TK-650 RP-650 TK&RP-800]
Create: 1 of 12 possibilities in Cooking with Fruit.
Chest: No
Pick: From Old Man in second room in east hall in inn in Herlie.*
From Soldier on left in port area in Hilton.
From Old Woman outside bottom left area of arena in Lacour.**
*Only after Clik is destroyed.
**Only during the day of the tournament.

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 2%. Add an additional 1% per Good Eye level.
=====PICKLED PLUM=====

=====PIECES FOR LEARNERS=====

Name: Pieces for Learners
Number: 490
Symbol: O
Type: ^Field
Menu 1: "A skill guide book. Read it to learn the skill Music Instrument."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: Authoring by a character if their Music Instrument skill level is 5 or higher.
Chest: No
Pick: From Leon during a PA in Lacour.*
From ????(Leon) in laboratory in Lacour.**
*Only in Claude's scenario.
**Only before the day of the tournament, or right after the tournament.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises skill level of Music Instrument by 1. Doesn't work past level 5.
=====PIECES FOR LEARNERS=====

=====PIN HEELS=====

Name: Pin Heels
Number: 491
Symbol: E
Type: ^Greaves
Menu 1: "Women's shoes with heels so narrow they are like pins."
Menu 2: .-----.

```

|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|DEF( 3 )  AVD( 0 )  MAG( 0 )   atk(6)   |   Ce~G Ch~G Op~G |
|GUTS( 0 )  STM( 0 )  LUC( 0 )  CRT( 10 ) |   |
|-----|

```

Used By: Celine, Chisato, Opera

Repro: Yes

Buy: Fun City

Buy \$: [Base-300 CG-225 GD-210 CG&GD-135 CG,GD&SL-120]

Sell \$: [Base- 75 TK- 97 RP- 97 TK&RP-119]

Create: No

Chest: No

Pick: From Opera during a PA in Linga.
 From Opera during a PA in North City.
 From Youth in tavern in Fun City.

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====PIN HEELS=====

=====PIXIE COLOGNE=====

Name: Pixie Cologne

Number: 492

Symbol: X

Type: ^Battle

Menu 1: "When used during combat this medicine increases Heraldic powers but
 the user cannot operate while it takes effect."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-250 TK-325 RP-325 TK&RP-400]

Create: 1 of 4 possibilities in Compounding with Aceras + Wolfsbane.

Chest: No

Pick: From Researcher in director's office in synard reception in North City.
 From Girl on northern end of arena in Fun City.

Dropped: By Gelatinblock, in the Field of Love.

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: Temporarily raises Intelligence for user, but cannot be controlled.
 Attack spells do +50% more damage.

=====PIXIE COLOGNE=====

=====PLAIN OMELET=====

Name: Plain Omelet

Number: 493

Symbol: O

Type: ^Field
Menu 1: "A simple fluffy omelet of eggs and milk."
Menu 2: "Restores HP 66 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,210 TK-1,573 RP-1,573 TK&RP-1,936]
Create: Master Chef with Egg/Products + Egg/Products.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 66%. Add an additional 1% per Good Eye level.
=====PLAIN OMELET=====

=====PLANET OF THE WINDS=====

Name: Planet of the Winds
Number: 494
Symbol: O
Type: ^Field
Menu 1: "A book written by Claude: |The violent winds of the storm battered his face..|"
Menu 2: "No message"
Used By: All
Repro: No
Buy: After you sell it to the publisher in Lacour, you can buy it back.
Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: 1 of 2 possibilities in Publishing with Claude.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Sets reader's friendship value towards Claude to 8.
=====PLANET OF THE WINDS=====

=====PLASMA ZAP-STICK=====

Name: Plasma Zap-stick
Number: 495
Symbol: O
Type: ^Field
Menu 1: "An electromagnetic shield producing device made by Precis. When Precis uses this, 'Barrier' becomes effective."
Menu 2: "No message"
Used By: Precis
Repro: No
Buy: No

Buy \$: No
Sell \$: Cannot Be Sold
Create: Machinery with Precis only.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Teaches the killer move Barrier to Precis.
=====PLASMA ZAP-STICK=====

=====PLATE GREAVES=====

Name: Plate Greaves
Number: 496
Symbol: E
Type: ^Greaves
Menu 1: "Sturdy greaves made of steel plates."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(18) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)
Repro: Yes
Buy: Herlie & Lacour
Buy \$: [Base-800 CG-600 GD-560 CG&GD-360 CG,GD&SL-320]
Sell \$: [Base-200 TK-260 RP-260 TK&RP-320]
Create: 1 of 5 possibilities in Blacksmith on Iron without Magical Rasp.
Chest: No
Pick: From lower right Soldier in port area of Hilton.*
*Only when Leon first joins your party.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?GUARD
Max #: 20
Notes: None
=====PLATE GREAVES=====

=====PLATE HELM=====

Name: Plate Helm
Number: 497
Symbol: E
Type: ^Helmet
Menu 1: "A sturdy helmet made by assembling many steel plates."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(38) AVD(0) MAG(0)

|GUTS(0) STM(0) LUC(0) CRT(0) | Di~H Er~H Op~H Pr~H |
'-----'

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)

Repro: Yes

Buy: Buy in Lacour & Lacour Front Lines.

Buy \$: [Base-7,000 CG-5,250 GD-4,900 CG&GD-3,150 CG,GD&SL-2,800]

Sell \$: [Base-1,750 TK-2,275 RP-2,275 TK&RP-2,800]

Create: 1 of 5 possibilities in Blacksmith on Iron without Magical Rasp.

Chest: No

Pick: From upper right Soldier in port area in Hilton.*

From Dias in Lacour Front Lines.**

*Only when Leon first joins your party.

**After meeting about Lacour Hope, but before speaking to him when he's standing between the general store and the arsenal.

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====PLATE HELM=====

=====PLATE MAIL=====

Name: Plate Mail

Number: 498

Symbol: E

Type: ^Armor

Menu 1: "Sturdy armor made of countless overlapping steel plates."

Menu 2: .-----.

|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |

|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |

|-----|

|DEF(90) AVD(0) MAG(0) |As~Ar Bo~Ar Ch~Ar Cl~Ar|

|GUTS(0) STM(0) LUC(0) CRT(0) |Di~Ar Er~Ar Op~Ar Pr~Ar|

'-----'

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)

Repro: Yes

Buy: Lacour Front Lines & Central City.

Buy \$: [Base-13,400 CG-10,050 GD-9,380 CG&GD-6,030 CG,GD&SL-5,360]

Sell \$: [Base- 3,350 TK- 4,355 RP-4,355 TK&RP-5,360]

Create: 1 of 2 possibilities in Blacksmith on Iron without Magical Rasp.

Chest: Eluria Colony x 2 (in armory, not in a chest).

Pick: From Ashton during a PA in Linga.

From lower left Soldier in port area of Hilton.*

From Dias in Lacour Front Lines.**

*Only when Leon first joins your party.

**After battle with Shin, but before speaking to Leon's parents. Claude's scenario, or if you choose NOT to recruit him in Rena's scenario.

Dropped: No

Win: No

Pools: No

PA/Give: Gamgee gives you one in Lacour Castle, after finishing the sanctuary of Linga.

? Item: No

Max #: 20

Notes: None

=====PLATE MAIL=====

=====PLATINUM NAILS=====

Name: Platinum Nails
Number: 499
Symbol: E
Type: ^Weapon
Menu 1: "Holy knuckles that possess the strength of the legendary white tiger."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(850) HIT(55) MAG(300) avd(20) | No~W |
|GUTS(0) STM(0) LUC(0) CRT(2) | |
|-----|

Used By: Noel
Repro: No
Buy: No
Sell \$: [Base-199,000 TK-258,700 RP-258,700 TK&RP-318,400]
Create: Customize Tiger's Fangs + Mithril with Noel.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: This weapon has +2 to attack chances.
=====PLATINUM NAILS=====

=====PLEIAD SWORD=====

Name: Pleiad Sword
Number: 500
Symbol: E
Type: ^Weapon
Menu 1: "A magical curved sword said to be so sharp that it instantly slices anything in two."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa(A) Fi(H) Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(1200) HIT(60) MAG(0) | Di~W |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
|-----|

Used By: Dias
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-280,000 TK-364,000 RP-364,000 TK&RP-448,000]
Create: Default Customization with Dias, much easier to make with Orchestra.
Chest: Fienal Tower.
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No

? Item: ?WEAPON
Max #: 20
Notes: None
=====PLEIAD SWORD=====

=====POCKET ENCYCLOPEDIA=====

Name: Pocket Encyclopedia
Number: 501
Symbol: 0
Type: ^Field
Menu 1: "A skill guide book. Read it to learn the skill Tool Knowledge."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: Authoring by a character if their Tool Knowledge skill level is 5 or higher.
Chest: No
Pick: From Leon during a PA in Cross.*
*The game text calls it a "Pocket Book" when you pickpocket it.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises skill level of Tool Knowledge by 1. Doesn't work past level 5.
=====POCKET ENCYCLOPEDIA=====

=====POISON CHECK=====

Name: Poison Check
Number: 502
Symbol: E
Type: ^Accessory
Menu 1: "A charm that possesses a mysterious magical power to save its possessor from poisons."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'
Used By: All
Repro: Yes
Buy: Lacour, Central City, & Giveaway. From Abeema in a PA in Mars.*
Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: Metalwork on Iron with Ch, Cl, Di, Le, Op, Re.
Chest: Sanctuary of Linga.
Pick: From Claude on north side of arena in Lacour.**
From Soldier on left in hall above throne room in Lacour.***
**Only Rena's scenario, during the day of the tournament.
***Only before the day of the tournament.

Dropped: By Otif on Energy Nede and in the Field of Courage.
Win: From the Bunny Races in Fun City.
Pools: Santa's Boots. Mischief.
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: Prevents wearer from being poisoned.
*This PA can only be done after spending night in Cross, but before the
Tournament.
=====POISON CHECK=====

=====PORTRAIT A=====

Name: Portrait A
Number: 503
Symbol: O
Type: ^Field
Menu 1: "Fate has thrown this youth into an unknown world. Is this the will of
heaven or what he himself seeks?"
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-250 TK-325 RP-325 TK&RP-400]
Create: Art with Magic Canvas, if this character is in your party.
Chest: No
Pick: From Rena during a PA in Mars.*
*Only in Claude's scenario.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: A picture of Claude. Gets used up when you view it, but you can still
see who it is in the graphic. You can scroll up and down the picture
when you view it.
=====PORTRAIT A=====

=====PORTRAIT B=====

Name: Portrait B
Number: 504
Symbol: O
Type: ^Field
Menu 1: "This lass has endured a sad fate. What will the eternal passing of
time expect of her?"
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,600 TK-2,080 RP-2,080 TK&RP-2,560]
Create: Art with Magic Canvas, if this character is in your party.
Chest: Salva.
Pick: From Claude during a PA in Mars.*
From Yul in port area in Herlie.**

*Only in Rena's scenario.

**Only appears here if you chose "This is awful! We have to stop them!"
in a PA with Yul in Herlie. And you beat Zand in a second PA in Herlie.

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: A picture of Rena. Gets used up when you view it, but you can still see who it is in the graphic. You can scroll up and down the picture when you view it.

=====PORTRAIT B=====

=====PORTRAIT C=====

Name: Portrait C
Number: 505
Symbol: O
Type: ^Field
Menu 1: "Every time her hair sways or she runs her slender fingers through it, her tattooed Crest produces more of its limitless power."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,800 TK-2,340 RP-2,340 TK&RP-2,880]
Create: Art with Magic Canvas, if this character is in your party.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: A picture of Celine. Gets used up when you view it, but you can still see who it is in the graphic. You can scroll up and down the picture when you view it.

=====PORTRAIT C=====

=====PORTRAIT D=====

Name: Portrait D
Number: 506
Symbol: O
Type: ^Field
Menu 1: "He began his journey. For the sake of a better world and the one he loved.."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-200 TK-260 RP-260 TK&RP-320]
Create: Art with Magic Canvas, if this character is in your party.
Chest: No

Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: A picture of Bowman. Gets used up when you view it, but you can still see who it is in the graphic. You can scroll up and down the picture when you view it.

=====PORTRAIT D=====

=====PORTRAIT E=====

Name: Portrait E
Number: 507
Symbol: O
Type: ^Field
Menu 1: "His heart heavy with a tragic past, he draws his sword once again.. to forget.."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,800 TK-2,340 RP-2,340 TK&RP-2,880]
Create: Art with Magic Canvas, if this character is in your party.
Chest: No
Pick: From Rena during the one-time PA w/Precis in Arlia. Claude's scenario.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: A picture of Dias. Gets used up when you view it, but you can still see who it is in the graphic. You can scroll up and down the picture when you view it.

=====PORTRAIT E=====

=====PORTRAIT F=====

Name: Portrait F
Number: 508
Symbol: O
Type: ^Field
Menu 1: "Here we go, move it move it! If someone blocks the way, just smile and give 'em the hammer punch!"
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,600 TK-2,080 RP-2,080 TK&RP-2,560]
Create: Art with Magic Canvas, if this character is in your party.
Chest: No
Pick: No
Dropped: No

Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: A picture of Precis. Gets used up when you view it, but you can still see who it is in the graphic. You can scroll up and down the picture when you view it.

=====PORTRAIT F=====

=====PORTRAIT G=====

Name: Portrait G
Number: 509
Symbol: O
Type: ^Field
Menu 1: "The time for choosing has come. He stands up with light in both hands to answer to his fate."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-800 TK-1,040 RP-1,040 TK&RP-1,280]
Create: Art with Magic Canvas, if this character is in your party.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: A picture of Ashton. Gets used up when you view it, but you can still see who it is in the graphic. You can scroll up and down the picture when you view it.

=====PORTRAIT G=====

=====PORTRAIT H=====

Name: Portrait H
Number: 510
Symbol: O
Type: ^Field
Menu 1: "What's the problem? Oh no, that's not the way! Let me do it, I'll finish it in 5 seconds!"
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-750 TK-975 RP-975 TK&RP-1,200]
Create: Art with Magic Canvas, if this character is in your party.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No

PA/Give: No
? Item: No
Max #: 20
Notes: A picture of Leon. Gets used up when you view it, but you can still see who it is in the graphic. You can scroll up and down the picture when you view it.
=====PORTRAIT H=====

=====PORTRAIT I=====

Name: Portrait I
Number: 511
Symbol: O
Type: ^Field
Menu 1: "When screeching flashes and rumbling blasts, all who oppose her are felled to open the way."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-2,400 TK-3,120 RP-3,120 TK&RP-3,840]
Create: Art with Magic Canvas, if this character is in your party.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: A picture of Opera. Gets used up when you view it, but you can still see who it is in the graphic. You can scroll up and down the picture when you view it.

=====PORTRAIT I=====

=====PORTRAIT J=====

Name: Portrait J
Number: 512
Symbol: O
Type: ^Field
Menu 1: "A man with a past, he has left home and come to an unknown world. What could be on his mind?"
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-375 TK-487 RP-487 TK&RP-599]
Create: Art with Magic Canvas, if this character is in your party.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No

Max #: 20

Notes: A picture of Ernest. Gets used up when you view it, but you can still see who it is in the graphic. You can scroll up and down the picture when you view it.

=====PORTRAIT J=====

=====PORTRAIT K=====

Name: Portrait K

Number: 513

Symbol: O

Type: ^Field

Menu 1: "Here's a zoologist with bush hair and puny muscles. Hope that's OK.."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-520 TK-676 RP-676 TK&RP-832]

Create: Art with Magic Canvas, if this character is in your party.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: A picture of Noel. Gets used up when you view it, but you can still see who it is in the graphic. You can scroll up and down the picture when you view it.

=====PORTRAIT K=====

=====PORTRAIT L=====

Name: Portrait L

Number: 514

Symbol: O

Type: ^Field

Menu 1: "She's a young woman ready for anything. Well well[eighth note] What's to do today?"

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-1,200 TK-1,560 RP-1,560 TK&RP-1,920]

Create: Art with Magic Canvas, if this character is in your party.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: A picture of Chisato. Gets used up when you view it, but you can still see who it is in the graphic. You can scroll up and down the picture

when you view it.

=====PORTRAIT L=====

=====POSE COLLECTION=====

Name: Pose Collection
Number: 515
Symbol: 0
Type: ^Field
Menu 1: "A skill guide book. Read it to learn the skill Sketching."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: Authoring by a character if their Sketching skill level is 5 or higher.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises skill level of Sketching by 1. Doesn't work past level 5.

=====POSE COLLECTION=====

=====POTSTICKERS=====

Name: Potstickers
Number: 516
Symbol: 0
Type: ^Field
Menu 1: "Chinese dumplings with various fillings of meat, onions, bamboo shoots, etc., both steamed and boiled types are served."
Menu 2: "Restores HP 19 %"
Used By: All
Repro: Yes
Buy: Herlie & Fun City.
Buy \$: [Base-280 CG-210 GD-196 CG&GD-126 CG,GD&SL-112]
Sell \$: [Base-112 TK-145 RP-145 TK&RP-178]
Create: 1 of 11 possibilities in Cooking with Meat.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 19%. Add an additional 1% per Good Eye level.

=====POTSTICKERS=====

=====PRETTY IDOL=====

Name: Pretty Idol

Number: 517
Symbol: E
Type: ^Accessory
Menu 1: "An idol made of diamonds whose fabulous workmanship has astounded all who have seen it."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) mag(1) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-2,500 TK-3,250 RP-3,250 TK&RP-4,000]
Create: Metalwork on Diamond with As, Er, No, Pr, Re.
Chest: No
Pick: From Mother in a one-time PA with little girl in Hilton.
From Girl in lobby in city hall in Central City.
From lower right Girl in central square in Fun City.
Dropped: By Kitty, in the Hoffman Ruins.
Win: No
Pools: Santa's Boots. Treasure Chest, Fill-Up, Fountain Card, Lien,
Jack-In-The-Box.
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: None
=====PRETTY IDOL=====

=====PRIME PRAYER=====

Name: Prime Prayer
Number: 518
Symbol: E
Type: ^Weapon
Menu 1: "A magical staff that makes its holder loquacious due to Heraldic Crests engraved over the entire staff."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(1000) HIT(80) MAG(80) ac(20) avd(20) | Ce~W |
|GUTS(0) STM(0) LUC(0) CRT(5) | |
'-----'

Used By: Celine
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-400,000 TK-520,000 RP-520,000 TK&RP-640,000]
Create: No
Chest: No
Pick: No
Dropped: No
Win: 1 won from Duel Battle Rank A in Fun City with Celine.
Pools: No
PA/Give: No

? Item: No
Max #: 1
Notes: Raises Celine's Motormouth skill to level 10.
=====PRIME PRAYER=====

=====PRIME SIRLOIN=====

Name: Prime Sirloin
Number: 519
Symbol: 0
Type: ^Field
Menu 1: "The monarch of steaks."
Menu 2: "Restores HP 80 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-24,000 TK-31,200 RP-31,200 TK&RP-38,400]
Create: 1 of 4 possibilities in Cooking with Juicy Beef.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP of all allies by 80%. Add an additional 1% per Good Eye level.

=====PRIME SIRLOIN=====

=====PRIME TUNA=====

Name: Prime Tuna
Number: 520
Symbol: X
Type: ^Creation
Menu 1: "There's tuna, and then there's TUNA."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-2,000 TK-2,600 RP-2,600 TK&RP-3,200]
Create: No
Chest: No
Pick: No
Dropped: No
Win: From Seafood Battle & Full-Course Battle in Cooking Master in Fun City.
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: A rare ingredient used in Cooking.

=====PRIME TUNA=====

=====PRIME TUNA STEAK=====

Name: Prime Tuna Steak
Number: 521
Symbol: O
Type: ^Field
Menu 1: "Tuna treated like steak makes me wonder what one drinks with this?"
Menu 2: "Restores HP 80 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-18,000 TK-23,400 RP-23,400 TK&RP-28,800]
Create: 1 of 4 possibilities in Cooking with Prime Tuna.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 80%. Add an additional 1% per Good Eye level.

=====PRIME TUNA STEAK=====

=====PRINCESS RING=====

Name: Princess Ring
Number: 522
Symbol: E
Type: ^Accessory
Menu 1: "A beautiful ring that combines cuteness and elegance to increase its wearer's MP."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) mag(2) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-3,850 TK-5,005 RP-5,005 TK&RP-6,160]
Create: Metalwork on Crystal with Ce, Ch, Pr, Re.
Chest: No
Pick: From Rosalia in chambers in castle in Cross.*
*Only appears in Rena's scenario if you pick "Certainly, I'd love to" & "We'll pay for him then" in a PA in Cross with Celine and Chris. Then a second PA inCross with Celine and Chris. Then finally choose "Take her to Chris even if you have to drag her there" in a third PA.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: Increases wearer's MP by 100.

=====PRINCESS RING=====

=====PRINCE'S ZONI STEW=====

Name: Prince's Zoni Stew
Number: 523
Symbol: O
Type: ^Field
Menu 1: "Only the best ingredients in a stock of pheasant meat."
Menu 2: "Restores HP/MP 60 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-7,700 TK-10,010 RP-10,010 TK&RP-12,320]
Create: 1 of 4 possibilities in Cooking with Ganze Sea Urchin.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP and MP by 60%. Add an additional 1% per Good Eye level.

=====PRINCE'S ZONI STEW=====

=====PRINCIPLES OF NATURE=====

Name: Principles of Nature
Number: 524
Symbol: O
Type: ^Field
Menu 1: "A book written by Noel: |It's the survival of the fittest in this world. Only the strong survive..|"
Menu 2: "No message"
Used By: All
Repro: No
Buy: After you sell it to the publisher in Lacour, you can buy it back.
Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: 1 of 2 possibilities in Publishing with Noel. Rarer of the two.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Sets reader's romance value towards Noel to 8.

=====PRINCIPLES OF NATURE=====

=====PRISM RING=====

Name: Prism Ring
Number: 525
Symbol: E

Type: ^Accessory
Menu 1: "A mysterious ring that protects its wearer from all things, with a probability of 1/20."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(5) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: From Abeema in a PA in Mars.*
Buy \$: [Base-6,200 CG-4,650 GD-4,340 CG&GD-2,790 CG,GD&SL-2,480]
Sell \$: [Base-2,170 TK-2,821 RP-2,821 TK&RP-3,472]
Create: Metalwork on Crystal with Ch, Cl, Op, Pr.
Chest: No
Pick: From Ernest during a PA in Cross.
From Girl in library in North City.
Dropped: By Periton, in the Cave of Red Crystal.
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Prevents taking damage from anything, with a 5% chance.
*This PA can only be done after spending the night in Cross, but before the Tournament.

=====PRISM RING=====

=====PROMISED RING=====

Name: Promised Ring
Number: 526
Symbol: E
Type: ^Accessory
Menu 1: "A magical ring that imparts courage to the knight whom one loves."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(20) STM(20) LUC(10) CRT(10) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-2,500 TK-3,250 RP-3,250 TK&RP-4,000]
Create: Metalwork on Diamond with As, Ce, Ch, Le, Op, Pr, Re.
Chest: No
Pick: From Nineh during a one-time PA in Linga.
From Boyfriend in central square in Fun City.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20

Notes: None

=====PROMISED RING=====

=====PROTECTION BOMB=====

Name: Protection Bomb
Number: 527
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this bomb explodes and attacks the nearest monster."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,600 TK-2,080 RP-2,080 TK&RP-2,560]
Create: 1 of 19 possibilities in Machinery.
Chest: No
Pick: No
Dropped: No
Win: From the Bunny Races in Fun City. From Duel Battle Rank D in Fun City, 1 per fighter.
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Ball falls from sky and damages one enemy in proportion to its DEF stat.

=====PROTECTION BOMB=====

=====PROTECTION RING=====

Name: Protection Ring
Number: 528
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious ring that uses attack power directed against the wearer to increase its HP."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(6) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-500 TK-650 RP-650 TK&RP-800]
Create: Metalwork on Star Ruby with As, Bo, Ce, Le, No, Op, Re.
Chest: No
Pick: No
Dropped: By Guardian, in the Field of Power and the Field of Courage.
Win: No
Pools: Santa's Boots. Trickster.
PA/Give: No

? Item: ?JEWELRY

Max #: 20

Notes: All damage taken from physical attacks converts to HP, but accessory quickly breaks.

=====PROTECTION RING=====

=====PSYCHIC GUN=====

Name: Psychic Gun

Number: 529

Symbol: E

Type: ^Weapon

Menu 1: "A small firearm that changes the user's MP into energy."

```

Menu 2: .-----
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|ATK(980) HIT( 65 ) MAG( 0 ) | Ch~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 70 ) | |
|-----|

```

Used By: Chisato

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-220,000 TK-286,000 RP-286,000 TK&RP-352,000]

Create: Customize Cracker + Sage's Stone with Chisato.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: ?WEAPON

Max #: 20

Notes: Every regular attack costs 2 MP. Every killer move costs an additional 2 MP.

=====PSYCHIC GUN=====

=====PSYCHO BOX=====

Name: Psycho Box

Number: 530

Symbol: E

Type: ^Weapon

Menu 1: "Special energy pack for the |Kaleidoscope| ray gun for shooting energy waves."

```

Menu 2: .-----
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|ATK(1050) HIT( 0 ) MAG( 0 ) | Op~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |
|-----|

```

Used By: Opera

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-199,000 TK-258,700 RP-258,700 TK&RP-318,400]

Create: No
Chest: No
Pick: No
Dropped: No
Win: 1 won from Duel Battle Rank A in Fun City with Opera.
Pools: No
PA/Give: No
? Item: No
Max #: 1
Notes: None
=====PSYCHO BOX=====

=====PULSE BOX=====

Name: Pulse Box
Number: 531
Symbol: E
Type: ^Weapon
Menu 1: "Special energy pack for the |Kaleidoscope| ray gun for shooting powerful pulse waves but takes time to charge."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(1000) HIT(60) MAG(0) avd(40) | Op~W |
|GUTS(0) STM(0) LUC(0) CRT(20) | |
'-----'

Used By: Opera
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-295,000 TK-383,500 RP-383,500 TK&RP-472,000]
Create: Customize Beta Box/Gamma Box + Orichalcum with Opera.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?MACHINE
Max #: 20
Notes: The ?MACHINE for this item can actually be reproduced. This makes it have the highest sell value of any reproducible item in the game. Although you must identify it in order to sell it.

=====PULSE BOX=====

=====PURITY LEAF=====

Name: Purity Leaf
Number: 532
Symbol: X
Type: ^Creation
Menu 1: "Healthy vegetables raised with plenty of sunshine."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No

Sell \$: [Base-750 TK-975 RP-975 TK&RP-1,200]
Create: No
Chest: Floor 2 of the Cave of Trials, Floor 4 of the Cave of Trials,
Floor 7 of the Cave of Trials, Floor 10 of the Cave of Trials.
Pick: No
Dropped: No
Win: From Veggie Battle and Full-Course Battle in Cooking Master in Fun
City.
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: A rare ingredient used in Cooking.
=====PURITY LEAF=====

=====PURPLE MIST=====

Name: Purple Mist
Number: 533
Symbol: E
Type: ^Accessory
Menu 1: "A necklace that possesses a mysterious magical power to divert the
enemy's attention from its wearer during escape from combat."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(10) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: Abeema in a PA in Mars.*
Buy \$: [Base-14,000 CG-10,500 GD-9,800 CG&GD-6,300 CG,GD&SL-5,600]
Sell \$: [Base- 2,100 TK- 2,730 RP-2,730 TK&RP-3,360]
Create: Metalwork on Sapphire with Ch, Cl, Di, Er.
Chest: Mars.
Pick: From Abeema during a one-time PA in Mars.*
From Young Boy in the first room in west hall of the inn in Herlie.**
**Only after Clik is destroyed.
Dropped: By Atulatul, in the Field of Power.
Win: From Team Battle Rank F in Fun City. Up to 3.
Pools: No
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: Aids wearer in escaping from combat. Stacks with Magic Mist, but not
with itself.
*This PA can only be done after spending the night in Cross, but before
the Tournament.
=====PURPLE MIST=====

=====PYRE TEAR=====

Name: Pyre Tear
Number: 534
Symbol: E
Type: ^Accessory

Menu 1: "Jewelry that possesses the mysterious power of converting 1/10 of the damage received from Herladic spells into an increase in his own MP."

Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa(D) Fi(H) Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-5,000 TK-6,500 RP-6,500 TK&RP-8,000]

Create: No

Chest: No

Pick: From Celine during a PA in Hilton.
From Woman outside castle in Lacour.*
*Disappears after you enter the castle.

Dropped: By Shigeo, in Fun City.

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 3

Notes: Converts 10% of damage received from spells to MP.

=====PYRE TEAR=====

=====QUICK PICKLES=====

Name: Quick Pickles

Number: 535

Symbol: 0

Type: ^Field

Menu 1: "Vegetables soaked in a mixture of soy sauce and vinegar."

Menu 2: "Restores HP 5 %"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-5 TK-6 RP-6 TK&RP-7]

Create: 1 of 12 possibilities in Cooking with Vegetables.

Chest: No

Pick: From Old Man in tavern in Hilton.

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: ?FOOD

Max #: 20

Notes: Restores HP by 5%. Add an additional 1% per Good Eye level.

=====QUICK PICKLES=====

=====RADIO BOX=====

Name: Radio Box

Number: 536

Symbol: E

Type: ^Weapon
Menu 1: "Special energy pack for the |Kaleidoscope| ray gun for shooting radio frequency photon bursts."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(162) HIT(0) MAG(0) | Op~W |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
'-----'

Used By: Opera
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-70 TK-91 RP-91 TK&RP-112]
Create: Machinery with Opera only.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?MACHINE
Max #: 20
Notes: None
=====RADIO BOX=====

=====RAINBOW DIAMOND=====

Name: Rainbow Diamond
Number: 537
Symbol: E
Type: ^Creation ^Accessory
Menu 1: "A rare diamond that gives off seven colors when it shines."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St(H) Va() Li(H) Da() Vo() |
-----	.As~Ac Bo~Ac Ce~Ac Ch~Ac
HIT(0) AC(0) AVD(0)	Cl~Ac Di~Ac Er~Ac Le~Ac
GUTS(0) STM(0) LUC(0) CRT(0)	No~Ac Op~Ac Pr~Ac Re~Ac
'-----'

Used By: All
Repro: No
Buy: Santa.
Buy \$: [Base-14,000 CG-10,500 GD-9,800 CG&GD-6,300 CG,GD&SL-5,600]
Sell \$: [Base- 3,500 TK- 4,550 RP-4,550 TK&RP-5,600]
Create: Alchemy with Lezard Flask, level 7 or higher.
Chest: Sanctuary of Linga, Floor 10 of the Cave of Trials.
Pick: From Wife in newlywed's house in Arlia.
Dropped: By Yety, in the Field of Power.
Win: No
Pools: Survival, very rare. Trickster.
PA/Give: With Old Woman in Lacour. Choose "No problem, I'd be happy to." Get the Gold and bring it back to the Old Woman.
? Item: No
Max #: 20
Notes: Used in Customization and Metalwork. Raises all Specialties by 1 level on equipped character. Does stack. Very useful for reaching higher levels of alchemy for free. Also gives greater flexibility when

summoning monsters with Evil Melody.

=====RAINBOW DIAMOND=====

=====RARE GAUNTLETS

Name: Rare Gauntlets

Number: 538

Symbol: E

Type: ^Shield

Menu 1: "A beautiful gauntlet made of orichalcum."

Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|----- . As~S Bo~S Ce~S Ch~S |
|DEF(20) AVD(30) MAG(0) | Cl~S Di~S Er~S Le~S |
|GUTS(0) STM(0) LUC(0) CRT(0) | No~S Op~S Pr~S Re~S |
'-----'

Used By: All

Repro: Yes

Buy: Secret Charity/Fake Gallery.

Buy \$: [Base-105,000 CG-78,750 GD-73,500 CG&GD-47,250 CG,GD&SL-42,000]

Sell \$: [Base- 26,250 TK-34,125 RP-34,125 TK&RP-42,000]

Create: No

Chest: No

Pick: No

Dropped: By Magichand, in the Field of Intelligence.

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====RARE GAUNTLETS

=====RASPBERRY JAM=====

Name: Raspberry Jam

Number: 539

Symbol: O

Type: ^Field

Menu 1: "Jam made of boiled-down raspberries."

Menu 2: "Restores HP 11 %"

Used By: All

Repro: Yes

Buy: Salva, & Fun City.

Buy \$: [Base-60 CG-45 GD-42 CG&GD-27 CG,GD&SL-24]

Sell \$: [Base-15 TK-19 RP-19 TK&RP-23]

Create: No

Chest: No

Pick: No

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: Restores HP by 11%. Add an additional 1% per Good Eye level.

=====RASPBERRY JAM=====

=====RAW MILK=====

Name: Raw Milk
Number: 540
Symbol: O
Type: ^Field
Menu 1: "Ooh.. my stomach.."
Menu 2: "Restores MP 1 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1 TK-1 RP-1 TK&RP-1]
Create: Fail in Cooking with Egg/Dairy Products. 1 of 12 possibilities. Fail in Master Chef.
Chest: No
Pick: From Milly in east side of Mars.*
From Bartender in tavern in Herlie.
From upper left editor in newspaper office in city hall in North City.
From middle Receptionist in cooking master entrance in Fun City.
*Only after Clik is destroyed.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores MP by 1%. Add an additional 1% per Good Eye level.
=====RAW MILK=====

=====RECOIL BRACELET=====

Name: Recoil Bracelet
Number: 541
Symbol: E
Type: ^Accessory
Menu 1: "A magical bracelet that diverts all attacks toward nearby monsters, with a probability of 1/10."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-300 TK-390 RP-390 TK&RP-480]
Create: Metalwork on Ruby with Ce, Ch, Cl, Op, Pr.
Chest: Hoffman Ruins.
Pick: From Defense Force Soldier in eastern barrier in L'Aqua.
Dropped: No
Win: No
Pools: No
PA/Give: No

? Item: No
Max #: 20
Notes: All attacks diverted to a nearby enemy with a 10% chance.

=====RECOIL BRACELET=====

=====RED LOTUS GEM=====

Name: Red Lotus Gem
Number: 542
Symbol: X
Type: ^Unusable
Menu 1: "A palm sized crystal ball. In the center of the crystal can be seen a shimmering flame."
Menu 2: "No message"
Used By: Unusable
Repro: No
Buy: No
Buy \$: No
Sell \$: Cannot Be Sold
Create: Metalwork on Cracked Gem.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 1 (there are 2 in game, but only 1 can be in your inventory at a time)
Notes: Same graphic as Star Ruby.

=====RED LOTUS GEM=====

=====REFERENCE BOOK=====

Name: Reference Book
Number: 543
Symbol: E
Type: ^Weapon
Menu 1: "A reference book for study and research."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(280) HIT(0) MAG(50)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Leon
Repro: Yes
Buy: Linga
Buy \$: [Base-2,300 CG-1,725 GD-1,610 CG&GD-1,035 CG,GD&SL-9,200]
Sell \$: [Base- 575 TK- 747 RP- 747 TK&RP- 919]
Create: Can be randomly made through authoring with Leon.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No

Max #: 20
Notes: None
=====REFERENCE BOOK=====

=====REFLECTION RING=====

Name: Reflection Ring
Number: 544
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious ring that uses Heraldic power directed against the wearer to increase his own HP."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) mag(6) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
|-----|

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-500 TK-650 RP-650 TK&RP-800]
Create: Metalwork on Crystal with As, Bo, Cl, Di, Le, No.
Chest: No
Pick: No
Dropped: By Flarelizard, the boss of the Mountain Palace.
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: All damage taken from spells converts to HP, but accessory quickly breaks.

=====REFLECTION RING=====

=====REFLECTIVE ARMOR=====

Name: Reflective Armor
Number: 545
Symbol: E
Type: ^Armor
Menu 1: "Strong armor that reflects and dissipates attack energy."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea(H) Wa() Fi() Wi(H) Th(H) St(H) Va(H) Li(A) Da() Vo(A) |
|-----As~Ar Bo~Ar|
|DEF(290) AVD(10) MAG(0) atk(10) hit(10) | Ch~Ar Cl~Ar Di~Ar |
|GUTS(20) STM(20) LUC(0) CRT(0) | No~Ar Op~Ar Pr~Ar |
|-----|

Used By: As, Bo, Ch, Cl, Di, No, Op, Pr
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-220,000 TK-286,000 RP-286,000 TK&RP-352,000]
Create: 1 of 2 possibilities in Blacksmith on Orichalcum with Magical Rasp.
Chest: Floor 2 of the Cave of Trials.

Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores 2% of MP every 5 seconds during battle. Protects from Silence and Delay.

=====REFLECTIVE ARMOR=====

=====REGENERATION RING=====

Name: Regeneration Ring
Number: 546
Symbol: E
Type: ^Accessory
Menu 1: "A ring possessing regenerative magical powers that can heal the wounds of its wearer during combat."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(2) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: Abeema in a PA in Mars.*
Buy \$: [Base-6,500 CG-4,875 GD-4,550 CG&GD-2,925 CG,GD&SL-2,600]
Sell \$: [Base-1,625 TK-2,112 RP-2,112 TK&RP-2,599]
Create: Metalwork on Rainbow Diamond with Bo, Ce, Ch, Cl, Di, Op.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: Restores 3% of HP every 5 seconds in battle.
*This PA can only be done after spending night in Cross, but before Tournament.

=====REGENERATION RING=====

=====RESISTANCE RING=====

Name: Resistance Ring
Number: 547
Symbol: E
Type: ^Accessory
Menu 1: "A ring of defense that reduces the strength of a Heraldic spell directed against its wearer to 1/10 of its normal power."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-250 TK-325 RP-325 TK&RP-400]
Create: Metalwork on Crystal with As, Bo, Cl, Di, Er, Le, No, Pr.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Santa's Boots. Treasure Chest, Fill-Up, Fountain Card, Lien,
Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: All damage from spells reduced to 1/10, buy accessory quickly breaks.
=====RESISTANCE RING=====

=====RESURRECTION BOTTLE=====

Name: Resurrection Bottle
Number: 548
Symbol: O
Type: ^Battle ^Field
Menu 1: "This magical medicine revives a fallen friend."
Menu 2: "Restores HP 60 %"
Used By: All
Repro: Yes
Buy: Familiar specialty level 5-6. Cross, Mars, Hilton, Lacour Front Lines,
Eluria Colony, Central City, Giveaway.
Buy \$: [Base-3,600 CG-2,700 GD-2,520 CG&GD-1,620 CG,GD&SL-1,440]
Sell \$: [Base- 900 TK-1,170 RP-1,170 TK&RP-1,440]
Create: No
Chest: Arlia, Heraldry Forest, Mountain Palace, Cave of Red Crystal.
Pick: From Mayor Regis in Arlia.
From Mother in house in Salva.
From Young Man in tavern in Salva.
From Murdoch in laboratory in Lacour.*
From Nurse on right in dispensary in L'Aqua.
*Only after finishing the linga sidequest.
Dropped: No
Win: From the Bunny Races in Fun City.
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Resurrects and restores HP by 60%
=====RESURRECTION BOTTLE=====

=====RESURRECTION MIST=====

Name: Resurrection Mist
Number: 549
Symbol: O
Type: ^Battle ^Field
Menu 1: "This magical incense completely revives a fallen friend."

Menu 2: "Restores HP 100 %"
 Used By: All
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-1,500 TK-1,950 RP-1,950 TK&RP-2,400]
 Create: 1 of 4 possibilities in Compounding with Artemis Leaf + Lavender.
 Chest: Cross Cave, Field of Love, Fienal Tower, Floor 2 of the Cave of Trials, Floor 4 of the Cave of Trials, Floor 7 of the Cave of Trials, Floor 9 of the Cave of Trials.
 Pick: From Assistant Editor-in-Chief in newspaper office in Central City.
 From Nurse on left in dispensary in L'Aqua.
 Dropped: By Magicbox, in the Field of Intelligence.
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Resurrects and restores HP by 100%.
 =====RESURRECTION MIST=====

=====REVERSE DOLL=====

Name: Reverse Doll
 Number: 550
 Symbol: E
 Type: ^Accessory
 Menu 1: "A mysterious doll that takes the place of its owner when the owner's life is in danger."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea(H) Wa(H) Fi(H) Wi(H) Th(H) St(H) Va(H) Li(H) Da(H) Vo(H) |
 |-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
 |HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
 |GUTS(20) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
 '-----'

Used By: All
 Repro: No
 Buy: Abeema in a PA in Mars.*
 Buy \$: [Base-5,650 CG-4,238 GD-3,955 CG&GD-2,543 CG,GD&SL-2,260]
 Sell \$: [Base- 282 TK- 366 RP- 366 TK&RP- 450]
 Create: Metalwork on Diamond with Bo, Cl, Di, Er.
 Chest: Cross Cave (as ?JEWELRY).
 Pick: From Ernest during a PA in Herlie.
 From Noel in library in Lacour.**
 From Woman near huts in Eluria Colony.
 **Not the recruitable character Noel.
 Dropped: By Arcmene, the boss of the Cave of Red Crystal.
 By Guardbox, in the Field of Intelligence.
 By Jibril, in Fienal Tower. By Kitty, in the Hoffman Ruins.
 By Nicolus, in Fienal Tower.
 By Ruprecht, in Fienal Tower.
 By Salamander, in the Hoffman Ruins.
 Win: From the Bunny Races in Fun City.
 Pools: No
 PA/Give: No
 ? Item: ?JEWELRY
 Max #: 20
 Notes: When wearer takes a hit that would kill him, the Reverse Doll protects

you From death, but breaks.

*This PA can only be done after spending the night in Cross, but before the Tournament.

=====REVERSE DOLL=====

=====REVIVAL CARD=====

Name: Revival Card
Number: 551
Symbol: X
Type: ^Battle
Menu 1: "A magical card that when used gives you the power to revive a fallen ally."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-50 TK-65 RP-65 TK&RP-80]
Create: 1 of 12 (non-portrait) possibilities in Art with Magic Canvas.
Chest: No
Pick: From Chisato during a PA in North City.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: When used on an alive character, it resurrects them with 100% HP when they die. Only resurrects the character once per Revival Card.

=====REVIVAL CARD=====

=====RICE-BRAN PICKLES=====

Name: Rice-bran Pickles
Number: 552
Symbol: O
Type: ^Field
Menu 1: "Vegetables pickled in a fermenting mixture of rice bran and salt."
Menu 2: "Restores HP 6 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-7 TK-9 RP-9 TK&RP-11]
Create: 1 of 12 possibilities in Cooking with Vegetables.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 6%. Add an additional 1% per Good Eye level.

=====RICE-BRAN PICKLES=====

=====RICE CAKES=====

Name: Rice Cakes
Number: 553
Symbol: O
Type: ^Field
Menu 1: "Sweet red bean paste as a filling in a pounded rice cake. Do you like it smooth or lumpy?"
Menu 2: "Restores HP 19 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-55 TK-71 RP-71 TK&RP-87]
Create: 1 of 18 possibilities in Cooking with Grain.
Chest: No
Pick: From Maid in hall above throne room.*
*Only before right after getting the energy stone.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 19%. Add an additional 1% per Good Eye level.

=====RICE CAKES=====

=====RICE CROQUETTES=====

Name: Rice Croquettes
Number: 554
Symbol: O
Type: ^Field
Menu 1: "Rice shaped into a ball, breaded, and deep-fried."
Menu 2: "Restores HP 12 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-30 TK-39 RP-39 TK&RP-48]
Create: 1 of 18 possibilities in Cooking with Grain.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 12%. Add an additional 1% per Good Eye level.

=====RICE CROQUETTES=====

=====RICE OMELET=====

Name: Rice Omelet
Number: 555
Symbol: O
Type: ^Field

Menu 1: "Rice fried and flavored then wrapped in a thin omelet."
Menu 2: "Restores HP 20 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-200 TK-260 RP-260 TK&RP-320]
Create: 1 of 18 possibilities in Cooking with Grain.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 20%. Add an additional 1% per Good Eye level.
=====RICE OMELET=====

=====RIGHT CROSS=====

Name: Right Cross
Number: 556
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious cross possessing a great power that multiplies the MP of the wearer."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea(H) Wa(D) Fi(H) Wi(H) Th(H) St(D) Va(D) Li(D) Da(H) Vo(D) |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(20) AVD(40) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(10) STM(0) LUC(20) CRT(0)|No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-2,500 TK-3,250 RP-3,250 TK&RP-4,000]
Create: No
Chest: No
Pick: No
Dropped: No
Win: From Team Battle Rank B in Fun City. Up to 3.
Pools: No
PA/Give: No
? Item: No
Max #: 3
Notes: Doubles MP. Use with Right Cross to have +DEF to all elements.
=====RIGHT CROSS=====

=====RINGED MAIL=====

Name: Ringed Mail
Number: 557
Symbol: E
Type: ^Armor
Menu 1: "Armor made by linking steel rings."

```

Menu 2:  .-----|.
|ATK  Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF  Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|.
|DEF( 20 )  AVD( 0 )  MAG( 0 )                |As~Ar Bo~Ar Ch~Ar Cl~Ar|
|GUTS( 0 )  STM( 0 )  LUC( 0 )  CRT( 0 )  |Di~Ar Er~Ar Op~Ar Pr~Ar|
|-----|.

```

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)

Repro: Yes

Buy: From Slayer Weapon Shop in Lacour, only open before Energy Nede. Mars, Hilton.

Buy \$: [Base-1,200 CG-900 GD-840 CG&GD-540 CG,GD&SL-480]

Sell \$: [Base- 300 TK-390 RP-390 TK&RP-480]

Create: 1 of 5 possibilities in Blacksmith on Iron without Magical Rasp.

Chest: Herlie.

Pick: From Soldier on Front Line in Lacour Front Lines.

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====RINGED MAIL=====

=====RING OF HAPPINESS=====

Name: Ring of Happiness

Number: 558

Symbol: E

Type: ^Accessory

Menu 1: "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."

```

Menu 2:  .-----|.
|ATK  Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF  Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|.
|HIT( 0 )  AC( 0 )  AVD( 0 )  mag(10)      |                Re~W  |
|GUTS( 0 )  STM( 10 )  LUC( 50 )  CRT( 0 ) |                |
|-----|.

```

Used By: Rena

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-6,000 TK-7,800 RP-7,800 TK&RP-9,600]

Create: No

Chest: No

Pick: From Newlywed in Herlie.

From Bowman, or Nineh if bowman is in your party, in Linga.

From Good-looking Girl in west side of Central City.

Dropped: No

Win: No

Pools: No

PA/Give: One given to you by Alen-Tax in Salva, must talk to him before spending the night in Cross.

? Item: No

Max #: 4

Notes: None

=====RING OF HAPPINESS=====

=====RING OF SADNESS=====

Name: Ring of Sadness
Number: 559
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious ring that lowers the wearer's attack strength in exchange for raising his defense strength."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(+30%) AVD(0) atk(-30%) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-3,280 TK-4,264 RP-4,264 TK&RP-5,248]
Create: No
Chest: Herlie.
Pick: From Rena during a one-time PA in Central City.*
From Cecille in west side of Mars.
From Corey in tavern in Herlie.
From rightmost woman in Eluria Colony.
*Only in Claude's scenario.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: AC bonus is +30% to the character's base CON stat.
ATK handicap is -30% to the character's base STR stat.

=====RING OF SADNESS=====

=====RIRICA=====

Name: Ririca
Number: 560
Symbol: X
Type: ^Support
Menu 1: "A magical camera that produces perfect 3D images of its subjects. It increases the chances of successful reproduction."

Menu 2: "No message"

Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-5,800 TK-7,540 RP-7,540 TK&RP-9,280]
Create: 1 of 19 possibilities in Machinery.
Chest: No
Pick: From Chisato during a PA in Mars.
Dropped: By NiquialM, in Fienal Tower.
Win: No
Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Allows you to use Magical Film to reproduce items. Higher success rate than the Magical Camera.

====RIRICA====

====RISKY LIQUID====

Name: Risky Liquid

Number: 561

Symbol: 0

Type: ^Battle ^Field

Menu 1: "Use of this medicine does revive a fallen friend, but it also has side effects."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-20 TK-26 RP-26 TK&RP-32]

Create: 1 of 4 possibilities in Compounding with Aceras + Mandrake or Mandrake + Mandrake.

Chest: No

Pick: From upper Student in cafe in Lacour.

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: Resurrects user with 100% HP, but can randomly stone, paralyze or poison them.

====RISKY LIQUID====

====RISOTTO ECSTASY====

Name: Risotto Ecstasy

Number: 562

Symbol: 0

Type: ^Field

Menu 1: "A dish to make you remember your mother's cooking, a bring a tear to your eye."

Menu 2: "Restores HP/MP 80 %"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-20,000 TK-26,000 RP26,000- TK&RP-32,000]

Create: 1 of 4 possibilities in Cooking with Magical Rice.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Restores HP and MP by 80%.

====RISOTTO ECSTASY====

====ROBE====

Name: Robe

Number: 563

Symbol: E

Type: ^Armor

Menu 1: "Simple clothing preferred by Heraldic wizards."

Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(3) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Celine, Leon, Noel, Rena (spell-casters)

Repro: Yes

Buy: Cross, Klik.

Buy \$: [Base-10 CG-8 GD-7 CG&GD-5 CG,GD&SL-4]

Sell \$: [Base- 2 TK-2 RP-2 TK&RP-2]

Create: No

Chest: No

Pick: From Young Man in west side of Mars.

From Customer in clothing store in Klik.*

*Only before Klik is destroyed.

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: None

====ROBE====

====ROCK====

Name: Rock

Number: 564

Symbol: X

Type: ^Unusable

Menu 1: "Just a rock you'd see anywhere."

Menu 2: "No message"

Used By: Unusable

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-2 TK-2 RP-2 TK&RP-2]

Create: Fail in Alchemy.

Chest: Cross Cave (as ?MINERAL).

Pick: From Little Boy in boss man's house in Arlia.

From Fastred in west hallway in castle in Lacour.*

*Only after finishing the linga quest until right after getting energy stone.

Dropped: No

Win: No

Pools: No

PA/Give: No
? Item: ?MINERAL
Max #: 20
Notes: None
=====ROCK=====

=====ROD=====

Name: Rod
Number: 565
Symbol: E
Type: ^Weapon
Menu 1: "A normal staff carved from wood."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(10) HIT(0) MAG(5)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Celine
Repro: Yes
Buy: Cross, Clik.
Buy \$: [Base-10 CG-8 GD-7 CG&GD-5 CG,GD&SL- 4]
Sell \$: [Base- 2 TK-2 RP-2 TK&RP-2]
Create: No
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: Celine's initial weapon.

=====ROD=====

=====ROD OF SNAKES=====

Name: Rod of Snakes
Number: 566
Symbol: E
Type: ^Weapon
Menu 1: "A magical staff that reduces the MP consumption rate of the user by half."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(700) HIT(60) MAG(50) ac(10)
GUTS(0) STM(0) LUC(0) CRT(6)

Used By: Celine
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-250,000 TK-325,000 RP-325,000 TK&RP-400,000]
Create: Default Customization with Celine, much easier to make with Orchestra.

Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: MP consumption is reduced to 1/2.
=====ROD OF SNAKES=====

=====ROOT BEER=====

Name: Root Beer
Number: 567
Symbol: 0
Type: ^Field
Menu 1: "Its deep taste and palate are perfect for summer."
Menu 2: "Restores MP 35 %"
Used By: All
Repro: Yes
Buy: Hilton & Fun City
Buy \$: [Base-300 CG-225 GD-210 CG&GD-135 CG,GD&SL-120]
Sell \$: [Base-120 TK-156 RP-156 TK&RP-192]
Create: 1 of 18 possibilities in Cooking with Grain.
Can only be made with As, Bo, Ce, Ch, Di, Er, No, Op (Adult Characters)
Chest: No
Pick: From Opera during a PA in Cross.
From Lady Owner in restaurant in Cross.
From Man in bar in Mars.
From Owner in restaurant in Klik.*
From Proprietor in tavern in Hilton.
From lower Man in tavern in Lacour.**
From left Youth outside bottom right area outside arena in Lacour.***
From Young Woman outside bottom area of arena in Lacour.***
From Father outside bottom area of arena in Lacour.***
From Father in central square in Fun City.
From Siggy the Tipster in the bunny race window in Fun City.
From Proprietor in tavern in Central City.
From Editor-in-Chief in nede publishing company in city hall in Central City.
*Only before Klik is destroyed.
**Only during day of tournament until just before getting energy stone.
***Only during the day of the tournament.

Dropped: No
Win: From Duel Battle Rank C in Fun City, 1 per spellcaster.
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restore MP by 35%. Add an additional 1% per Good Eye level.
This item was originally an alcoholic beverage, before it was translated from Japanese into English. This is why it can only be made by an adult character.

=====ROOT BEER=====

=====ROSE HIPS=====

Name: Rose Hips
Number: 568
Symbol: O
Type: ^Creation ^Battle ^Field
Menu 1: "The fruit of the rose bush. It is very nutritive and heals wounds."
Menu 2: "Restores HP 2 %"
Used By: All
Repro: Yes
Buy: Familiar specialty level 3-4. Arlia, Salva, Cross, Hilton, Lacour, Linga, Central City, & North City.
Buy \$: [Base-230 CG-173 GD-161 CG&GD-104 CG,GD&SL-92]
Sell \$: [Base- 57 TK- 74 RP- 74 TK&RP- 91]
Create: No
Chest: Arlia, Salva Drift, Heraldry Forest (as ?HERB).
Pick: From Finn in inn in Mars.
From Woman in commercial section in Herlie.
From left Soldier in area above training ground in Lacour Front Lines.
From Nurse in Hallway in Lacour Front Lines.*
*Appears after first going to Hoffman Ruins.
Dropped: By Alraune, on the Cross Continent and in Cross Cave.
Win: No
Pools: Survival. Mischief. Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?HERB
Max #: 20
Notes: Used in Compounding. Restores HP by 2%.
=====ROSE HIPS=====

=====ROSE WHIP=====

Name: Rose Whip
Number: 569
Symbol: E
Type: ^Weapon
Menu 1: "A special combat whip with thorn-like rivets attached to it."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(600) HIT(66) MAG(0) | Er~W |
GUTS(0) STM(0) LUC(0) CRT(25)
Used By: Ernest
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-11,500 TK-14,950 RP-14,950 TK&RP-18,400]
Create: 1 of 5 invalid Customizations with Ernest. Customize without Orchestra.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====ROSE WHIP=====

=====ROTTEN SASHIMI=====

Name: Rotten Sashimi
Number: 570
Symbol: O
Type: ^Field
Menu 1: "Hey, this smells bad."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1 TK-1 RP-1 TK&RP-1]
Create: Fail in Cooking with Seafood. 1 of 11 possibilities.
Fail in Master Chef.
Chest: No
Pick: From Hopeless Swordsman in reception area of arena in Fun City.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Poisons user.
=====ROTTEN SASHIMI=====

=====ROUND SHIELD=====

Name: Round Shield
Number: 571
Symbol: E
Type: ^Shield
Menu 1: "A round, metal shield."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|DEF(4) AVD(60) MAG(0) | Cl~S Di~S Er~S Pr~S |
|GUTS(0) STM(0) LUC(0) CRT(0) |
'-----'
Used By: Claude, Dias, Ernest, Precis
Repro: Yes
Buy: From Slayer Weapon Shop in Lacour, only open before Energy Nede. Mars,
Hilton, Clik.
Buy \$: [Base-500 CG-375 GD-350 CG&GD-225 CG,GD&SL-200]
Sell \$: [Base-125 TK-162 RP-162 TK&RP-199]
Create: No
Chest: No
Pick: From Claude during a PA in Cross.*
From Premia in weapon shop in Herlie.
From right Soldier in west hallway in castle in Lacour.**
From Soldier in pre-arena area in Lacour.***
From Soldier on left in general store in Lacour Front Lines.
*Only in Rena's scenario.
**Only during the day of the tournament.
***Only in Rena's scenario, before you get Dias, during the tournament.
Dropped: No

Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====ROUND SHIELD=====

=====RUBY=====

Name: Ruby
Number: 572
Symbol: E
Type: ^Creation ^Accessory
Menu 1: "Red corundum owes it's appearance to chromium impurities."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi(H) Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac |
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac |
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac |
'-----'

Used By: All
Repro: No
Buy: Santa. Hilton, Lacour Front Lines, North City, Armlock. Abeema in a PA
in Mars.*
Buy \$: [Base-400 CG-300 GD-280 CG&GD-180 CG,GD&SL-160]
Sell \$: [Base-100 TK-130 RP-130 TK&RP-160]
Create: Alchemy, level 2 or higher.
Chest: Sanctuary of Linga.
Pick: From Young Woman in green dress on north side of Salva.
From Old Woman in fountain area in Klik.**
From Soldier in castle center in Lacour.***
From Woman(Girlfriend) in central square in Central City.
**Only before Klik is destroyed.
***Only during the day of the tournament.

Dropped: No
Win: No
Pools: Survival. Mischief.
PA/Give: No
? Item: No
Max #: 20
Notes: Used in Customization and Metalwork.
*This PA can only be done after spending the night in Cross, but before
the Tournament.

=====RUBY=====

=====RUBY EARRING=====

Name: Ruby Earring
Number: 573
Symbol: E
Type: ^Accessory
Menu 1: "A ruby-studded earring that just might protect its wearer."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.

```
|HIT( 0 ) AC( 1 ) AVD( 0 ) | Ce~Ac Ch~Ac Op~Ac |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) |
'-----'
```

Used By: Celine, Chisato, Opera

Repro: Yes

Buy: Salva.

Buy \$: [Base-6,000 CG-4,500 GD-4,200 CG&GD-2,700 CG,GD&SL-2,400]

Sell \$: [Base-2,400 TK-3,120 RP-3,120 TK&RP-3,840]

Create: Metalwork on Ruby with As, Bo, Ch, Cl, Op.

Chest: No

Pick: From Propreitor in third room in west hall in inn in Herlie.*

*Only after Clik is destroyed.

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====RUBY EARRING=====

=====RUBY PENDANT=====

Name: Ruby Pendant

Number: 574

Symbol: E

Type: ^Accessory

Menu 1: "A ruby-studded pendant that just might protect its wearer."

```
Menu 2: .-----
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac |
|HIT( 0 ) AC( 0 ) AVD( 0 ) |Cl~Ac Di~Ac Er~Ac Le~Ac |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) |No~Ac Op~Ac Pr~Ac Re~Ac |
'-----'
```

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-400 TK-520 RP-520 TK&RP-640]

Create: Metalwork on Star Ruby with As, Bo, Ch, Cl, No, Op.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: ?JEWELRY

Max #: 20

Notes: None

=====RUBY PENDANT=====

=====RUBY ROD=====

Name: Ruby Rod

Number: 575

Symbol: E

Type: ^Weapon

```

Menu 1: "A magical staff that produces bursts of burning flame from its tip."
Menu 2: .-----
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----
|ATK(680) HIT( 0 ) MAG(300) | Ce~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |
|-----

```

Used By: Celine

Repro: No

Buy: Armlock.

Buy \$: [Base-80,000 CG-60,000 GD-56,000 CG&GD-36,000 CG,GD&SL-32,000]

Sell \$: [Base-20,000 TK-23,000 RP-23,000 TK&RP-26,000]

Create: Customize Clap Rod/Dragon's Tusk/Magical Rod/Prime Prayer/Rod of Snakes/Silver Rod/Silvermoon/Tongue Twister + Star Ruby with Celine.

Chest: No

Pick: From Celine during a PA in Giveaway.

From Soldier next to Narl in L'Aqua.*

*Only after visiting Fienal for the second time.

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: This weapon turns Celine's normal attacks into Firebolts. However, they don't cast at long range like the spell. They cost the same amount as the Firebolt spell, and no Firebolt will come out if you run out of MP.

====RUBY ROD====

====RUBY WAND====

Name: Ruby Wand

Number: 576

Symbol: E

Type: ^Weapon

Menu 1: "A staff reinforced for attack strength with rubies at its ends."

```

Menu 2: .-----
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----
|ATK( 70 ) HIT( 0 ) MAG( 20 ) | Ce~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |
|-----

```

Used By: Celine

Repro: No

Buy: Mars & Herlie.

Buy \$: [Base-600 CG-450 GD-420 CG&GD-270 CG,GD&SL-240]

Sell \$: [Base-240 TK-312 RP-312 TK&RP-384]

Create: Customize Clap Rod/Dragon's Tusk/Holy Rod/Magical Rod/Prime Prayer/Silvermoon/Rod of Snakes/Ruby Rod/Silver Rod/Tongue Twister + Ruby with Celine.

Chest: No

Pick: From Celine during a one-time PA in Klik.*

From Young Man by enterance to heraldry forest in Mars.

*Before Klik is destroyed.

Dropped: No

Win: No

Pools: No

PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====RUBY WAND=====

=====RUINS' FATE=====

Name: Ruins' Fate
Number: 577
Symbol: E
Type: ^Weapon
Menu 1: "A strong magical sword that lures all things to their destruction with the force of darkness possessed in its blade."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(1000) HIT(50) MAG(0) | Di~W |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
'-----'

Used By: Dias
Repro: No
Buy: Armlock.
Buy \$: [Base-190,000 CG-142,500 GD-133,000 CG&GD-85,500 CG,GD&SL-76,000]
Sell \$: [Base- 47,500 TK- 61,750 RP- 61,750 TK&RP- 76,00]
Create: 1 of 6 invalid Customizations with Dias. Customize without Orchestra.
Customize Grand Stinger with Damascus with Dias.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====RUINS' FATE=====

=====RUNE BUCKLER=====

Name: Rune Buckler
Number: 578
Symbol: E
Type: ^Shield
Menu 1: "A magical shield with the power to protect the user from paralysis."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|DEF(5) AVD(60) MAG(0) | Ce~S Le~S No~S Re~S |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
'-----'

Used By: Celine, Leon, Noel, Rena
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-5,500 TK-7,176 RP-7,176 TK&RP-8,832]

Create: 1 of 4 possibilities in Blacksmith on Rune Metal without Magical Rasp.
Chest: Sanctuary of Linga (as ?GUARD).
Pick: No
Dropped: By Wizard, in the Field of Intelligence.
Win: No
Pools: No
PA/Give: No
? Item: ?GUARD
Max #: 20
Notes: Protects from paralysis.
=====RUNE BUCKLER=====

=====RUNE CAP=====

Name: Rune Cap
Number: 579
Symbol: E
Type: ^Helmet
Menu 1: "A magical hat blessed by Manna which reduces MP consumption to 2/3."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|DEF(26) AVD(0) MAG(0) | Ce~H Le~H No~H Re~H |
|GUTS(0) STM(0) LUC(0) CRT(0) |
|-----.

Used By: Celine, Leon, Noel, Rena (spell-casters)
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-5,000 TK-6,500 RP-6,500 TK&RP-8,000]
Create: No
Chest: Eluria Colony (in armory, not in a chest).
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: MP consumption is reduced to 2/3.
=====RUNE CAP=====

=====RUNE FULL MOON=====

Name: Rune Full Moon
Number: 580
Symbol: E
Type: ^Weapon
Menu 1: "Magical knuckles said to have been made from moonlight itself, containing the Heraldic powers of a full moon."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(900) HIT(0) MAG(150) | Bo~W Re~W |
|GUTS(0) STM(0) LUC(0) CRT(0) |
|-----.

Used By: Bowman, Rena
 Repro: Yes
 Buy: Armlock.
 Buy \$: [Base-50,000 CG-37,500 GD-35,000 CG&GD-22,500 CG,GD&SL-20,000]
 Sell \$: [Base-12,500 TK-16,250 RP-16,250 TK&RP-20,000]
 Create: Customize Magical Gloves + Moonite with Rena.
 Chest: Field of Power.
 Pick: From Rena during a PA in Armlock.*
 *Only in Claude's scenario.
 Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None
 =====RUNE FULL MOON=====

=====RUNE METAL=====

Name: Rune Metal
 Number: 581
 Symbol: E
 Type: ^Creation ^Accessory
 Menu 1: "Said to be a magical crystal, but no one has verified this yet."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th(H) St() Va() Li() Da() Vo() |
 |-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
 |HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
 |GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
 |-----|

Used By: All
 Repro: No
 Buy: Santa.
 Buy \$: [Base-7,000 CG-5,250 GD-4,900 CG&GD-3,150 CG,GD&SL-2,800]
 Sell \$: [Base-1,750 TK-2,275 RP-2,275 TK&RP-2,800]
 Create: Alchemy with Lezard Flask, level 6 or higher.
 Chest: Field of Intelligence.
 Pick: From Old Man in tavern in Giveaway.
 From Defense Force soldier on right by entrance to base in L'Aqua.
 Dropped: By Fenrilbeast, in the Field of Courage.
 Win: From Duel Battle Rank D in Fun City, 1 per spellcaster.
 Pools: Survival, very rare. Trickster, Fortune.
 PA/Give: No
 ? Item: ?MINERAL
 Max #: 20
 Notes: Used in Customization and Blacksmithing.
 =====RUNE METAL=====

=====RUNE SHOES=====

Name: Rune Shoes
 Number: 582
 Symbol: E
 Type: ^Greaves
 Menu 1: "Magical shoes protected by Crests all over them."
 Menu 2: .-----.

```

|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi(N) Th(N) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|DEF( 20 ) AVD( 20 ) MAG( 0 ) | Ce~G Le~G No~G Re~G |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |
|-----|

```

Used By: Celine, Leon, Noel, Rena (spell-casters)

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-30,000 TK-39,000 RP-39,000 TK&RP-48,000]

Create: 1 of 4 possibilities in Blacksmith on Rune Metal without Magical Rasp.

Chest: Fienal Tower.

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Raises wearer's MP by 10%.

=====RUNE SHOES=====

=====SACKNOTH'S HELMET=====

Name: Sacknoth's Helmet

Number: 583

Symbol: E

Type: ^Accessory

Menu 1: "A strong dragon's helmet that releases true power after a long battle."

```

Menu 2: .-----|
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|HIT( 0 ) AC( 40 ) AVD( 15 ) | As~Ac |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |
|-----|

```

Used By: Ashton

Repro: No

Buy: Secret Charity/Fake Gallery.

Buy \$: [Base-12,000 CG-9,000 GD-8,400 CG&GD-5,400 CG,GD&SL-4,800]

Sell \$: [Base- 4,800 TK-6,240 RP-6,240 TK&RP-7,680]

Create: No

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====SACKNOTH'S HELMET=====

=====SACRED TEAR=====

Name: Sacred Tear

Number: 584
Symbol: E
Type: ^Weapon
Menu 1: "A blade whose name means 'god-striker', halves the consumption of MP for its user."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(1250) HIT(50) MAG(0) ac(20) | Cl~W |
|GUTS(0) STM(0) LUC(0) CRT(30) | |
|-----|

Used By: Claude
Repro: No
Buy: No
Buy \$: No
Sell \$: Cannot Be Sold
Create: No
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: Given to you by Dr. Mirage.
? Item: No
Max #: 1
Notes: MP consumption is reduced to 1/2.
=====SACRED TEAR=====

=====SAGE'S STONE=====

Name: Sage's Stone
Number: 585
Symbol: E
Type: ^Creation ^Accessory
Menu 1: "An alchemist would spend a lifetime trying to create this mineral."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li(H) Da(H) Vo(H) |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
|-----|

Used By: All
Repro: No
Buy: Santa.
Buy \$: [Base-50,000 CG-37,500 GD-35,000 CG&GD-22,500 CG,GD&SL-20,000]
Sell \$: [Base-50,000 TK-65,000 RP-65,000 TK&RP-80,000]
Create: Alchemy with Lezard Flask, level 8 or higher.
Chest: Fienal Tower, Floor 10 of the Cave of Trials.
Pick: From Dog during a one-time PA with Opera in Salva.
From Ernest during a PA in North City.
Dropped: No
Win: No
Pools: Survival, very rare. Fortune.
PA/Give: No
? Item: No
Max #: 20
Notes: Used in Customization and Metalwork.

=====SAGE'S STONE=====

=====SAKE LEES PICKLES=====

Name: Sake Lees Pickles
Number: 586
Symbol: O
Type: ^Field
Menu 1: "Vegetables such as eggplant and cucumber left pickle in the squeezing
that remain from brewing sake."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,000 TK-1,300 RP-1,300 TK&RP-1,600]
Create: Master Chef with Grain + Vegetables.
Chest: No
Pick: From Old Man on west side of Cross.
From Old Man outside bottom right area of arena in Lacour.*
*Only appears during the day of the tournament.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 10% and cures paralysis. Add an additional 1% per Good
Eye level.

=====SAKE LEES PICKLES=====

=====SALAMANDER HELMET=====

Name: Salamander Helmet
Number: 587
Symbol: E
Type: ^Accessory
Menu 1: "A special helmet that fits a dragon's head."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|HIT(0) AC(12) AVD(10) | As~Ac |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
'-----'
Used By: Ashton
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-1,800 TK-1,350 RP-1,260 TK&RP-810]
Create: No
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: With Ashton in Arlia. Choose "OK, let's buy them." This costs 75% of
your Fol. You must have a minimum of 2000 Fol. You must do this after

you recruit Ashton, but before you visit Lacour for the first time.

? Item: No

Max #: 1

Notes: None

=====SALAMANDER HELMET=====

=====SALMON OMELET=====

Name: Salmon Omelet

Number: 588

Symbol: O

Type: ^Field

Menu 1: "An omelet chock full of slices of fresh salmon."

Menu 2: "Restores HP 29 %"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-250 TK-325 RP-325 TK&RP-400]

Create: 1 of 11 possibilities in Cooking with Seafood.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: ?FOOD

Max #: 20

Notes: Restores HP by 29%. Add an additional 1% per Good Eye level.

=====SALMON OMELET=====

=====SAMBAL TEA=====

Name: Sambal Tea

Number: 589

Symbol: O

Type: ^Field

Menu 1: "It's the aftertaste that defines whether a drink is good or bad."

Menu 2: "Restores MP 3 %"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-25 TK-32 RP-32 TK&RP-39]

Create: Fail in Cooking with Grain. 1 of 18 possibilities. Fail in Master Chef.
Can only be made with As, Bo, Ce, Ch, Di, Er, No, Op (Adult Characters)

Chest: No

Pick: From Worker sitting at the counter in the tavern in Salva.

From Sailor in tavern in Herlie.

From Man in tavern in Hilton*

*Only appears during a PA with Opera during the recruiting quest.

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: ?FOOD

Max #: 20

Notes: Restores MP by 3%. Add an additional 1% per Good Eye level.

This item was originally an alcoholic beverage, before it was translated from Japanese into English. This is why it can only be made by an adult character.

=====SAMBAL TEA=====

=====SANDALS=====

Name: Sandals
Number: 590
Symbol: E
Type: ^Greaves
Menu 1: "Simple, wooden clogs."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
-----	. As~G Bo~G Ce~G Ch~G
DEF(1) AVD(0) MAG(0)	Cl~G Di~G Er~G Le~G
GUTS(0) STM(0) LUC(0) CRT(0)	No~G Op~G Pr~G Re~G
'-----'

Used By: All
Repro: Yes
Buy: Arlia, & Salva.
Buy \$: [Base-10 CG-8 GD-7 CG&GD-5 CG,GD&SL-4]
Sell \$: [Base- 2 TK-2 RP-2 TK&RP-2]
Create: No
Chest: No
Pick: From Old Guy in central Lacour.*
From Youth in leader's house in Eluria Colony.
*Only until right after the tournament.

Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None

=====SANDALS=====

=====SANTA'S BOOTS=====

Name: Santa's Boots
Number: 591
Symbol: E
Type: ^Accessory
Menu 1: "Bright red shoes filled with the dreams of children."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
-----	.As~Ac Bo~Ac Ce~Ac Ch~Ac
HIT(0) AC(0) AVD(0)	Cl~Ac Di~Ac Er~Ac Le~Ac
GUTS(0) STM(0) LUC(0) CRT(0)	No~Ac Op~Ac Pr~Ac Re~Ac
'-----'

Used By: All
Repro: No
Buy: Santa.
Buy \$: [Base-10,000,000 CG-7,500,000 GD-7,000,000 CG&GD-4,500,000
CG,GD&SL-4,000,000]
Sell \$: [Base- 2,500,000 TK-3,250,000 RP-3,250,000 TK&RP-4,000,000]

Create: No
Chest: No
Pick: From Boy in newlywed's house in Arlia.*
*Only appears after returning from energy nede.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Gives you 1 random item at a time out of a pool of 27.

=====SANTA'S BOOTS=====

=====SAPPHIRE=====

Name: Sapphire
Number: 592
Symbol: E
Type: ^Creation ^Accessory
Menu 1: "This is the name for gemstones of corundum that are not red. The right amount of titanium impurities makes it look blue."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa(H) Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
|-----|

Used By: All
Repro: No
Buy: Santa. Hilton, Lacour Front Lines, North City, Armlock. Abeema in a PA in Mars.*
Buy \$: [Base-800 CG-600 GD-560 CG&GD-360 CG,GD&SL-320]
Sell \$: [Base-200 TK-260 RP-260 TK&RP-320]
Create: Alchemy, level 2 or higher.
Chest: Eluria Tower.
Pick: From Rena during a PA in Salva.**
From Advisor in skill guild in Clik.***
From Young Woman in east hallway in castle in Lacour.****
**Only in Claude's scenario.
***Only before Clik is destroyed.
****Only before the day of the tournament.
Dropped: By Bandit, Heraldry Forest. (Only fight 3 parties, 3 separate times).
Win: No
Pools: Survival. Mischief.
PA/Give: No
? Item: No
Max #: 20
Notes: Used in Customization and Metalwork.
*This PA can only be done after spending the night in Cross, but before the Tournament.

=====SAPPHIRE=====

=====SASHIMI=====

Name: Sashimi
Number: 593
Symbol: O

Type: ^Field
Menu 1: "Fresh fish sliced into thin, tasty tidbits."
Menu 2: "Restores HP 70 %"
Used By: All
Repro: Yes
Buy: Herlie.
Buy \$: [Base-2,800 CG-2,100 GD-1,960 CG&GD-1,260 CG,GD&SL-1,120]
Sell \$: [Base-1,100 TK-1,456 RP-1,456 TK&RP-1,792]
Create: Master Chef with Seafood + Seafood.
Chest: No
Pick: From Noel in a one-time PA in North City.*
From Walmeyer in restaurant in Cross.
*Only in Rena's scenario.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 70%. Add an additional 1% per Good Eye level.
=====SASHIMI=====

=====SAWED=====

Name: Sawed
Number: 594
Symbol: E
Type: ^Weapon
Menu 1: "A large sword with countless tiny teeth along its blade to pulverize its target."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(990) HIT(80) MAG(0) | Cl~W |
|GUTS(60) STM(0) LUC(0) CRT(20)| |
'-----'

Used By: Claude
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-100,000 TK-130,000 RP-130,000 TK&RP-160,000]
Create: 1 of 6 invalid Customizations with Claude. Customize without Orchestra.
Chest: No
Pick: From Grocer in weapon shop in North City.*
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: *The game text calls it "Sard" when you pickpocket it.
=====SAWED=====

=====SCRAP IRON=====

Name: Scrap Iron
Number: 595

Symbol: X
Type: ^Unusable
Menu 1: "Just a lump of iron."
Menu 2: "No message"
Used By: Unusable
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-5 TK-6 RP-6 TK&RP-7]
Create: Failed Customization with Opera. Cannot be equipped.
Failed Customization with Precis. Cannot be equipped.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?MACHINE
Max #: 20
Notes: None
=====SCRAP IRON=====

=====SCRIBBLES=====

Name: Scribbles
Number: 596
Symbol: X
Type: ^Unusable
Menu 1: "What is this supposed to be, anyway? There's no trace of artistic
ability here."
Menu 2: "No message"
Used By: Unusable
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-1 TK-1 RP-1 TK&RP-1]
Create: Fail in Art with Magic Canvas.
Chest: No
Pick: From Child in red roof house in west Lacour.*
From Boy in lobby in city hall in Central City.
From Clerk in southern end of arena in Fun City.
From Jack in inn in Giveaway.
*Only before and right after the day of the tournament.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?ITEM
Max #: 20
Notes: None
=====SCRIBBLES=====

=====SCYTHER=====

Name: Scyther
Number: 597
Symbol: E
Type: ^Weapon

Menu 1: "A pair of shining short swords that combine to slice up the enemy in a flash of movement."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(820) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Ashton

Repro: Yes

Buy: Central City

Buy \$: [Base-18,000 CG-13,500 GD-12,600 CG&GD-8,100 CG,GD&SL-7,200]500

Sell \$: [Base- 4,500 TK- 5,850 RP- 5,850 TK&RP-7,200]

Create: 1 of 5 invalid Customizations with Ashton. Customize without Orchestra.

Chest: Field of Courage.

Pick: No

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====SCYTHER=====

=====SD PUNCH=====

Name: SD Punch

Number: 598

Symbol: E

Type: ^Weapon

Menu 1: "A Super Delicious mechanical punching hand."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(1150) HIT(50) MAG(0)
GUTS(50) STM(0) LUC(0) CRT(20)

Used By: Precis

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-80,000 TK-104,000 RP-104,000 TK&RP-128,000]

Create: Default Customization with Precis, much easier to make with Orchestra.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: ?MACHINE

Max #: 20

Notes: None

=====SD PUNCH=====

=====SDUGA PUNCH=====

Name: SDUGA Punch
Number: 599
Symbol: E
Type: ^Weapon
Menu 1: "A Super Delicious Ultra Great Atomic mechanical punching hand ..
anyway it's just got a whole mess of stuff stuck on it."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(1600) HIT(0) MAG(0) | Pr~W |
|GUTS(65) STM(0) LUC(0) CRT(30) |
|-----.

Used By: Precis
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-400,000 TK-520,000 RP-520,000 TK&RP-640,000]
Create: Customize UGA Punch + Meteorite with Precis.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====SDUGA PUNCH=====

=====SEAFOOD=====

Name: Seafood
Number: 600
Symbol: X
Type: ^Creation
Menu 1: "A basic set of ingredients that includes both fresh and saltwater fish
and shellfish as well as edible seaweed."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: Familiar specialty level 7-8. Cross, Mars, Herlie, Hilton, Lacour,
Eluria Colony, Central City, North City, Armlock, Giveaway.
Buy \$: [Base-500 CG-375 GD-350 CG&GD-225 CG,GD&SL-200]
Sell \$: [Base-125 TK-162 RP-162 TK&RP-199]
Create: No
Chest: Clik (before destroyed).
Pick: From Noel during a PA in Central City.
From Noel during a PA in Giveaway.
From Manager in food store in Hilton.
From Matron in chambers in castle in Lacour.*
*Only during the day of the tournament.
Dropped: No
Win: From Seafood Battle & Full-Course Battle in Cooking Master in Fun City.
Pools: Survival.Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20

Notes: Used in Cooking and Master Chef.

=====SEAFOOD=====

=====SEA URCHIN ON RICE=====

Name: Sea Urchin on Rice

Number: 601

Symbol: 0

Type: ^Field

Menu 1: "Soul is the only ingredient that can beat love in cooking."

Menu 2: "Restores HP/MP100 %"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-26,000 TK-33,800 RP-33,800 TK&RP-41,600]

Create: 1 of 4 possibilities in Cooking with Ganze Sea Urchin.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Restores HP and MP by 100%.

=====SEA URCHIN ON RICE=====

=====SEAWEED MISO SOUP=====

Name: Seaweed Miso Soup

Number: 602

Symbol: 0

Type: ^Field

Menu 1: "For the traditional Japanese breakfast add wakame seaweed to this miso soup."

Menu 2: "Restores MP 20 %"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-95 TK-123 RP-123 TK&RP-151]

Create: 1 of 11 possibilities in Cooking with Seafood.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: ?FOOD

Max #: 20

Notes: Restores MP of all allies by 20%. Add an additional 1% per Good Eye level.

=====SEAWEED MISO SOUP=====

=====SECOND LEDGER=====

Name: Second Ledger
 Number: 603
 Symbol: O
 Type: ^Field
 Menu 1: "This ledger was maintained secretly to keep track of the real profits."
 Menu 2: "No message"
 Used By: All
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-300 TK-390 RP-390 TK&RP-480]
 Create: 1 of 11 possibilities in Reverse Side.
 Chest: No
 Pick: From Rockhopper in inn in Salva.
 From Fanzine Seller in fanize shop in Fun City.
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Use it and prices in every store on Expel and Energy Nede are reduced by 5%. An interesting effect is that all the stores' proprietor's become cranky after you use it, and their dialogue changes. The effect does stack with Give Discount with Identify All!, and the Cinderella Glass.

=====SECOND LEDGER=====

=====SECRET BOOTS=====

Name: Secret Boots
 Number: 604
 Symbol: E
 Type: ^Greaves
 Menu 1: "Magical boots that solve minor personal problems."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
-----	. As~G Bo~G Ce~G Ch~G
DEF(3) AVD(0) MAG(0)	Cl~G Di~G Er~G Le~G
GUTS(0) STM(0) LUC(0) CRT(0)	No~G Op~G Pr~G Re~G
 '-----'

Used By: All
 Repro: Yes
 Buy: Herlie, Clik (before destroyed).
 Buy \$: [Base-80 CG-60 GD-56 CG&GD-36 CG,GD&SL-32]
 Sell \$: [Base-20 TK-26 RP-26 TK&RP-32]
 Create: No
 Chest: No
 Pick: From Young Man in Armlock.
 Dropped: No
 Win: No
 Pools: Santa's Boots. Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None

=====SECRET BOOTS=====

=====SELTZER=====

Name: Seltzer
Number: 605
Symbol: O
Type: ^Field
Menu 1: "Its price keeps going up.. Time to think about dealing in futures!"
Menu 2: "Restores HP/MP 90 %"
Used By: All
Repro: No
Buy: Herlie, Hilton, Lacour, North City, Fun City.
Buy \$: [Base-(# of mins on game clock)x(250) CG-(base) x (.75)
GD-(base)x(.70) CG&GD-(base)x(.45) CG,GD&SL-(base)x(.40)]
Sell \$: [Base-(# of mins on game clock)x(75) TK-(base)x(1.3) RP-(base)x(1.3)
TK&RP-(base)x(1.6)]
Create: 1 of 4 possibilities in Cooking with Yarma Cooking Set.
Chest: No
Pick: No
Dropped: No
Win: From the Bunny Races in Fun City.
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP and MP by 90%. Add an additional 1% per Good Eye level.
=====SELTZER=====

=====SERAPHIC GARB=====

Name: Seraphic Garb
Number: 606
Symbol: E
Type: ^Armor
Menu 1: "This superlative armor, named after the angels' clothing, is said to increase in strength as the HP of its wearer decreases."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi(H) Wi() Th() St() Va() Li(H) Da() Vo() |
|-----As~Ar Bo~Ar Ce~Ar Ch~Ar|
|DEF(400) AVD(40) MAG(100) |Cl~Ar Di~Ar Er~Ar Le~Ar|
|GUTS(0) STM(50) LUC(50) CRT(0)|No~Ar Op~Ar Pr~Ar Re~Ar|
'-----'
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-1,800,000 TK-2,340,000 RP-2,340,000 TK&RP-2,880,000]
Create: No
Chest: Floor 4 of the Cave of Trials, Floor 5 of the Cave of Trials, Floor 8 of the Cave of Trials.
Pick: No
Dropped: By Bloodgerell at end of Floor 2 of the Cave of Trials.
Win: No
Pools: Rarely received from Santa's Boots.
PA/Give: No
? Item: No

Max #: 20

Notes: Defense increases as HP decreases. Protects against Delay and Silence.

=====SERAPHIC GARB=====

=====SERPENT'S TOOTH=====

Name: Serpent's Tooth

Number: 607

Symbol: E

Type: ^Weapon

Menu 1: "Special knuckles with a water dragon's fangs to paralyze the enemy."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(900) HIT(20) MAG(150) | No~W |
|GUTS(0) STM(0) LUC(0) CRT(12) |
'-----'

Used By: Noel

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-180,000 TK-234,000 RP-234,000 TK&RP-288,000]

Create: Customize Eagle's Claws + Sapphire with Noel.

Chest: Field of Love.

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====SERPENT'S TOOTH=====

=====SEVENTH RAY=====

Name: Seventh Ray

Number: 608

Symbol: E

Type: ^Weapon

Menu 1: "Very special energy pack for the |Kaleidoscope| ray gun that cuts the enemy's Heraldic attack power in half."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St(X) Va() Li(X) Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St(H) Va(H) Li(H) Da(H) Vo() |
|-----.
|ATK(280) HIT(60) MAG(0) | Op~W |
|GUTS(0) STM(0) LUC(0) CRT(35) |
'-----'

Used By: Opera

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-52,500 TK-68,250 RP-68,250 TK&RP-84,000]

Create: Customize Light Box + Rainbow Diamond with Opera.

Chest: No

Pick: No

Dropped: No
Win: No
Pools: No
PA/Give: You get one from Opera's ship after you talk to her on the balcony of Mayor Regis's house during a PA, then find her ship in Shingo Forest.
? Item: No
Max #: 20
Notes: This weapon halves all spell damage. Therefore, it actually quarters the damage taken from Star, Vacuum, Light and Dark Spells.
=====SEVENTH RAY=====

=====SHARK FIN SOUP=====

Name: Shark Fin Soup
Number: 609
Symbol: O
Type: ^Field
Menu 1: "A smooth-palated soup made from shark-fin and seasoned with salt and pepper."
Menu 2: "Restores MP 40 %"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-300 TK-390 RP-390 TK&RP-480]
Create: 1 of 11 possibilities in Cooking with Seafood.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores MP by 40%. Add an additional 1% per Good Eye level.
=====SHARK FIN SOUP=====

=====SHARK POTSTICKERS=====

Name: Shark Potstickers
Number: 610
Symbol: O
Type: ^Field
Menu 1: "A delicious, easy to eat Chinese-style dumpling stuffed with plenty of shark fin."
Menu 2: "Restores HP 70%"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,500 TK-1,950 RP-1,950 TK&RP-2,400]
Create: Master Chef with Grain + Seafood.
Chest: No
Pick: No
Dropped: No
Win: From Duel Battle Rank C in Fun City, 1 per fighter.
Pools: No
PA/Give: No

? Item: No

Max #: 20

Notes: Restores HP by 70%. Add an additional 1% per Good Eye level.

=====SHARK POTSTICKERS=====

=====SHARPNESS=====

Name: Sharpness

Number: 611

Symbol: E

Type: ^Weapon

Menu 1: "A famous blade with unbelievable sharpness forged by a famous bladesmith."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(500) HIT(50) MAG(0)
GUTS(10) STM(0) LUC(0) CRT(33)

Used By: Dias

Repro: No

Buy: No

Buy \$: No

Sell \$: Cannot Be Sold

Create: No

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 1

Notes: This sword is received only in Rena's scenario during the Lacour Tournament of Arms. This is the only item in the game in which you cannot save with it in your item list.

=====SHARPNESS=====

=====SHARP EDGE=====

Name: Sharp Edge

Number: 612

Symbol: E

Type: ^Weapon

Menu 1: "A sword made by a famous swordsmith and known for its unbelievable sharpness."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(222) HIT(60) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(10)

Used By: Claude, Dias Cl~W Di~W

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-3,500 TK-4,550 RP-4,550 TK&RP-5,600]
Create: No
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: Gamgee gives this to you after Claude comes in 2nd place to Dias in the Lacour Tournament of Arms.
? Item: No
Max #: 1
Notes: If you're playing Rena's scenario, Claude will automatically get far enough in the tournament to face Dias. But, if you're playing Claude's scenario, you must actually win every fight until you get to Dias. If you die in the tournament before you get to him, you can kiss it goodbye. You must also not forget to get the Sharp Edge from Gamgee after the tournament is over.

=====SHARP EDGE=====

=====SHIELD EARRING=====

Name: Shield Earring
Number: 613
Symbol: E
Type: ^Accessory
Menu 1: "An earring of protection that reduces the attack strength directed at its wearer to 1/5 the normal strength."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|HIT(0) AC(0) AVD(0) | Ce~Ac Ch~Ac Op~Ac |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
'-----'

Used By: Celine, Chisato, Opera
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: Metalwork on Ruby with As, Bo, Di, Er, Le, No, Re.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Santa's Boots.
PA/Give: No
? Item: No
Max #: 20
Notes: Physical attacks only do 20% damage, until the accessory breaks.

=====SHIELD EARRING=====

=====SHIELD RING=====

Name: Shield Ring
Number: 614
Symbol: E
Type: ^Accessory
Menu 1: "A ring of protection that reduces the attack strength directed against

its wearer to 1/10 its normal power."

```
Menu 2: .-----  
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|  
|HIT( 0 ) AC( 0 ) AVD( 0 ) |Cl~Ac Di~Ac Er~Ac Le~Ac|  
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) |No~Ac Op~Ac Pr~Ac Re~Ac|  
|-----|
```

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-250 TK-325 RP-325 TK&RP-400]

Create: Metalwork on Star Ruby with As, Bo, Ch, Cl, Di, Er, Op, Pr.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: Santa's Boots. Treasure Chest, Fill-Up, Fountain Card, Lien,
Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: Physical attacks only do 20% damage, until the accessory breaks.

=====SHIELD RING=====

=====SHIELD SWORD=====

Name: Shield Sword

Number: 615

Symbol: E

Type: ^Weapon

Menu 1: "A pair of short swords that have hilt guards specially designed to
parry attacks easily."

```
Menu 2: .-----  
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |  
|-----  
|ATK(490) HIT( 0 ) MAG( 0 ) avd(35) | As~W |  
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |  
|-----|
```

Used By: Ashton

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-2,500 TK-3,250 RP-3,250 TK&RP-4,000]

Create: Customize Guard Sword + Iron with Ashton.

Chest: Eluria Colony (in armory, not in a chest).

Pick: From Ashton in Linga.*

*Only during the scene where Bowman joins you.

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====SHIELD SWORD=====

=====SHINY EARRING=====

Name: Shiny Earring
Number: 616
Symbol: E
Type: ^Accessory
Menu 1: "A beautiful, diamond-studded earring."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li(H) Da() Vo() |
|-----.
|HIT(0) AC(0) AVD(0) | Ce~Ac Ch~Ac Op~Ac |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
|-----.

Used By: Celine, Chisato, Opera
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-375 TK-487 RP-487 TK&RP-599]
Create: Metalwork on Diamond with As, Le, No, Op, Re.
Chest: Mountain Palace (as ?JEWELRY).
Pick: From Clerk in tavern in Central City.
From Information with blue hair in front, in information center in Fun City.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: None

=====SHINY EARRING=====

=====SHOCK GUN=====

Name: Shock Gun
Number: 617
Symbol: E
Type: ^Weapon
Menu 1: "A small firearm that attacks the enemy by emitting shock waves."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(380) HIT(40) MAG(0) | Ch~W |
|GUTS(0) STM(0) LUC(0) CRT(50) | |
|-----.

Used By: Chisato
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-13,000 TK-16,900 RP-16,900 TK&RP-20,800]
Create: Customize Electric/Stun Gun + Mithril with Chisato.
Chest: No
Pick: From Chisato during a one-time PA in Central City.
Dropped: No
Win: No
Pools: No

PA/Give: No
? Item: No
Max #: 20
Notes: None
=====SHOCK GUN=====

=====SHOCK OIL=====

Name: Shock Oil
Number: 618
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this oil is spread on the ground to reduce the enemy's MP to zero."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-50 TK-65 RP-65 TK&RP-80]
Create: 1 of 4 possibilities in Compounding with Aceras + Wolfsbane.
Chest: No
Pick: From lower assistant in laboratory in Lacour.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Has a chance of reducing enemy's MP to 0.
=====SHOCK OIL=====

=====SHORTCAKE=====

Name: Shortcake
Number: 619
Symbol: O
Type: ^Field
Menu 1: "A dessert of pound cake topped with whipped cream."
Menu 2: "Restores HP 16 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-90 TK-117 RP-117 TK&RP-144]
Create: 1 of 12 possibilities in Cooking with Egg/Dairy Products.
Chest: No
Pick: From Opera during a one-time PA in eleanor's house in Herlie.*
From Operator on left aboard the calnus in Eluria Tower.**
From Woman in central square in Central City.
*Only in Rena's scenario.
**Only in Claude's scenario.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20

Notes: Restores HP by 16%. Add an additional 1% per Good Eye level.
Rena's favorite food. Recipe level 0: restores HP and MP by 60%, Recipe
level 1-4: restores HP by 100% and MP by 60%, Recipe level 5-10:
restores HP and MP by 100%.

=====SHORTCAKE=====

=====SHRIMP AU GRATIN=====

Name: Shrimp au Gratin
Number: 620
Symbol: O
Type: ^Field
Menu 1: "An au Gratin dish with plenty of fresh shrimp."
Menu 2: "Restores HP 26 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-250 TK-325 RP-325 TK&RP-400]
Create: 1 of 11 possibilities in Cooking with Seafood.
Chest: No
Pick: From Cook in first floor in zand's mansion in Herlie.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 26%. Add an additional 1% per Good Eye level.

=====SHRIMP AU GRATIN=====

=====SHRIMP DORIA=====

Name: Shrimp Doria
Number: 621
Symbol: O
Type: ^Field
Menu 1: "Rice fried, mixed with a white sauce and shrimp, and baked in an
oven."
Menu 2: "Restores HP 21 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-275 TK-357 RP-357 TK&RP-439]
Create: 1 of 18 possibilities in Cooking with Grain.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 21%. Add an additional 1% per Good Eye level.

=====SHRIMP DORIA=====

=====SHRIMP PILAF=====

Name: Shrimp Pilaf
Number: 622
Symbol: 0
Type: ^Field
Menu 1: "A dish prepared with rice fried in oil, mixed with fresh shrimp and
boiled in broth."
Menu 2: "Restores HP 30 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-200 TK-260 RP-260 TK&RP-320]
Create: 1 of 11 possibilities in Cooking with Seafood.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 30%. Add an additional 1% per Good Eye level.
=====SHRIMP PILAF=====

=====SHRIMP SHU-MAI=====

Name: Shrimp Shu-mai
Number: 623
Symbol: 0
Type: ^Field
Menu 1: "A resilient Chinese shu mai dumpling packed with fresh shrimp meat."
Menu 2: "Restores MP 60 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,000 TK-1,300 RP-1,300 TK&RP-1,600]
Create: No
Chest: No
Pick: From Young Man in tavern in Hilton.*
*Pickpocket right after getting Leon for the first time, he disappears
later.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP by 60%. Add an additional 1% per Good Eye level.
=====SHRIMP SHU-MAI=====

=====SHU-MAI=====

Name: Shu-mai
Number: 624
Symbol: 0

Type: ^Field
Menu 1: "A Chinese style steamed dumpling with a filling of minced pork, green onions and vegetables."
Menu 2: "Restores HP 10 %"
Used By: All
Repro: Yes
Buy: Herlie
Buy \$: [Base-280 CG-210 GD-196 CG&GD-126 CG,GD&SL-112]
Sell \$: [Base-112 TK-145 RP-145 TK&RP-178]
Create: 1 of 11 possibilities in Cooking with Seafood.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores all allies HP by 10%. Add an additional 1% per Good Eye level.
=====SHU-MAI=====

=====SILENCE CARD=====

Name: Silence Card
Number: 625
Symbol: X
Type: ^Battle
Menu 1: "A magical card that possesses a mysterious power to silence one enemy."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-75 TK-97 RP-97 TK&RP-119]
Create: 1 of 15 possibilities in Art with Magical Clay.
Chest: Mars.
Pick: From Soldier in drift in Salva.*
From Grandmother on east side of Mars.
From Man behind skill guild building in Herlie.
*Only appears when Ashton is fighting the dragon in the drift.
Dropped: No
Win: No
Pools: Mischief.
PA/Give: No
? Item: No
Max #: 20
Notes: Chance of silencing an enemy.
=====SILENCE CARD=====

=====SILK ROBE=====

Name: Silk Robe
Number: 626
Symbol: E
Type: ^Armor
Menu 1: "Beautiful clothing made of smooth silk."
Menu 2: .-----.

```

|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|DEF( 12 ) AVD( 0 ) MAG( 0 ) |Ce~Ar Le~Ar No~Ar Re~Ar|
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |
|-----|

```

Used By: Celine, Leon, Noel, Rena (spell-casters)

Repro: Yes

Buy: Mars, Herlie, & Hilton.

Buy \$: [Base-1,800 CG-1,350 GD-1,260 CG&GD-810 CG,GD&SL-720]

Sell \$: [Base- 450 TK- 585 RP- 585 TK&RP-720]

Create: No

Chest: Mars.

Pick: From Celine during a PA in Linga.

From Princess Rosalia in the princess's chambers in Cross.

From Labe in celine's house in Mars.

From Lord of the Turtles in antique shop in Herlie.

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====SILK ROBE=====

=====SILVANCE=====

Name: Silvance

Number: 627

Symbol: E

Type: ^Weapon

Menu 1: "A sword made of the legendary metal orichalcum that invokes the roar of thunder."

```

Menu 2: .-----|
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li(X) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li(A) Da(N) Vo( ) |
|-----|
|ATK(1210) HIT(99) MAG(0) ac(20) avd(20) | Cl~W Di~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 30 ) | |
|-----|

```

Used By: Claude, Dias

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-180,000 TK-234,000 RP-234,000 TK&RP-288,000]

Create: Customize Aura Blade/Eternal Sphere/Force Sword/Heart Breaker/Ignite Sword/Marvel Sword/Minus Sword/Sawed/Windsley Sword + Orichalcum with Claude.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====SILVANCE=====

=====SILVER=====

Name: Silver
Number: 628
Symbol: E
Type: ^Creation ^Accessory
Menu 1: "Silver ore. However, it is low in purity and of little value without being refined."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(1) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: No
Buy: Salva, Hilton, North City, Armlock. From Abeema in a PA in Mars.*
Buy \$: [Base-200 CG-150 GD-140 CG&GD-90 CG,GD&SL-80]
Sell \$: [Base- 50 TK- 65 RP- 65 TK&RP-80]
Create: Alchemy, level 1 or higher.
Chest: Salva Drift.
Pick: From Worker sitting at table in tavern in Salva.
From Fastred in east Lacour.**
From Maid in east hallway in castle in Lacour.***
From left Soldier in commercial area in Linga.****
**Only up until right after the tournament.
***Only during day of tournament until right after getting energy stone.
****Only when Leon first joins your party.
*****Only after Klik is destroyed.
Dropped: By Reflectguard, in the Field of Intelligence and in the Field of Love.
From Boy on hill in Klik.*****
Win: No
Pools: Survival. Mischief, Trickster.
PA/Give: No
? Item: ?MINERAL
Max #: 20
Notes: Used in Customization and Metalwork.
*This PA can only be done after spending the night in Cross, but before the Tournament.

=====SILVER=====

=====SILVER BARRETTE=====

Name: Silver Barrette
Number: 629
Symbol: E
Type: ^Accessory
Menu 1: "A simple silver barrette that just might protect its wearer."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|HIT(0) AC(3) AVD(0) | Ce~Ac Ch~Ac |
|GUTS(0) STM(0) LUC(0) CRT(0) | Op~Ac Pr~Ac Re~Ac |
'-----'

Used By: Celine, Chisato, Opera, Precis, Rena (females)

Repro: Yes
Buy: Salva
Buy \$: [Base-1,300 CG-975 GD-910 CG&GD-585 CG,GD&SL-520]
Sell \$: [Base- 325 TK-422 RP-422 TK&RP-519]
Create: Metalwork on Silver with Bo, Ce, Ch, Cl, Di, Le, Op.
Chest: No
Pick: From Maid in east hallway in castle in Lacour.*
*Only before the day of the tournament.
Dropped: No
Win: No
Pools: Santa's Boots. Treasure Chest, Fill-Up, Fountain Card, Lien,
Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====SILVER BARRETTE=====

=====SILVER CHARM=====

Name: Silver Charm
Number: 630
Symbol: E
Type: ^Accessory
Menu 1: "Jewelry that has been blessed by the god of magic to increase its
wearer's Heraldic powers."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|HIT(0) AC(0) AVD(0) mag(+5%) |As~Ac Bo~Ac Ch~Ac Cl~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |Di~Ac Er~Ac Op~Ac Pr~Ac|
'-----'

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-10,000 TK-13,000 RP-13,000 TK&RP-16,000]
Create: Metalwork on Silver with Le, No, Re.
Chest: No
Pick: From Boyfriend in fountain area in Klik.*
*Only before Klik is destroyed.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: MAG bonus is +5% to the character's base INT stat.
=====SILVER CHARM=====

=====SILVER CROSS=====

Name: Silver Cross
Number: 631
Symbol: E
Type: ^Accessory
Menu 1: "A silver, holy cross that protects its wearer from many things."

```

Menu 2: .-----
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi(D) Wi( ) Th( ) St( ) Va(H) Li(H) Da( ) Vo( ) |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT( 0 ) AC( 0 ) AVD( 0 ) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

```

Used By: All

Repro: Yes

Buy: From Abeema in a PA in Mars.*

Buy \$: [Base-3,000 CG-2,250 GD-2,100 CG&GD-1,350 CG,GD&SL-1,200]

Sell \$: [Base- 750 TK- 975 RP- 975 TK&RP-1,200]

Create: Metalwork on Silver with As, Bo, Ch Cl, Di, Er.

Chest: No

Pick: From Priest in church in Arlia.

From Old Man in fountain area in Klik.**

**Only before Klik is destroyed.

Dropped: No

Win: No

Pools: Santa's Boots. Rarely received from Mischief.

PA/Give: With Marianna in Fun City. Do PA after beating Marsilio and Shigeo,
then visiting Dr. Mirage.

? Item: ?JEWELRY

Max #: 20

Notes: *This PA can only be done after spending night in Cross, but before
Tournament.

=====SILVER CROSS=====

=====SILVER EARRING=====

Name: Silver Earring

Number: 632

Symbol: E

Type: ^Accessory

Menu 1: "A beautiful, pure silver earring that improves its wearer's MP."

```

Menu 2: .-----
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|HIT( 0 ) AC( 0 ) AVD( 0 ) | Ce~Ac Ch~Ac |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | Op~Ac Pr~Ac Re~Ac |
'-----'

```

Used By: Celine, Chisato, Opera, Precis, Rena (females)

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-7,500 TK-9,750 RP-9,750 TK&RP-12,000]

Create: Metalwork on Silver with Ce, Le, No, Op, Pr, Re.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Raises wearer's MP by 30%.

=====SILVER EARRING=====

=====SILVER FANGS=====

Name: Silver Fangs
Number: 633
Symbol: E
Type: ^Weapon
Menu 1: "An extremely beautifully decorated sword made of pure silver. But unfortunately, silver doesn't hold an edge well so it's next to useless."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(12) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Claude
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-8,000 TK-10,400 RP-10,400 TK&RP-12,800]
Create: Customize All-Purpose Knife/Broad Sword/Long Sword/Sinclair Sabre + Silver with Claude.
Chest: No
Pick: From General Commander in Lacour Font Lines.*
*Before the meeting about the Lacour Hope.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None

=====SILVER FANGS=====

=====SILVER GREAVES=====

Name: Silver Greaves
Number: 634
Symbol: E
Type: ^Greaves
Menu 1: "Beautiful silver greaves."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(30) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)
Repro: Yes
Buy: Lacour, Lacour Front Lines, Central City, North City.
Buy \$: [Base-5,200 CG-3,900 GD-3,640 CG&GD-2,340 CG,GD&SL-2,080]
Sell \$: [Base-1,300 TK-1,690 RP-1,690 TK&RP-2,080]
Create: No
Chest: Eluria Colony x 2 (in armory, not in a chest).
Pick: From Dias during a PA in Central City.
Dropped: No

Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====SILVER GREAVES=====

=====SILVER IDOL=====

Name: Silver Idol
Number: 635
Symbol: E
Type: ^Accessory
Menu 1: "An idol made of pure silver whose workmanship has astounded many an expert."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
-----	.As~Ac Bo~Ac Ce~Ac Ch~Ac
HIT(0) AC(0) AVD(1)	Cl~Ac Di~Ac Er~Ac Le~Ac
GUTS(0) STM(0) LUC(0) CRT(0)	No~Ac Op~Ac Pr~Ac Re~Ac
'-----'

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,200 TK-1,560 RP-1,560 TK&RP-1,920]
Create: Metalwork on Silver with As, Er, No, Pr, Re.
Chest: No
Pick: From Little Girl during a one-time PA in Hilton.*
From Little Girl in northern end of Salva.
From upper right Girl in central square in Fun City.
*Only in Rena's scenario.

Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: None
=====SILVER IDOL=====

=====SILVERMOON=====

Name: Silvermoon
Number: 636
Symbol: E
Type: ^Weapon
Menu 1: "A magic staff that restores the MP of its user with the power of the silver brilliance of the moon."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
-----	.
ATK(1000) HIT(0) MAG(300)	Ce~W
GUTS(0) STM(0) LUC(0) CRT(0)	
'-----'

Used By: Celine
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-80,000 TK-104,000 RP-104,000 TK&RP-128,000]
Create: Customize Silver Rod + Moonite with Celine.
Chest: No
Pick: From Celine during a PA in Armlock.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: This weapon recovers 3% of MP every 5 seconds.
=====SILVERMOON=====

=====SILVER PENDANT=====

Name: Silver Pendant
Number: 637
Symbol: E
Type: ^Accessory
Menu 1: "A silver pendant possessing magical powers to speed up its wearer."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(10) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(5) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-250 TK-325 RP-325 TK&RP-400]
Create: Metalwork on Silver with Bo, Ce, Ch, No, Pr, Re.
Chest: No
Pick: From Ashton during a PA in Salva.
From Swordsman in south side of arena in Lacour.*
*Only during the day of the tournament.
Dropped: By Wolfhead, on the Lacour Continent and the Sanctuary of Linga.
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises Gale Skill to 10.
=====SILVER PENDANT=====

=====SILVER RING=====

Name: Silver Ring
Number: 638
Symbol: E
Type: ^Accessory
Menu 1: "A ring made of silver that just might protect its wearer."
Menu 2: .-----.


```

|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va(H) Li(H) Da(H) Vo( ) |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT( 0 ) AC( 2 ) AVD( 0 ) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS( 0 ) STM( 10 ) LUC( 10 ) CRT( 0 )|No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

```

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-700 TK-910 RP-910 TK&RP-1,120]

Create: Metalwork on Silver with As, Ce, Cl, Er, Le, Pr.

Chest: No

Pick: From Ernest during a PA in Salva.

From Mother on path to castle in Lacour.*

*Only in Rena's scenario, before you get Dias, on the day of the tournament.

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Wearer's attack spells do +10% more damage when worn. Effect stacks with itself.

=====SILVER RING=====

=====SILVER ROBE=====

Name: Silver Robe

Number: 639

Symbol: E

Type: ^Armor

Menu 1: "A beautiful robe woven from silver threads."

```

Menu 2: .-----
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th(H) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|DEF( 70 ) AVD( 0 ) MAG(120) |Ce~Ar Le~Ar No~Ar Re~Ar|
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |
'-----'

```

Used By: Celine, Leon, Noel, Rena (spell-casters)

Repro: Yes

Buy: Central City.

Buy \$: [Base-10,000 CG-7,500 GD-7,000 CG&GD-4,500 CG,GD&SL-4,000]

Sell \$: [Base- 2,500 TK-3,250 RP-3,250 TK&RP-4,000]

Create: No

Chest: Eluria Colony x 2 (in armory, not in a chest).

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====SILVER ROBE=====

=====SILVER ROD=====

Name: Silver Rod
Number: 640
Symbol: E
Type: ^Weapon
Menu 1: "A beautiful decorated rod made of mithril silver."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(350) HIT(20) MAG(250)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Celine
Repro: Yes
Buy: Central City.
Buy \$: [Base-9,800 CG-7,350 GD-6,860 CG&GD-4,410 CG,GD&SL-3,920]
Sell \$: [Base-2,450 TK-3,185 RP-3,185 TK&RP-3,920]
Create: Customize Rod/Crest Rod/Ruby Wand + Mithril with Celine.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====SILVER ROD=====

=====SILVER TRUMPET=====

Name: Silver Trumpet
Number: 641
Symbol: X
Type: ^Creation
Menu 1: "The majesty of the sound of this imposing, silver trumpet is said to ring to the ends of the Universe."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-30,000,000 TK-39,000,000 RP-39,000,000 TK&RP-48,000,000]
Create: No
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: Given to you by Gabriele Celesta after defeating her on Floor 13 of the Cave of Trials.
? Item: No
Max #: 1
Notes: Allows you to compose "The Evil Melody" and "The Melody of the Gods". Claude's favorite instrument. The most expensive sellable item.
=====SILVER TRUMPET=====

=====SINCLAIR SABRE=====

Name: Sinclair Sabre
Number: 642
Symbol: E
Type: ^Weapon
Menu 1: "A primitive saber."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(100) HIT(0) MAG(0) | Cl~W |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
'-----'

Used By: Claude
Repro: Yes
Buy: Lacour, Clik (before destroyed).
Buy \$: [Base-860 CG-645 GD-602 CG&GD-387 CG,GD&SL-344]
Sell \$: [Base-215 TK-279 RP-279 TK&RP-343]
Create: 1 of 6 invalid Customizations with Claude. Customize without Orchestra.
Chest: Herlie.
Pick: From Claude during a PA in Mars.*
From Fighting Man by statue in tavern in Lacour.**
From Furlong in king's room in Lacour.***
*Only in Rena's scenario.
**Only before the day of the tournament.
***Only after finishing linga quest until just after getting energy stone.

Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None

=====SINCLAIR SABRE=====

=====SIRLOIN STEAK=====

Name: Sirloin Steak
Number: 643
Symbol: O
Type: ^Field
Menu 1: "An unapologetically thick prime sirloin steak, lightly grilled."
Menu 2: "Restores HP 80 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,000 TK-1,300 RP-1,300 TK&RP-1,600]
Create: Master Chef with Meat + Meat.
Chest: No
Pick: From Cook in dining hall in Lacour.*
*Only before the day of the tournament.

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No

Max #: 20

Notes: Restores HP of all allies by 80%. Add an additional 1% per Good Eye level.

=====SIRLOIN STEAK=====

=====SKANDA=====

Name: Skanda

Number: 644

Symbol: X

Type: ^Battle

Menu 1: "A shining magical image that possesses a mysterious power to allow escape from combat."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-105 TK-136 RP-136 TK&RP-167]

Create: 1 of 15 possibilities in Art with Magical Clay.

Chest: No

Pick: From Little Girl during a one-time PA in Herlie.*

From Raddle the Traveler in Salva.**

From Adventurer on east side of Hilton.

From Defense Force Soldier in dispensary in L'Aqua.

*Only in Claude's scenario.

**This must be done before completing the Sanctuary of Linga.

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Makes your party very quickly escape from battle.

=====SKANDA=====

=====SKANDA COMPRESS=====

Name: Skanda Compress

Number: 645

Symbol: X

Type: ^Battle

Menu 1: "When used during combat it acts to temporarily increase speed. Applied in a normal compress."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-50 TK-65 RP-65 TK&RP-80]

Create: 1 of 4 possibilities in Compounding with Artemis Leaf + Rose Hips.

Chest: No

Pick: From Bossman in bossman's house in Arlia.

From Tourist in inn Salva.

From Soldier next to ship in Hilton.*

From Boyfriend on south end of arena in Fun City.

*Only appears when Leon first joins your party.

Dropped: By Archer, in the Mountain Temple.

Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Increases running speed of user in battle.
=====SKANDA COMPRESS=====

=====SKANDA OINTMENT=====

Name: Skanda Ointment
Number: 646
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this ointment speeds up all friends."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-125 TK-162 RP-162 TK&RP-199]
Create: 1 of 4 possibilities in Compounding with Aceras + Aceras or
Aceras + Rose Hips.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Increases running speed of all allies in battle.
=====SKANDA OINTMENT=====

=====SLAYER'S RING=====

Name: Slayer's Ring
Number: 647
Symbol: E
Type: ^Accessory
Menu 1: "A magical ring that gives its wearer the speed of a flash and
increases his attack chances by 2."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(10) STM(30) LUC(0) CRT(5)|No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-7,000 TK-9,100 RP-9,100 TK&RP-11,200]
Create: No
Chest: Floor 3 of the Cave of Trials, Floor 5 of the Cave of Trials.
Pick: No
Dropped: No

Win: No
Pools: No
PA/Give: With Marianna in Fun City. Do PA after beating Marsilio and Shigeo and visiting Dr. Mirage.
? Item: No
Max #: 3
Notes: This accessory has +2 to attack chances. Raises Gale skill to 10. See notes about the Angel Armband.

=====SLAYER'S RING=====

=====SLIME JELLY=====

Name: Slime Jelly
Number: 648
Symbol: O
Type: ^Field
Menu 1: "A slightly bitter, sophisticated taste."
Menu 2: "Restores MP 60 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-55 TK-71 RP-71 TK&RP-87]
Create: 1 of 4 possibilities in Cooking with Jiggly Slime or Slippery Slime.
Chest: Floor 8 of the Cave of Trials.
Pick: No
Dropped: By Black Slime, in the Hoffman Ruins.
By Slime, on Cross Continent and in Cross Cave.
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP by 60%. Add an additional 1% per Good Eye level.

=====SLIME JELLY=====

=====SLIPPERY SLIME=====

Name: Slippery Slime
Number: 649
Symbol: X
Type: ^Creation
Menu 1: "A type of gelatin, I hear it's edible."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1 TK-1 RP-1 TK&RP-1]
Create: No
Chest: No
Pick: No
Dropped: By Evilwater, in Mihne Cavern. Encounters end after you beat the boss.
Win: From Slime Battle in Cooking Master in Fun City.
Pools: No
PA/Give: No
? Item: No
Max #: 20

Notes: A rare ingredient used in Cooking.

=====SLIPPERY SLIME=====

=====SMALLER=====

Name: Smaller

Number: 650

Symbol: E

Type: ^Weapon

Menu 1: "A pair of short swords coated with the scales of poisonous moths, giving it the additional effect of poisoning anything they cut."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(180) HIT(0) MAG(0) avd(30)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Ashton

Repro: Yes

Buy: Cross, Hilton.

Buy \$: [Base-2,000 CG-1,500 GD-1,400 CG&GD-900 CG,GD&SL-800]

Sell \$: [Base- 500 TK- 650 RP- 650 TK&RP-800]

Create: Customize Twin Swords + Damascus with Ashton.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====SMALLER=====

=====SMELLING SALTS=====

Name: Smelling Salts

Number: 651

Symbol: O

Type: ^Battle

Menu 1: "A strong medicine that revives a fallen friend."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-50 TK-65 RP-65 TK&RP-80]

Create: 1 of 4 possibilities in Compounding with Aceras + Aceras or Artemis Leaf + Lavender.

Chest: Heraldry Forest, Mihne Cavern.

Pick: From Bowman during a one-time PA in Salva.*

From Editor in green in newspaper office in city hall in Central City.

From Soldier w/ purple hair in field hospital in Lacour Front Lines.**

*Only during Rena's scenario.

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No
? Item: No
Max #: 20
Notes: Resurrects character with 30% HP and MP.
=====SMELLING SALTS=====

=====SMELLY RICE CAKES=====

Name: Smelly Rice Cakes
Number: 652
Symbol: O
Type: ^Field
Menu 1: "Eew, this tastes terrible."
Menu 2: "Restores HP 1 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-2 TK-2 RP-2 TK&RP-2]
Create: Fail in Cooking with Grain. 1 of 18 possibilities. Fail in Master Chef.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 1%. Add an additional 1% per Good Eye level.
=====SMELLY RICE CAKES=====

=====SMITH'S HAMMER=====

Name: Smith's Hammer
Number: 653
Symbol: X
Type: ^Creation
Menu 1: "A golden hammer to work and temper red hot metal."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: Lacour, North City, Armlock, Giveaway.
Buy \$: [Base-250 CG-188 GD-175 CG&GD-113 CG,GD&SL-100]
Sell \$: [Base- 62 TK- 80 RP- 80 TK&RP- 98]
Create: No
Chest: Mihne Cavern.
Pick: From Gamgee in castle in Lacour.*
From Gamgee in his house in Lacour.**
From Edda in the castle center in Lacour.***
From Guildmaster in synard reception area in North City.
From Advisor in syanrd reception area in North City.
From Gramps in tavern in Armlock.
*Only in Rena's scenario, after getting Dias, on day of the tournament.
**Only right after the tournament.
***Only after finishing linga quest until just after getting energy stone.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No
? Item: No
Max #: 20
Notes: Used in Blacksmith.
=====SMITH'S HAMMER=====

=====SMOKE MIST=====

Name: Smoke Mist
Number: 654
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this magical incense lowers the speed of all enemies."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-75 TK-97 RP-97 TK&RP-119]
Create: 1 of 4 possibilities in Compounding with Mandrake + Rose Hips.
Chest: No
Pick: From Raddle the Traveler in Hilton.*
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Has a chance to slow running speed of every enemy.
*Must have seen him in Salva and told him to go north. Then seen him in Mars and told him to go east. This must be done before completing the Sanctuary of Linga.
=====SMOKE MIST=====

=====SMOKE OIL=====

Name: Smoke Oil
Number: 655
Symbol: X
Type: ^Battle
Menu 1: "When used during combat, this magical medicine reduces the speed of one enemy."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-45 TK-58 RP-58 TK&RP-71]
Create: 1 of 4 possibilities in Compounding with Lavender + Mandrake.
Chest: No
Pick: From upper Assistant in laboratory in Lacour.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20

Notes: Has a chance to slow running speed of one enemy.

=====SMOKE OIL=====

=====SODA-POP=====

Name: Soda-Pop

Number: 656

Symbol: 0

Type: ^Field

Menu 1: "It may look like mud to some, but this soda-pop has a sophisticated taste that's light and smooth."

Menu 2: "Restores MP 30 %"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-115 TK-149 RP-149 TK&RP-183]

Create: 1 of 4 possibilities in Cooking with Jiggly Slime or Slippery Slime.

Chest: Floor 8 of the Cave of Trials.

Pick: No

Dropped: By Ooze, in the Sanctuary of Linga.

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Restores MP of all allies by 30%. Add an additional 1% per Good Eye level.

=====SODA-POP=====

=====SOLDERING IRON=====

Name: Soldering Iron

Number: 657

Symbol: X

Type: ^Support

Menu 1: "This soldering iron improves the chances of successfully making beautiful decorative items."

Menu 2: "No message"

Used By: All

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-1,800 TK-2,340 RP-2,340 TK&RP-2,880]

Create: 1 of 19 possibilities in Machinery.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Having it in your inventory raises success rate of Metalwork.

=====SOLDERING IRON=====

=====SOLE & FRUIT SAUCE=====

Name: Sole & Fruit Sauce
Number: 658
Symbol: O
Type: ^Field
Menu 1: "A dish of fresh flounder steamed and served with a delicious orange sauce."
Menu 2: "Restores HP 22 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-300 TK-390 RP-390 TK&RP-480]
Create: 1 of 11 possibilities in Cooking with Seafood.
Chest: No
Pick: From Noel during a PA in Cross.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 22%. Add an additional 1% per Good Eye level.

=====SOLE & FRUIT SAUCE=====

=====SOLE & WINE SAUCE=====

Name: Sole & Wine Sauce
Number: 659
Symbol: O
Type: ^Field
Menu 1: "A dish of fresh halibut steamed with a sauce made of fine wine."
Menu 2: "Restores HP 60 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-950 TK-1,235 RP-1,235 TK&RP-1,520]
Create: Master Chef with Fruit + Seafood.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 60%. Add an additional 1% per Good Eye level.

=====SOLE & WINE SAUCE=====

=====SORCERESS KNUCKLES=====

Name: Sorceress Knuckles
Number: 660
Symbol: E
Type: ^Weapon
Menu 1: "Beautiful and elegant woman's knuckles blessed by Manna."
Menu 2: .-----.

```

|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|ATK(1000) HIT( 0 ) MAG(180) | Bo~W Re~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |
|-----|

```

Used By: Bowman, Rena

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-22,500 TK-29,250 RP-29,250 TK&RP-36,000]

Create: Customize Rune Full Moon + Sage's Stone with Rena.

Customize Magical Gloves + Rune Metal with Rena.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: None

====SORCERESS KNUCKLES====

====SOUL SLAYER====

Name: Soul Slayer

Number: 661

Symbol: E

Type: ^Weapon

Menu 1: "An fearsome, evil sword that possessed with negative forces that completely destroy the pieces of the enemy's body after being split."

```

Menu 2: .-----|
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|ATK(982) HIT( 10 ) MAG( 0 ) | Di~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 12 ) | |
|-----|

```

Used By: Dias

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-50,000 TK-65,000 RP-65,000 TK&RP-80,000]

Create: Customize Crimson Diablos/Cromlea Sword/Hard Cleaver/Ignite Sword/Marvel Sword/Pleiad Sword/Ruins' Fate/The Hope of Breeze + Star Ruby with Dias.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: None

====SOUL SLAYER====

=====SOUR SYRUP=====

Name: Sour Syrup
Number: 662
Symbol: O
Type: ^Battle ^Field
Menu 1: "This mysterious medicine restores 30%of one's MP."
Menu 2: "Restores MP 30 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-75 TK-97 RP-97 TK&RP-119]
Create: 1 of 4 possibilities in Compounding with Artemis Leaf + Mandrake.
Chest: Mars, Hoffman Ruins, Field of Courage.
Pick: From Bowman during a PA in Central City.
From Young Girl in church in Arlia.
From Researcher by bookcase in library in Lacour.*
From Soldier in laboratory in Lacour.**
From Celine during a PA in the north side of the arena in Lacour.***
From Young Girl in Armlock.
*Only before the day of the tournament.
**Only up until right after getting the energy stone.
***Only during the day of the tournament.
Dropped: No
Win: No
Pools: Mischief.Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP by 30%

=====SOUR SYRUP=====

=====SOY MILK=====

Name: Soy Milk
Number: 663
Symbol: O
Type: ^Field
Menu 1: "Plenty of soybeans soaked in water, ground to a fine mash and cooked."
Menu 2: "Restores MP 10 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-20 TK-26 RP-26 TK&RP-32]
Create: 1 of 18 possibilities in Cooking with Grain.
Chest: No
Pick: From upper Tourist outside castle in Lacour.*
*Only in Rena's scenario, before getting Dias, during the tournament.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP by 10%. Add an additional 1% per Good Eye level.

=====SOY MILK=====

====SPARK====

Name: Spark
Number: 664
Symbol: E
Type: ^Weapon
Menu 1: "A weapon that attacks the enemy by emitting a strong electric shock."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(750) HIT(60) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(80)

Used By: Chisato
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-60,000 TK-78,000 RP-78,000 TK&RP-96,000]
Create: 1 of 4 invalid Customizations with Chisato. Customize without Orchestra.
Customize Electron with Sapphire with Chisato.
Customize Lightning Gun with Rainbow Diamond with Chisato.
Chest: Fienal Tower.
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: This weapon has +2 to attack chances.

====SPARK====

====SPARK HAND====

Name: Spark Hand
Number: 665
Symbol: E
Type: ^Weapon
Menu 1: "A mechanical punching glove that emits unbelievable electric shocks from its tip."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi(X) Th(X) St() Va() Li(X) Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(650) HIT(30) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(20)

Used By: Precis
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-50,000 TK-65,000 RP-65,000 TK&RP-80,000]
Create: Customize Atomic Punch/Burning Hand/Great Punch/Hyper Punch/SD Punch/SDUGA Punch + Rainbow Diamond with Precis.
Chest: No
Pick: No
Dropped: No

Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====SPARK HAND=====

=====SPARK WHIP=====

Name: Spark Whip
Number: 666
Symbol: E
Type: ^Weapon
Menu 1: "A magical whip with a Heraldic design engraved in its grip, making it give electrical shocks when cracked."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th(X) St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(1080) HIT(50) MAG(0) | Er~W |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
'-----'

Used By: Ernest
Repro: Yes
Buy: Armlock.
Buy \$: [Base-160,000 CG-120,000 GD-112,000 CG&GD-72,000 CG,GD&SL-64,000]
Sell \$: [Base- 40,000 TK- 52,000 RP- 52,000 TK&RP-64,000]
Create: Customize Cat o'9 Tails/Dark Whip/Flare Whip/Freeze Whip/Invisible Whip/Light Whip/Molecule Wire/Rose Whip + Rainbow Diamond with Ernest.
Chest: Fienal Tower.
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====SPARK WHIP=====

=====SPECIAL HERALDRY=====

Name: Special Heraldry
Number: 667
Symbol: O
Type: ^Field
Menu 1: "A book written by Leon: |The resonance between Karon and Ritah's Crests become the base for composite Heraldic powers..|"
Menu 2: "No message"
Used By: All
Repro: No
Buy: After you sell it to the publisher in Lacour, you can buy it back.
Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: 1 of 2 possibilities in Publishing with Leon. Rarer of the two.
Chest: No
Pick: No

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Sets reader's romance value towards Leon to 8.
=====SPECIAL HERALDRY=====

=====SPECIAL STIR-FRY=====

Name: Special Stir-fry
Number: 668
Symbol: O
Type: ^Field
Menu 1: "A special vegetable stir-fry that makes me think of you."
Menu 2: "Restores MP 70 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-4,000 TK-5,200 RP-5,200 TK&RP-6,400]
Create: 1 of 4 possibilities in Cooking with Purity Leaf.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP of all allies by 70%. Add an additional 1% per Good Eye level.
=====SPECIAL STIR-FRY=====

=====SPECIAL TUNA=====

Name: Special Tuna
Number: 669
Symbol: O
Type: ^Field
Menu 1: "A special vegetable stir-fry that makes me think of you."
Menu 2: "Restores HP/MP 70 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-30,000 TK-39,000 RP-39,000 TK&RP-48,000]
Create: 1 of 4 possibilities in Cooking with Prime Tuna.
Chest: Floor 8 of the Cave of Trials.
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP and MP by 70%. Add an additional 1% per Good Eye level.

=====SPECIAL TUNA=====

=====SPECTACLES=====

Name: Spectacles
Number: 670
Symbol: X
Type: ^Creation ^Battle
Menu 1: "A magical magnifying glass possessing the power to see all truths."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: Familiar specialty level 1-2. Familiar specialty level 9-10. Arlia, Salva, Cross, Mars, Herlie, Hilton, Linga, Lacour Front Lines, Eluria Colony, Central City, North City, Armlock, Giveaway, Fun City.
Buy \$: [Base-8 CG-6 GD-6 CG&GD-4 CG,GD&SL-3]
Sell \$: [Base-2 TK-2 RP-2 TK&RP-2]
Create: No
Chest: Salva Drift.
Pick: From Old Woman in southern end of Salva.
From Young man by entrance to Cross.
From Explainer in skill guild in Cross.
From Woman in west side of Mars.
From Guildmaster in skill guild in Hilton.
From Basil in western staircase to throne in Lacour.*
From left Librarian in library in Linga.
From lower right Clerk in city hall receptionist in Central City.
*Only right after getting the energy stone.
Dropped: By Funnythief, in the Salva Drift, on Cross Continent, in the Mountain Temple, in the Cave of Trials Floor 6.
Win: No
Pools: Radar. Mischief. Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Used in Identify and Identify All! When used in battle, shows enemy's HP, MP and elemental attributes.

=====SPECTACLES=====

=====SPICY CAKE=====

Name: Spicy Cake
Number: 671
Symbol: O
Type: ^Field
Menu 1: "Gag! Retch.. Did you read the recipe?"
Menu 2: "Restores HP 1 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-5 TK-6 RP-6 TK&RP-7]
Create: Fail in Cooking with Egg/Dairy Products. 1 of 12 possibilities. Fail in Master Chef.
Chest: No
Pick: From Woman in blue in commercial area in Linga.
From left Receptionist in cooking master entrance in Fun City.

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 1%. Add an additional 1% per Good Eye level.
=====SPICY CAKE=====

=====SPLINTER=====

Name: Splinter
Number: 672
Symbol: E
Type: ^Weapon
Menu 1: "A special leather whip with rivets attached all over it."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(460) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Ernest
Repro: Yes
Buy: Hilton.
Buy \$: [Base-1,300 CG-975 GD-910 CG&GD-585 CG,GD&SL-520]
Sell \$: [Base- 325 TK-422 RP-422 TK&RP-519]
Create: 1 of 5 invalid Customizations with Ernest. Customize without Orchestra.
Chest: Eluria Tower.
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====SPLINTER=====

=====SPRING ROLLS=====

Name: Spring Rolls
Number: 673
Symbol: O
Type: ^Field
Menu 1: "Pork, cabbage, rice vermicelli, bamboo shoots and other minced ingredients wrapped in a wheat flour wrapper and deep-fried."
Menu 2: "Restores HP 20 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: 1 of 12 possibilities in Cooking with Vegetables.
Chest: No
Pick: No
Dropped: No

Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 20% Add an additional 1% per Good Eye level.
=====SPRING ROLLS=====

=====SPRING WATER=====

Name: Spring Water
Number: 674
Symbol: O
Type: ^Battle ^Field
Menu 1: "A special water that completely purifies the body."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: Familiar specialty level 9-10.
Buy \$: [Base-120 CG-90 GD-84 CG&GD-54 CG,GD&SL-48]
Sell \$: [Base- 30 TK-39 RP-39 TK&RP-48]
Create: 1 of 3 possibilities in Compounding with Artemis Leaf + Artemis Leaf.
1 of 4 possibilities in Compounding with Aceras + Artemis Leaf or
Artemis Leaf + Mandrake.
Chest: Sanctuary of Linga, Hoffman Ruins, Eluria Tower, Field of Courage,
Mihne Cavern, Fienal Tower.
Pick: From Celine during a PA in Arlia.
From Bowman during a PA in Fun City.
From Bartender in tavern in Salva.
From Doctor in field hospital in Lacour Front Lines.*
*Only appears right after first attack.
Dropped: No
Win: From the Bunny Races in Fun City.
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Cures stone, poison, and paralysis.
=====SPRING WATER=====

=====SQUASH CROQUETTES=====

Name: Squash Croquettes
Number: 675
Symbol: O
Type: ^Field
Menu 1: "A deep-fried croquette made with mashed squash."
Menu 2: "Restores HP 22 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-200 TK-260 RP-260 TK&RP-320]
Create: 1 of 12 possibilities in Cooking with Vegetables.
Chest: No
Pick: No
Dropped: No
Win: No

Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 22%. Add an additional 1% per Good Eye level.
=====SQUASH CROQUETTES=====

=====SQUASH SPRING ROLLS=====

Name: Squash Spring Rolls
Number: 676
Symbol: 0
Type: ^Field
Menu 1: "An egg roll stuffed with cabbage and deep-fried."
Menu 2: "Restores HP 28 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
Create: 1 of 12 possibilities in Cooking with Vegetables.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 28%. Add an additional 1% per Good Eye level.
=====SQUASH SPRING ROLLS=====

=====STAR CLOAK=====

Name: Star Cloak
Number: 677
Symbol: E
Type: ^Armor
Menu 1: "Beautiful clothing studded with pieces of stars."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St(H) Va() Li() Da() Vo()
DEF(220) AVD(0) MAG(220)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'
Used By: Celine, Leon, Noel, Rena (spell-casters)
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-120,000 TK-156,000 RP-156,000 TK&RP-192,000]
Create: 1 of 4 possibilities in Blacksmith on Meteorite without Magical Rasp.
Chest: No
Pick: From Mirage in downstairs of L'Aqua.*
From Narl in downstairs of L'Aqua.*
*Only after returning to Fienal for the second time.
Dropped: No
Win: No

Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====STAR CLOAK=====

=====STARDUST RING=====

Name: Stardust Ring
Number: 678
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious ring that completely shuts out the power of stars directed at the wearer, with a probability of 1/2."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: Metalwork on Star Ruby with Ce, Di, Er, Le, Pr, Re.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Radar.
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: Doesn't appear to block out Star elemental spells.
=====STARDUST RING=====

=====STAR EARRING=====

Name: Star Earring
Number: 679
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious earring that makes its wearer loquacious. Gives the wearer a Motormouth skill level of 3."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St(H) Va() Li() Da() Vo()
HIT(0) AC(0) AVD(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Celine
Repro: Yes
Buy: No
Buy \$: No

Sell \$: [Base-750 TK-975 RP-975 TK&RP-1,200]
Create: Metalwork on Stay Ruby with Ce, Le, No, Re.
Chest: No
Pick: From Young Man in nede publishing company in city hall in Central City.
From Librarian in library in Giveaway.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: Raises Motormouth skill to level 3.
=====STAR EARRING=====

=====STAR GREAVES=====

Name: Star Greaves
Number: 680
Symbol: E
Type: ^Greaves
Menu 1: "Magical greaves engraved with a strong protective Crest."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va(N) Li() Da(N) Vo() |
|-----.
|DEF(60) AVD(0) MAG(0) | As~G Bo~G Ch~G Cl~G |
|GUTS(0) STM(0) LUC(0) CRT(0) | Di~G Er~G Op~G Pr~G |
|-----.

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-80,000 TK-104,000 RP-104,000 TK&RP-128,000]
Create: 1 of 4 possibilities in Blacksmith on Meteorite without Magical Rasp.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====STAR GREAVES=====

=====STAR GUARD=====

Name: Star Guard
Number: 681
Symbol: E
Type: ^Shield
Menu 1: "A magical ring engraved with a Heraldic Crest of strong protective powers."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|DEF(33) AVD(121) MAG(0) | As~S Bo~S Ch~S Cl~S |

|GUTS(0) STM(0) LUC(0) CRT(0) | Di~S Er~S Op~S Pr~S |
'-----'

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-262,000 TK-340,000 RP-340,000 TK&RP-419,200]
Create: 1 of 4 possibilities in Blacksmith on Meteorite without Magical Rasp.
Chest: No
Pick: No
Dropped: By Starguarder, on Floor 8 of the Cave of Trials.
Win: From Team Battle Rank A in Fun City. Up to 3.
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Shoots 8 stars just like the ones from the angel armband, when the
wearer is physically attacked. Each star does about 1/4 the damage of
your normal attack. If the star crits, it does about 1/2 the damage of
your normal attack. The stars kill the Starguarder enemy with one hit.

=====STAR GUARD=====

=====STAR NECKLACE=====

Name: Star Necklace
Number: 682
Symbol: E
Type: ^Accessory
Menu 1: "A necklace that possesses a mysterious power to make its wearer
loquacious. Gives the wearer a Motormouth skill level of 3."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
HIT(0) AC(0) AVD(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Celine, Leon, Noel, Rena (spell-casters)
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-4,800 TK-6,240 RP-6,240 TK&RP-7,680]
Create: 1 of 4 possibilities in Blacksmith on Meteorite without Magical Rasp.
Metalwork on Star Ruby with Ce, Le, No, Re.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Raises Motormouth skill to 3.

=====STAR NECKLACE=====

=====STAR RUBY=====

Name: Star Ruby

Number: 683
Symbol: E
Type: ^Creation ^Accessory
Menu 1: "When polished and held to the light a small star-like pattern can be seen in this ruby."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi(H) Wi() Th() St() Va() Li() Da(H) Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
|-----|

Used By: All
Repro: No
Buy: Santa.
Buy \$: [Base-10,000 CG-7,500 GD-7,000 CG&GD-4,500 CG,GD&SL-4,000]
Sell \$: [Base- 2,500 TK-3,250 RP-3,250 TK&RP-4,000]
Create: Alchemy, level 5 or higher.
Chest: Ashton's part of the Salva Drift, Lacour, Eluria Tower.
Pick: From Leader in leader's house in Eluria Colony.
Dropped: By Doomaxe, in the Hoffman Ruins. By Goathead, in Eluria.
By Harfainx, in the Hoffman Ruins. By Yety, in the Field of Power.
Win: From Duel Battle Rank D in Fun City, 1 per spellcaster.
Pools: Survival. Trickster.
PA/Give: With Old Woman in Lacour. Choose "No problem, I'd be happy to." Get the Gold and bring it back to the Old Woman.
? Item: No
Max #: 20
Notes: Used in Customization and Metalwork.
=====STAR RUBY=====

=====STEAK=====

Name: Steak
Number: 684
Symbol: O
Type: ^Field
Menu 1: "A thick steak cooked on a griddle."
Menu 2: "Restores HP 50 %"
Used By: All
Repro: Yes
Buy: Giveaway & Central City.
Buy \$: [Base-600 CG-450 GD-420 CG&GD-270 CG,GD&SL-240]
Sell \$: [Base-240 TK-312 RP-312 TK&RP-384]
Create: 1 of 11 possibilities in Cooking with Meat.
Chest: No
Pick: No
Dropped: By Blackhound, in the Sanctuary of Linga.
By Hounddog, in the Mountain Temple.
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 50%. Add an additional 1% per Good Eye level.
Claude's favorite food. Recipe level 0: restores HP and MP by 60%,
Recipe level 1-4: restores HP by 100% and MP by 60%, Recipe level 5-10:
restores HP and MP by 100%.
=====STEAK=====

=====STEAMED ASPIC=====

Name: Steamed Aspic
 Number: 685
 Symbol: O
 Type: ^Field
 Menu 1: "A Japanese dish in which meat and vegetables are suspended in aspic that is set by steam in small teacups."
 Menu 2: "Restores HP 50 %"
 Used By: All
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-1,050 TK-1,365 RP-1,365 TK&RP-1,680]
 Create: Master Chef with Egg/Products + Seafood.
 Chest: No
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Restores HP by 50% Add an additional 1% per Good Eye level.

=====STEAMED ASPIC=====

=====STEEL ARMOR=====

Name: Steel Armor
 Number: 686
 Symbol: E
 Type: ^Armor
 Menu 1: "Sturdy steel armor."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----.
 |DEF(150) AVD(0) MAG(0) |As~Ar Bo~Ar Ch~Ar Cl~Ar|
 |GUTS(0) STM(0) LUC(0) CRT(0) |Di~Ar Er~Ar No~Ar As~Op|
 '-----'

Used By: As, Bo, Ch ,Cl, Di, Er, No, Op
 Repro: Yes
 Buy: North City & Secret Charity/Fake Gallery.
 Buy \$: [Base-52,000 CG-39,000 GD-36,400 CG&GD-23,400 CG,GD&SL-20,800]
 Sell \$: [Base-13,000 TK-16,900 RP-16,900 TK&RP-20,800]
 Create: No
 Chest: No
 Pick: From Grover in general store in Lacour Front Lines.
 Dropped: By Arcmene, the boss of the Cave of Red Crystal.
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None

=====STEEL ARMOR=====

=====STEEL HELM=====

Name: Steel Helm
 Number: 687
 Symbol: E
 Type: ^Helmet
 Menu 1: "A sturdy steel helmet."
 Menu 2: .-----
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(50) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: As, Bo, Ch, Cl, Di, Er, Op, Pr (fighters)
 Repro: Yes
 Buy: Central City.
 Buy \$: [Base-16,000 CG-12,000 GD-11,200 CG&GD-7,200 CG,GD&SL-6,400]
 Sell \$: [Base- 4,000 TK- 5,200 RP- 5,200 TK&RP-6,400]
 Create: No
 Chest: Eluria Tower.
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None

=====STEEL HELM=====

=====STEEL-TOED BOOTS=====

Name: Steel-toed Boots
 Number: 688
 Symbol: E
 Type: ^Greaves
 Menu 1: "Shoes made sturdier than usual by steel bands on the inside."
 Menu 2: .-----
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |----- . As~G Bo~G Ce~G Ch~G |
 |DEF(8) AVD(20) MAG(0) | Cl~G Di~G Er~G Le~G |
 |GUTS(0) STM(0) LUC(0) CRT(0) | No~G Op~G Pr~G Re~G |
 |-----

Used By: All
 Repro: Yes
 Buy: North City.
 Buy \$: [Base-3,200 CG-2,400 GD-2,240 CG&GD-1,440 CG,GD&SL-1,280]
 Sell \$: [Base- 800 TK-1,040 RP-1,040 TK&RP-1,280]
 Create: No
 Chest: No
 Pick: From Shop Boy in weapon shop in North City.
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No

Max #: 20
Notes: None
=====STEEL-TOED BOOTS=====

=====STINK GEL=====

Name: Stink Gel
Number: 689
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this magical gel will poison an enemy attacked with a weapon, with a certain probability."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-75 TK-97 RP-97 TK&RP-119]
Create: 1 of 4 possibilities in Compounding with Lavender + Wolfsbane or Wolfsbane + Wolfsbane.
Chest: Cross Cave.
Pick: From East Guard in throne room in castle in Cross.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Has a chance to poison enemies with your physical attacks.
=====STINK GEL=====

=====STOCK CERTIFICATES=====

Name: Stock Certificates
Number: 690
Symbol: X
Type: ^Unusable
Menu 1: "As long as the company doesn't go under, dividends will be received by keeping this."
Menu 2: "No message"
Used By: Unusable
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-10,000 TK-13,000 RP-13,000 TK&RP-16,000]
Create: 1 of 11 possibilities in Reverse Side.
Chest: No
Pick: From Old Woman in grocery store in North City.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Not a usable item. Gain 1 Fol per minute per item when in inventory.
=====STOCK CERTIFICATES=====

=====STONE CHECK=====

Name: Stone Check

Number: 691

Symbol: E

Type: ^Accessory

Menu 1: "A charm that possesses a mysterious magical power to save its possessor from being turned to stone."

Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All

Repro: Yes

Buy: Giveaway.

Buy \$: [Base-7,000 CG-5,250 GD-4,900 CG&GD-3,150 CG,GD&SL-2,800]

Sell \$: [Base-1,750 TK-2,275 RP-2,275 TK&RP-2,800]

Create: Metalwork on Iron with Di, Le, No.

Chest: Eluria Tower, Field of Courage.

Pick: From Dias during a PA in Fun City.

Dropped: No

Win: From the Bunny Races in Fun City.

Pools: Santa's Boots. Fortune.

PA/Give: No

? Item: ?JEWELRY

Max #: 20

Notes: Prevents wearer from being stoned.

=====STONE CHECK=====

=====STRAIGHT PUNCH=====

Name: Straight Punch

Number: 692

Symbol: E

Type: ^Weapon

Menu 1: "A mechanical punching hand that twists like a drill."

Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(400) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Precis

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-125 TK-162 RP-162 TK&RP-199]

Create: Machinery with Precis only.

Chest: Sanctuary of Linga.

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20
Notes: None
=====STRAIGHT PUNCH=====

=====STRAWBERRY JAM=====

Name: Strawberry Jam
Number: 693
Symbol: O
Type: ^Field
Menu 1: "Jam made of boiled-down strawberries."
Menu 2: "Restores HP 10 %"
Used By: All
Repro: Yes
Buy: Salva, Fun City.
Buy \$: [Base-50 CG-38 GD-35 CG&GD-23 CG,GD&SL-20]
Sell \$: [Base-12 TK-15 RP-15 TK&RP-18]
Create: Yes
Chest: Arlia.
Pick: From Little Girl in bossman's house in Arlia.
From Young Man on path to castle in Lacour.*
From Woman in castle center in Lacour.**
*Only before or during the day of the tournament.
**Only right after getting the energy stone.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 10% Add an additional 1% per Good Eye level.
=====STRAWBERRY JAM=====

=====STRAWBERRY MOCHI=====

Name: Strawberry Mochi
Number: 694
Symbol: O
Type: ^Field
Menu 1: "A sweet and tangy treat of fresh strawberries wrapped in sweet rice
dough."
Menu 2: "Restores HP 55 %"
Used By: All
Repro: Yes
Buy: Fun City.
Buy \$: [Base-2,250 CG-1,688 GD-1,575 CG&GD-1,013 CG,GD&SL-900]
Sell \$: [Base- 900 TK-1,170 RP-1,170 TK&RP-1,440]
Create: No
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 55%. Add an additional 1% per Good Eye level.
=====STRAWBERRY MOCHI=====

=====STRAWBERRY MOUSSE=====

Name: Strawberry Mousse
Number: 695
Symbol: O
Type: ^Field
Menu 1: "Milk, cream, sugar and strawberry juice firmed up with gelatin."
Menu 2: "Restores HP 14 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-60 TK-78 RP-78 TK&RP-96]
Create: 1 of 12 possibilities in Cooking with Fruit.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 14%. Add an additional 1% per Good Eye level.

=====STRAWBERRY MOUSSE=====

=====STUN GUN=====

Name: Stun Gun
Number: 696
Symbol: E
Type: ^Weapon
Menu 1: "A weapon that attacks the enemy by emitting electric shocks."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(200) HIT(50) MAG(0) | Ch~W |
|GUTS(0) STM(0) LUC(0) CRT(50) |
|-----.

Used By: Chisato
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: Customize Electric + Sapphire with Chisato.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: Chisato's initial weapon.

=====STUN GUN=====

=====STURM RING=====

Name: Sturm Ring
Number: 697
Symbol: E
Type: ^Accessory
Menu 1: "A golden ring possessing mysterious magical powers that improve its
wearer's aim and ability to dodge."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(15) AC(0) AVD(15) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(5) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-500 TK-650 RP-650 TK&RP-800]
Create: Metalwork on Gold with As, Bo, Ce, Ch, Le, No, Op, Re.
Chest: Hoffman Ruins.
Pick: From Dias in general store in Lacour Front Lines.*
*Appears after you learn about his family. If Rena's scenario, only if
you don't recruit him.

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None

=====STURM RING=====

=====SUCCUBUS COLOGNE=====

Name: Succubus Cologne
Number: 698
Symbol: O
Type: ^Battle ^Field
Menu 1: "This magical cologne gives off a smell that monsters like and thus
attracts the enemy."

Menu 2: "No message"

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-125 TK-162 RP-162 TK&RP-199]
Create: 1 of 4 possibilities in Compounding with Aceras + Rose Hips or
Rose Hips + Wolfsbane.
Chest: No
Pick: From Celine during a PA in Salva.
From left Woman in city hall receptionist in Central City.
From Woman in hotel in Fun City.

Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No

Max #: 20

Notes: When used in the field it increases encounter rate.

=====SUCCUBUS COLOGNE=====

=====SUEDE BOOTS=====

Name: Suede Boots

Number: 699

Symbol: E

Type: ^Greaves

Menu 1: Expensive boots made from mountain goatskin."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
-----	. As~G Bo~G Ce~G Ch~G
DEF(5) AVD(0) MAG(0)	Cl~G Di~G Er~G Le~G
GUTS(0) STM(0) LUC(0) CRT(0)	No~G Op~G Pr~G Re~G
'-----'

Used By: All

Repro: Yes

Buy: Mars.

Buy \$: [Base-200 CG-150 GD-140 CG&GD-90 CG,GD&SL-80]

Sell \$: [Base- 50 TK- 65 RP- 65 TK&RP-50]

Create: No

Chest: No

Pick: From Claude during a PA in Arlia.*
From Advisor in skill guild in Herlie.
From Soldier in by entrance to Lacour.**
*Only in Rena's scenario.

**Only after finishing linga quest until right after get energy stone.

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====SUEDE BOOTS=====

=====SUPER BALL=====

Name: Super Ball

Number: 700

Symbol: X

Type: ^Battle

Menu 1: "A magical ball that jumps around in a small space, hits the enemy and does damage."

Menu 2: "No message"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-50 TK-65 RP-65 TK&RP-80]

Create: 1 of 15 possibilities in Art with Magical Clay.

Chest: No

Pick: From lowest Fighting Man in tavern in hilton.*
From Information with brown hair in information building in Fun City.
From Boy in fanzine store in Fun City.

From Boy in main square in Giveaway.

*Only appears before the tournament in Lacour.

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: Shoots 3 balls at the enemy, which bounce around the field momentarily, doing 300 damage each.

=====SUPER BALL=====

=====SURRENDER PENDANT=====

Name: Surrender Pendant

Number: 701

Symbol: E

Type: ^Accessory

Menu 1: "A pendant that has been blessed by what is holy to prevent the enemy from approaching."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-4,000 TK-5,2000 RP-5,200 TK&RP-6,400]

Create: Metalwork on Crystal with As, Bo, Ce, Er, Le, Op, Re.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Decreases random encounters slightly. Equipped Character does not need to be in your active fighting party.

=====SURRENDER PENDANT=====

=====SURVIVAL KIT=====

Name: Survival Kit

Number: 702

Symbol: X

Type: ^Support

Menu 1: "This box of items improves the chances of successful survival in the woods."

Menu 2: "No message"

Used By: All

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-6,000 TK-7,800 RP-7,800 TK&RP-9,600]
Create: 1 of 19 possibilities in Machinery.
Chest: No
Pick: From Officer aboard the calnus in Eluria Tower.*
From Explainer in skill guild in Central City.
*Only in Claude's scenario.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Having it in your inventory raises success rate of Survival.
=====SURVIVAL KIT=====

=====SWEET DUMPLING=====

Name: Sweet Dumpling
Number: 703
Symbol: O
Type: ^Field
Menu 1: "Sweet red bean paste as a filling in a Chinese steamed dumpling. Do you like smooth or lumpy?"
Menu 2: "Restores HP 12%"
Used By: All
Repro: Yes
Buy: Herlie, Hilton.
Buy \$: [Base-140 CG-105 GD-98 CG&GD-63 CG,GD&SL-56]
Sell \$: [Base- 56 TK- 72 RP-72 TK&RP-88]
Create: 1 of 18 possibilities in Cooking with Grain.
Chest: No
Pick: From Maid in west hall of castle in Lacour.*
*Only up until right after getting the energy stone.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 12%. Add an additional 1% per Good Eye level.
=====SWEET DUMPLING=====

=====SWEET FRUIT=====

Name: Sweet Fruit
Number: 704
Symbol: X
Type: ^Creation
Menu 1: "Fruit so ripe it's almost past its prime. Do you know how to choose?"
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-125 TK-162 RP-162 TK&RP-199]
Create: No
Chest: No
Pick: No

Dropped: No
Win: From Dessert Battle & Full-Course Battle in Cooking Master in Fun City.
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: A rare ingredient used in Cooking.
=====SWEET FRUIT=====

=====SWEET RICE CAKES=====

Name: Sweet Rice Cakes
Number: 705
Symbol: O
Type: ^Field
Menu 1: "A mixture of steamed sweet and regular rice pounded, shaped, and dusted with plenty of sweetened soybean flour."
Menu 2: "Restores HP 80 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,000 TK-1,300 RP-1,300 TK&RP-1,600]
Create: Master Chef with Grain + Grain.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 80%. Add an additional 1% per Good Eye level.
=====SWEET RICE CAKES=====

=====SWEET SYRUP=====

Name: Sweet Syrup
Number: 706
Symbol: O
Type: ^Battle ^Field
Menu 1: "This mysterious medicine restores 30%of one's HP."
Menu 2: "Restores HP 30 %"
Used By: All
Repro: Yes
Buy: Lacour.
Buy \$: [Base-300 CG-225 GD-210 CG&GD-135 CG,GD&SL-120]
Sell \$: [Base- 75 TK- 97 RP- 97 TK&RP-119]
Create: 1 of 4 possibilities in Compounding with Artemis Leaf + Mandrake or Lavender + Rose Hips.
Chest: Cross Cave x 2, Mountain Palace.
Pick: From Soldier on first floor of castle in Cross.
From Young Man with blue hair on east side of Hilton.
From upper right Nurse in field hospital in Lacour Front Lines.*
From Man in central square of Central City.
*Appears after going to the Hoffman Ruins.
Dropped: No
Win: No

Pools: Trickster. Treasure Chest, Fill-Up, Fountain Card, Lien,
Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: Restores HP by 30%.

=====SWEET SYRUP=====

=====SYLVAN BOOTS=====

Name: Sylvan Boots

Number: 707

Symbol: E

Type: ^Greaves

Menu 1: "Silver greaves said in legend to have been forged from pieces of
stars."

Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(60) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Chisato, Opera, Precis

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-110,000 TK-143,000 RP-143,000 TK&RP-176,000]

Create: 1 of 3 possibilities in Blacksmith on Meteorite with Magical Rasp.

Chest: Fienal Tower.

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====SYLVAN BOOTS=====

=====SYLVAN HELM=====

Name: Sylvan Helm

Number: 708

Symbol: E

Type: ^Helmet

Menu 1: "A silver helmet which according to legend was forged from pieces of a
star."

Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(50) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Chisato, Opera, Precis

Repro: No

Buy: No

Buy \$: No
Sell \$: [Base-100,000 TK-130,000 RP-130,000 TK&RP-160,000]
Create: 1 of 3 possibilities in Blacksmith on Meteorite with Magical Rasp.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====SYLVAN HELM=====

=====SYLVAN MAIL=====

Name: Sylvan Mail
Number: 709
Symbol: E
Type: ^Armor
Menu 1: "Silver armor said to be forged from pieces of star, possessing the power to prevent the wearer from being turned to stone."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(240) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Chisato, Opera, Precis
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-200,000 TK-260,000 RP-260,000 TK&RP-320,000]
Create: 1 of 3 possibilities in Blacksmith on Meteorite with Magical Rasp.
Chest: Floor 3 of the Cave of Trials.
Pick: No
Dropped: By Meduslizzard, in Fienal Tower.
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Protects wearer from being stoned.
=====SYLVAN MAIL=====

=====TALISMAN=====

Name: Talisman
Number: 710
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious talisman that has been blessed by a nameless god to increase its wearer's defensive strength."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
-----As~Ac Bo~Ac Ce~Ac Ch~Ac

|HIT(0) AC(0) AVD(0) ac(+5%) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(8) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-750 TK-975 RP-975 TK&RP-1,200]
Create: Metalwork on Green Beryl with As, Bo, Ce, Er, Le, No, Re.
Chest: No
Pick: From Claude during a PA in Fun City.*
Dropped: By Carlaeagle, in the Heraldry Forest.
By Shynesslady, on Lacour Continent and in the Sanctuary of Linga.
*Only in Rena's scenario.
Win: No
Pools: No
PA/Give: With Celine in Arlia. Choose "Thank you. I love it, Celine." Claude's
scenario only.
? Item: ?JEWELRY
Max #: 20
Notes: AC bonus is +5% to the character's base CON stat.
=====TALISMAN=====

=====TETRA-BOMB=====

Name: Tetra-bomb
Number: 711
Symbol: X
Type: ^Battle
Menu 1: "When used during combat this bomb explodes and attacks in 4 directions
with lasers."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-480 TK-624 RP-624 TK&RP-768]
Create: 1 of 19 possibilities in Machinery.
Chest: No
Pick: No
Dropped: No
Win: From the Bunny Races in Fun City.
Pools: Fortune. Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Shoots four "lasers" at the enemy doing around 500 damage each.
=====TETRA-BOMB=====

=====TEXT SOFTWARE=====

Name: Text Software
Number: 712
Symbol: X
Type: ^Support
Menu 1: "This device improves the chances of successfully writing good work for
publishing."
Menu 2: "No message"

Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-4,000 TK-5,200 RP-5,200 TK&RP-6,400]
Create: 1 of 19 possibilities in Machinery.
Chest: No
Pick: From Chisato during a PA in Armlock.
From Kurtzman aboard the calnus in Eluria Tower.*
From upper right Editor in newspaper office in city hall in Central City.
*Only in Claude's scenario.

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Having it in your inventory raises success rate of Authoring and Publishing.

=====TEXT SOFTWARE=====

=====THE ARMBAND OF KALI=====

Name: The Armband of Kali
Number: 713
Symbol: E
Type: ^Shield
Menu 1: "An armband blessed by Kali, the mother of the dark world."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo(H)
DEF(30) AVD(30) MAG(0) atk(70) hit(30)
GUTS(0) STM(0) LUC(0) CRT(10)

Used By: Celine, Chisato, Precis, Rena
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-198,500 TK-258,050 RP-258,050 TK&RP-317,600]
Create: 1 of 3 possibilities in Blacksmith on Moonite with Magical Rasp.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?GUARD
Max #: 20
Notes: None

=====THE ARMBAND OF KALI=====

=====THE BLOODY ROAD=====

Name: The Bloody Road
Number: 714
Symbol: O

Type: ^Field
Menu 1: "A book written by Dias: |He began to walk, without a word.. His boots stained by the swamp of blood and gore around him.|"

Menu 2: "No message"

Used By: All

Repro: No

Buy: After you sell it to the publisher in Lacour, you can buy it back.

Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]

Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]

Create: 1 of 2 possibilities in Publishing with Dias.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Sets reader's friendship value towards Dias to 8.

=====THE BLOODY ROAD=====

=====THE HERMES THEORY=====

Name: The Hermes Theory

Number: 715

Symbol: O

Type: ^Field

Menu 1: "A skill guide book. Read it to learn the skill Scientific Ability."

Menu 2: "No message"

Used By: All

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]

Create: Authoring by a character if their Scientific Ability skill level is 5 or higher.

Chest: No

Pick: From Leon during a PA in Arlia.
From left Student on upper level in library in Linga.
From Professor in classroom 2 in university in Giveaway.

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Raises skill level of Scientific Ability by 1. Doesn't work past lvl 5.

=====THE HERMES THEORY=====

=====THE HOPE OF BREEZE=====

Name: The Hope of Breeze

Number: 716

Symbol: E

Type: ^Weapon

Menu 1: "An elegant sword possessing the power of a soothing breeze from heaven."

Menu 2: .-----.


```

|ATK Ea( ) Wa( ) Fi( ) Wi(X) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|ATK(770) HIT( 30 ) MAG( 0 ) | Di~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 20 ) |
|-----|

```

Used By: Dias
 Repr: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-40,000 TK-52,000 RP-52,000 TK&RP-64,000]
 Create: 1 of 6 invalid Customizations with Dias. Customize without Orchestra.
 Chest: No
 Pick: From Dias during a PA in Armlock.
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None
 =====THE HOPE OF BREEZE=====

=====THE LAND'S SECRET=====

Name: The Land's Secret
 Number: 717
 Symbol: O
 Type: ^Field
 Menu 1: "A skill guide book. Read it to learn the skill Mineralogy."
 Menu 2: "No message"
 Used By: All
 Repr: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]
 Create: Authoring by a character if their Minerology skill lvl is 5 or higher.
 Chest: No
 Pick: From Leon during a PA in Salva.
 From right Student on upper level of library in Linga.
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Raises skill level of Minerology by 1. Doesn't work past level 5.
 =====THE LAND'S SECRET=====

=====THE WORLD IS MINE=====

Name: The World Is Mine
 Number: 718
 Symbol: O
 Type: ^Field
 Menu 1: "A book written by Celine: |Know you not my name? 'Tis well-known by many..|"
 Menu 2: "No message"

Used By: All
Repro: No
Buy: After you sell it to the publisher in Lacour, you can buy it back.
Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: 1 of 2 possibilities in Publishing with Celine.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Sets reader's friendship value towards Celine to 8.
=====THE WORLD IS MINE=====

=====THICK BOOK=====

Name: Thick Book
Number: 719
Symbol: E
Type: ^Weapon
Menu 1: "A very thick and quite heavy book."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(180) HIT(0) MAG(15)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Leon
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-275 TK-357 RP-357 TK&RP-439]
Create: Customize Illustrated Book/Reference Book + Iron with Leon.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?BOOK
Max #: 20
Notes: Leon's initial weapon.
=====THICK BOOK=====

=====THUNDER PUNCH=====

Name: Thunder Punch
Number: 720
Symbol: E
Type: ^Weapon
Menu 1: "A mechanical punching hand that emits an electric shock from its fist."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th(X) St() Va(X) Li() Da() Vo() |

```

|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th(H) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|ATK(420) HIT( 50 ) MAG( 0 ) | Pr~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 25 ) |
|-----|

```

Used By: Precis

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-18,500 TK-24,050 RP-24,050 TK&RP-29,600]

Create: Customize Atomic Punch/Burning Hand/Fire Punch/Great Punch/Hyper Punch/
Ice Punch/One-two Punch/SD Punch/SDUGA Punch/Spark Hand/Straight Punch/
UGA Punch/Ultra Punch + Diamond with Precis.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: Given to Precis in the Lacour Front Lines.

? Item: No

Max #: 20

Notes: None

=====THUNDER PUNCH=====

=====THUNDER RING=====

Name: Thunder Ring

Number: 721

Symbol: E

Type: ^Accessory

Menu 1: "A mysterious ring that increases its wearer's thunder-based Heraldic
power."

```

Menu 2: .-----|
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa(D) Fi( ) Wi( ) Th(H) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|HIT( 0 ) AC( 0 ) AVD( 0 ) |Ce~Ac Le~Ac No~Ac Re~Ac|
|GUTS( 30 ) STM( 0 ) LUC( 0 ) CRT( 0 ) |
|-----|

```

Used By: Celine, Leon, Noel, Rena (spell-casters)

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-2,000 TK-2,600 RP-2,600 TK&RP-3,200]

Create: Metalwork on Diamond with Ce, No.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Wearer's thunder-based spells do 30% more damage.

=====THUNDER RING=====

=====TIGER'S FANGS=====

Name: Tiger's Fangs
 Number: 722
 Symbol: E
 Type: ^Weapon
 Menu 1: "Knuckles that possess the strength of a tiger to rip apart anything."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----.
 |ATK(600) HIT(30) MAG(100) avd(20) | No~W |
 |GUTS(0) STM(0) LUC(0) CRT(20) | |
 '-----'

Used By: Noel
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-80,000 TK-60,000 RP-56,000 TK&RP-36,000]
 Create: 1 of 6 invalid Customizations with Noel. Customize without Orchestra.
 Chest: No
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: ?WEAPON
 Max #: 20
 Notes: None
 =====TIGER'S FANGS=====

=====TITAN'S FISTS=====

Name: Titan's Fists
 Number: 723
 Symbol: E
 Type: ^Weapon
 Menu 1: "Gigantic knuckles that possess the strength of a legendary giant."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----.
 |ATK(1000) HIT(30) MAG(0) | Bo~W |
 |GUTS(0) STM(50) LUC(0) CRT(5) | |
 '-----'

Used By: Bowman
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-70,000 TK-91,000 RP-91,000 TK&RP-112,000]
 Create: 1 of 4 invalid Customizations with Bowman. Customize w/o Orchestra.
 Customize Giant Fists with Rainbow Diamond with Bowman.
 Customize Hecatoncheire with Iron with Bowman.
 Chest: Fienal Tower.
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: ?WEAPON
 Max #: 20

Notes: This weapon raises Bowman's max MP by 30%.

=====TITAN'S FISTS=====

=====TODAY'S DISH=====

Name: Today's Dish

Number: 724

Symbol: 0

Type: ^Field

Menu 1: "A skill guide book. Read it to learn the skill Recipe."

Menu 2: "No message"

Used By: All

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-150 TK-195 RP-195 TK&RP-240]

Create: Authoring by a character if their Recipe skill level is 5 or higher.

Chest: No

Pick: From Woman in entrance to Klik.*

From left Receptionist in synard reception area in North City.

*Only before Klik is destroyed.

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Raises skill level of Recipe by 1. Doesn't work past level 5.

=====TODAY'S DISH=====

=====TO LIVE=====

Name: To Live

Number: 725

Symbol: 0

Type: ^Field

Menu 1: "A book written by Dias: |As he began to lose consciousness, his hand gripped the hilt of his sword, 'I cannot die..not now.'|"

Menu 2: "No message"

Used By: All

Repro: No

Buy: After you sell it to the publisher in Lacour, you can buy it back.

Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]

Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]

Create: 1 of 2 possibilities in Publishing with Dias. Rarer of the two.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: Sets reader's romance value towards Dias to 8.

=====TO LIVE=====

=====TONGUE TWISTER=====

Name: Tongue Twister
Number: 726
Symbol: E
Type: ^Weapon
Menu 1: "A magical staff that slows MP consumption to 2/3 the normal rate."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(300) HIT(0) MAG(25) | Ce~W |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
'-----'

Used By: Celine
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-25,000 TK-32,500 RP-32,500 TK&RP-40,000]
Create: 1 of 4 invalid Customizations with Celine. Customize w/o Orchestra.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: MP consumption is reduced to 2/3.
=====TONGUE TWISTER=====

=====TORO TUNA=====

Name: Toro Tuna
Number: 727
Symbol: O
Type: ^Field
Menu 1: "The fatty part of the tuna prized by gourmets of Japanese cuisine."
Menu 2: "Restores HP 20 %"
Used By: All
Repro: Yes
Buy: Herlie.
Buy \$: [Base-2,000 CG-1,500 GD-1,400 CG&GD- 900 CG,GD&SL-800]
Sell \$: [Base- 800 TK-1,040 RP-1,040 TK&RP-1,280]
Create: 1 of 11 possibilities in Cooking with Seafood.
Chest: No
Pick: From Sailor near wall in tavern in Herlie.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP of all allies by 20%. Add an additional 1% per Good Eye level.
=====TORO TUNA=====

=====TREASURE CHEST=====

Name: Treasure Chest
 Number: 728
 Symbol: O
 Type: ^Field
 Menu 1: "What might it contain? A mysterious box that will give you 3 items when opened."
 Menu 2: "No message"
 Used By: All
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-750 TK-975 RP-975 TK&RP-1,200]
 Create: 1 of 15 possibilities in Art with Magical Clay.
 Chest: No
 Pick: From Old Man on east side of Mars.
 From Old Man in cooking master square in Fun City.
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Gives you 3 random items out of a pool of 223. See list in Section 11.
 =====TREASURE CHEST=====

=====TREATISE=====

Name: Treatise
 Number: 729
 Symbol: E
 Type: ^Weapon
 Menu 1: "A rather complicated book about various special fields of study."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----.
 |ATK(50) HIT(0) MAG(390) | Le~W |
 |GUTS(0) STM(0) LUC(50) CRT(0) |
 |-----'

Used By: Leon
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-200,000 TK-260,000 RP-260,000 TK&RP-320,000]
 Create: No
 Chest: No
 Pick: From Editor on left with blue hair in nede publishing company in Central City. Can also be randomly made through authoring with Leon.
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None
 =====TREATISE=====

=====TRI-BALL=====

Name: Tri-ball
 Number: 730
 Symbol: X
 Type: ^Battle
 Menu 1: "A magical ball that heads toward the enemy and breaks into 3, hits the enemy and does damage."
 Menu 2: "No message"
 Used By: All
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-75 TK-97 RP-97 TK&RP-119]
 Create: 1 of 15 possibilities in Art with Magical Clay.
 Chest: Cross Cave.
 Pick: No
 Dropped: No
 Win: No
 Pools: Trickster. Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: Shoots 3 balls at the enemy, each doing 300 damage.

=====TRI-BALL=====

=====TRICKSTER=====

Name: Trickster
 Number: 731
 Symbol: E
 Type: ^Accessory
 Menu 1: "A mysterious armband that attracts good fortune."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa(D) Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
 |HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
 |GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
 |-----|

Used By: All
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: [Base-550 TK-715 RP-715 TK&RP-880]
 Create: No
 Chest: Eluria Tower.
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 1
 Notes: While walking, gives you 1 random item at a time out of the following 19 items: Angel's Statue, Blueberry, Diamond, Flare Bomb, Fruit Nectar, Green Beryl, Magical Clay, Magic Canvas, Mandrake, Mithril, Paralysis Check, Protection Ring, Rainbow Diamond, Rune Metal, Silver, Star Ruby, Sweet Syrup, Tri-ball, Wolfsbane. You also receive random amounts of

Fol. These amounts of Fol are randomly generated within a plus or minus margin of 10% starting from a certain base number. The more money, the lower the chance of receiving it. (1) 50 +or- 5 Fol (2) 100 +or- 10 Fol (3) 500 +or- 50 Fol (4) 5,000 +or- 500 Fol. See list in Section 11 for drop %'s.

=====TRICKSTER=====

=====TRI-EMBLEM=====

Name: Tri-emblem
Number: 732
Symbol: E
Type: ^Accessory
Menu 1: "A Crest possessing the power of the great God of Creation, Tria."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea(H) Wa(H) Fi(H) Wi(H) Th(H) St(H) Va(H) Li(H) Da(H) Vo(H) |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(50) AC(50) AVD(50) atk(200) mag(100)|Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(20) STM(50) LUC(50) CRT(10) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'
Used By: All
Repro: No
Buy: Santa.
Buy \$: [Base-5,000,000 CG-3,750,000 GD-3,500,000 CG&GD-2,250,000
CG,GD&SL-2,000,000]
Sell \$: [Base- 50,000 TK- 65,000 RP- 65,000 TK&RP- 80,000]
Create: No
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Rarely received from Fortune.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====TRI-EMBLEM=====

=====TRI-EMBLEM=====

Name: Tri-emblem
Number: 733
Symbol: E
Type: ^Accessory
Menu 1: "Some god's Crest."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(10) AC(12) AVD(5) atk(10) mag(3) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(2) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'
Used By: All
Repro: Yes
Buy: Secret Charity/Fake Gallery.
Buy \$: [Base-31,419 CG-23,564 GD-21,993 CG&GD-14,139 CG,GD&SL-12,568]
Sell \$: [Base- 314 TK- 408 RP- 408 TK&RP- 502]

Create: No
Chest: Floor 1 of the Cave of Trials, Floor 7 of the Cave of Trials.
Pick: From Traveling Salesman in Armlock.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====TRI-EMPLEM=====

=====TUNA SKEWERS=====

Name: Tuna Skewers
Number: 734
Symbol: O
Type: ^Field
Menu 1: "A surprisingly delightful dish."
Menu 2: "Restores MP 70 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-20,000 TK-26,000 RP-26,000 TK&RP-32,000]
Create: 1 of 4 possibilities in Cooking with Prime Tuna.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP of all allies by 70%. Add an additional 1% per Good Eye level.
=====TUNA SKEWERS=====

=====TWIN'S TONIC=====

Name: Twin's Tonic
Number: 735
Symbol: O
Type: ^Field
Menu 1: "When used in camp this mysterious tonic deepens the bond between friends."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-25,000 TK-32,500 RP-32,500 TK&RP-40,000]
Create: No
Chest: No
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No
? Item: No
Max #: 20
Notes: Sets everyone's friendship values toward user to 8.
=====TWIN'S TONIC=====

=====TWIN PICKS=====

Name: Twin Picks
Number: 736
Symbol: E
Type: ^Weapon
Menu 1: "A pair of sharp short swords for piercing."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(500) HIT(50) MAG(0) avd(50)
GUTS(0) STM(0) LUC(0) CRT(20)

Used By: Ashton
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-20,000 TK-26,000 RP-26,000 TK&RP-32,000]
Create: 1 of 5 invalid Customizations with Ashton. Customize without Orchestra.
Chest: No
Pick: From Ashton during a PA in Armlock.
From Ashton during a PA in Giveaway.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====TWIN PICKS=====

=====TWIN SWORDS=====

Name: Twin Swords
Number: 737
Symbol: E
Type: ^Weapon
Menu 1: "A pair of easy to use short swords."
Menu 2: .-----
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(40) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Ashton
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-80 TK-104 RP-104 TK&RP-128]
Create: No

Chest: No
Pick: From Zand's Minion on first floor of zand's mansion in Herlie.
From Soldier on right in pre-arena area in Lacour.*
*Only before the day of the tournament.

Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Ashton's initial weapon.
=====TWIN SWORDS=====

=====TWIN-EDGE=====

Name: Twin-edge
Number: 738
Symbol: E
Type: ^Weapon
Menu 1: "A pair of short swords prized for their sharpness."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(340) HIT(0) MAG(0) avd(30) | As~W |
|GUTS(0) STM(0) LUC(0) CRT(0) | |
'-----'

Used By: Ashton
Repro: Yes
Buy: Lacour.
Buy \$: [Base-3,000 CG-2,250 GD-2,100 CG&GD-1,350 CG,GD&SL-1,200]
Sell \$: [Base- 750 TK- 975 RP- 975 TK&RP-1,200]
Create: 1 of 5 invalid Customizations with Ashton. Customize without Orchestra.
Chest: Sanctuary of Linga.
Pick: From Maid in castle center in Lacour.*
*Only from the day of the tournament until right after getting energy stone.

Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====TWIN-EDGE=====

=====TWIN-TAIL=====

Name: Twin-tail
Number: 739
Symbol: E
Type: ^Weapon
Menu 1: "A special whip whose tip is split into two parts, where each part moves independently and attacks a different enemy."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.

```
|ATK(860) HIT( 0 ) MAG( 0 ) | Er~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |
'-----'
```

Used By: Ernest
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-182,500 TK-237,250 RP-237,250 TK&RP-292,000]
Create: Customize Rose Whip + Silver with Ernest.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Hits 2 times per attack.
=====TWIN-TAIL=====

=====UGA PUNCH=====

```
Name: UGA Punch
Number: 740
Symbol: E
Type: ^Weapon
Menu 1: "An Ultra Great Atomica mechanical punching hand."
Menu 2: .-----
|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|ATK(1300) HIT( 60 ) MAG( 0 ) | Pr~W |
|GUTS( 60 ) STM( 0 ) LUC( 0 ) CRT( 25 ) | |
'-----'
```

Used By: Precis
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-200,000 TK-260,000 RP-260,000 TK&RP-320,000]
Create: Customize SD Punch + Damascus with Precis.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====UGA PUNCH=====

=====ULTRA PUNCH=====

```
Name: Ultra Punch
Number: 741
Symbol: E
Type: ^Weapon
Menu 1: "A giant mechanical punching hand."
```

```

Menu 2:  .------.
|ATK  Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF  Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|------.
|ATK(650)  HIT( 0 )  MAG( 0 )  |  Pr~W  |
|GUTS( 0 )  STM( 0 )  LUC( 0 )  CRT( 0 )  |  |
|------.

```

Used By: Precis
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-500 TK-650 RP-650 TK&RP-800]
 Create: 1 of 4 invalid Customizations with Precis. Customize w/o Orchestra.
 Machinery with Precis only.
 Chest: Eluria Tower.
 Pick: From Precis during a PA in Giveaway.
 From Precis in Linga.*
 *Only during the scene where Bowman joins you.
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None
 =====ULTRA PUNCH=====

=====USELESS DECORATION=====

```

Name: Useless Decoration
Number: 742
Symbol: E
Type: ^Accessory
Menu 1: "No matter how you look at it, this is just a useless decoration."
Menu 2:  .------.
|ATK  Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF  Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|------.As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT( 0 )  AC( 0 )  AVD( 0 )  |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS( 0 )  STM( 0 )  LUC( 0 )  CRT( 0 )  |No~Ac Op~Ac Pr~Ac Re~Ac|
|------.

```

Used By: All
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-5 TK-6 RP-6 TK&RP-7]
 Create: Fail in Metalwork.
 Chest: No
 Pick: From Little Girl with blue hair during a PA with Ashton in Fun City.
 From Spectator on north side of arena in Lacour.*
 From left front row Tourist in the throne room in Lacour.*
 *Only before the day of the tournament.
 Dropped: By Funnythief, in the Salva Drift, on Cross Continent, in the Mountain
 Temple, in the Cave of Trials Floor 6.
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: ?JEWELRY
 Max #: 20

Notes: None

=====USELESS DECORATION=====

=====VALIANT BOOTS=====

Name: Valiant Boots

Number: 743

Symbol: E

Type: ^Greaves

Menu 1: "Magical, courageous greaves that mysteriously protect their wearer."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(260) AVD(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Ashton, Bowman, Claude, Dias, Ernest, Leon, Noel (males)

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-550,000 TK-715,000 RP-715,000 TK&RP-880,000]

Create: No

Chest: Floor 9 of the Cave of Trials, Floor 10 of the Cave of Trials.

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 2

Notes: Raises running speed in battle.

=====VALIANT BOOTS=====

=====VALIANT GUARD=====

Name: Valiant Guard

Number: 744

Symbol: E

Type: ^Shield

Menu 1: "A courageous, magical shield that mysteriously protects its user."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(120) AVD(120) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Ashton, Bowman, Claude, Dias, Ernest, Leon, Noel (males)

Repro: No

Buy: No

Buy \$: No

Sell \$: [Base-4,900,000 TK-6,370,000 RP-6,370,000 TK&RP-7,840,000]

Create: No

Chest: Floor 12 of the Cave of Trials.

Pick: No

Dropped: By Geo-guardian at the end of Floor 10 of the Cave of Trials. By Geo-guardian, with musical talent level 7 and The Evil Melody with the

Silver Trumpet. By D-tyrant with musical talent level 8 and The Evil Melody with the Silvr Trumpet.

Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Shoots 8 stars just like the ones from the angel armband, when the wearer is physically attacked. Each star does about 1/4 the damage of your normal attack. If the star crits, it does about 1/2 the damage of your normal attack. The stars kill the Starguarder enemy with one hit.

=====VALIANT GUARD=====

=====VALIANT MAIL=====

Name: Valiant Mail
Number: 745
Symbol: E
Type: ^Armor
Menu 1: "Magical, courageous armor that mysteriously protects its user."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(500) AVD(0) MAG(0)
GUTS(60) STM(0) LUC(0) CRT(0)
'-----'

Used By: Ashton, Bowman, Claude, Dias, Ernest, Leon, Noel (males)
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-5,000,000 TK-6,500,000 RP-6,500,000 TK&RP-8,000,000]
Create: No
Chest: Floor 12 of the Cave of Trials.
Pick: No
Dropped: By Wisesorceror, on Floor 9 of the Cave of Trials. By Wisesorceror, with musical talent level 9 and The Evil Melody with Silver Trumpet.
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None

=====VALIANT MAIL=====

=====VALKYRIE BOOTS=====

Name: Valkyrie Boots
Number: 746
Symbol: E
Type: ^Greaves
Menu 1: "Beautiful boots possessing the strength of the Norse maidens of battle, the Valkyries."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(250) AVD(0) MAG(0)

|GUTS(0) STM(0) LUC(0) CRT(0) | Op~G Pr~G Re~G |
'-----'

Used By: Celine, Chisato, Opera, Precis, Rena (females)
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-3,000,000 TK-3,900,000 RP-3,900,000 TK&RP-4,800,000]
Create: No
Chest: Floor 10 of the Cave of Trials x 2.
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 2
Notes: Raises running speed in battle.
=====VALKYRIE BOOTS=====

=====VALKYRIE GUARD=====

Name: Valkyrie Guard
Number: 747
Symbol: E
Type: ^Shield
Menu 1: "A beautiful armband possessed of the strength of the Norse maidens of battle, the Valkyries."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(100) AVD(120) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Celine, Chisato, Opera, Precis, Rena (females)
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-4,990,000 TK-6,487,000 RP-6,487,000 TK&RP-7,984,000]
Create: No
Chest: Floor 12 of the Cave of Trials.
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 1
Notes: Sprays 8 fireballs when the wearer is physically attacked. Unlike the stars sprayed by the Eternal Sphere, Angel Armband, and Valiant Guard, they damage the enemy according to their defense. Whereas the stars seem to ignore defense and do damage directly related to your ATK.
=====VALKYRIE GUARD=====

=====VALKYRIE'S GARB=====

Name: Valkyrie's Garb
Number: 748

Symbol: E
Type: ^Armor
Menu 1: "A beautiful robe possessing the powers of the Norse maidens of battle,
the Valkyries."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(480) AVD(0) MAG(0)
GUTS(50) STM(0) LUC(0) CRT(0)
'-----'

Used By: Celine, Chisato, Opera, Precis, Rena (females)

Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-900,000 TK-1,170,000 RP-1,170,000 TK&RP-1,440,000]
Create: No
Chest: No
Pick: No
Dropped: By Rock-demon, on Floor 13 of the Cave of Trials.
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====VALKYRIE'S GARB=====

=====VANILLA ICE CREAM=====

Name: Vanilla Ice Cream
Number: 749
Symbol: O
Type: ^Field
Menu 1: "A cool dessert made with cream, eggs, and sugar."
Menu 2: "Restores HP 10 %"
Used By: All
Repro: Yes
Buy: Clik (before destroyed).
Buy \$: [Base-30 CG-23 GD-21 CG&GD-14 CG,GD&SL-12]
Sell \$: [Base-12 TK-15 RP-15 TK&RP-18]
Create: 1 of 12 possibilities in Cooking with Egg/Dairy Products.
Chest: No
Pick: From right Spectator in south side of arena in Lacour.*
From Child from Cold Region in throne room in castle in Lacour.*
From singing Child in central square in Fun City.
*Only before the day of the tournament.

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 10%. Add an additional 1% per Good Eye level.

=====VANILLA ICE CREAM=====

=====VEGETABLE JUICE=====

Name: Vegetable Juice
Number: 750
Symbol: O
Type: ^Field
Menu 1: "A very nutritious juice made with different vegetables."
Menu 2: "Restores MP 26 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-100 TK-130 RP-130 TK&RP-160]
Create: 1 of 12 possibilities in Cooking with Vegetables.
Chest: No
Pick: From He outside bottom left area of the arena in Lacour.*
*Only during the day of the tournament.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores MP by 26%. Add an additional 1% per Good Eye level.
=====VEGETABLE JUICE=====

=====VEGETABLES=====

Name: Vegetables
Number: 751
Symbol: X
Type: ^Creation
Menu 1: "A basic set of ingredients that includes vegetables, tubers, tomatoes, melons and other such edible plants."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: Familiar specialty level 7-8. Cross, Mars, Herlie, Clik (before destroyed), Hilton, Lacour, Eluria Colony, Central City, North City, Armlock.
Buy \$: [Base-30 CG-23 GD-21 CG&GD-14 CG,GD&SL-12]
Sell \$: [Base- 7 TK- 9 RP- 9 TK&RP-11]
Create: No
Chest: Clik (before destroyed).
Pick: From Old Woman in one-time PA in Lacour.
From Aunty in Arlia.
From Cook in restaurant in Clik.*
From Woman in port area in Hilton.
From Mother of Child in city hall receptionist in Central City.**
*Only before Clik is destroyed.
**Only after PA with Filia in Central City. Must have seen Filia PA in Clik.
Dropped: No
Win: From Veggie Battle & Full-Course Battle in Cooking Master in Fun City.
Pools: Survival.Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Used in Cooking and Master Chef.
=====VEGETABLES=====

=====VEIL PIERCER=====

Name: Veil Piercer
 Number: 752
 Symbol: E
 Type: ^Weapon
 Menu 1: "A sharp blade with a tip like a needle to be able to cut through anything."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(480) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Claude
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-2,000 TK-2,600 RP-2,600 TK&RP-3,200]
 Create: 1 of 6 invalid Customizations with Claude. Customize without Orchestra.
 Chest: Eluria Colony (in armory, not in a chest).
 Pick: From Claude during a PA in Giveaway.*
 *Only in Rena's scenario.

Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None
 =====VEIL PIERCER=====

=====VELLUM PAPER=====

Name: Vellum Paper
 Number: 753
 Symbol: X
 Type: ^Creation
 Menu 1: "High quality paper used for writing documents."
 Menu 2: "No message"
 Used By: All
 Repro: Yes
 Buy: Central City, Giveaway, Fun City.
 Buy \$: [Base-110 CG-83 GD-77 CG&GD-50 CG,GD&SL-44]
 Sell \$: [Base- 37 TK-48 RP-48 TK&RP-59]
 Create: No
 Chest: No
 Pick: From Chisato during a PA in Fun City.
 From Researcher in corner in library in Lacour.*
 From Assistant on south side of arena in Lacour.**
 From middle front row Tourist in throne room in Lacour.*
 From lower left Clerk in city hall receptionist in Central City.
 From right Student in classroom 2 in university in Giveaway.
 *Only before the day of the tournament.
 **Only during the day of the tournament.
 Dropped: By Controller, in the Field of Intelligence.
 Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Used in Reverse Side
=====VELLUM PAPER=====

=====VICTORIAL CARD=====

Name: Victorial Card
Number: 754
Symbol: X
Type: ^Battle
Menu 1: "A magical card that possesses a mysterious power that encourages friends and gives them more guts."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-30 TK-39 RP-39 TK&RP-48]
Create: 1 of 12 (non-portrait) possibilities in Art with Magic Canvas.
Chest: No
Pick: From Claude during a PA in North City.*
From Fighting Man at table in tavern in Salva.**
From Woman in castle registration in Lacour.***
From middle Man on northern end of arena in Fun City.
From right Fighting Man in general store in Lacour Front Line.
*Only in Rena's scenario.
**Only during the time that Ashton is fighting the dragon in the drift.
***Only after finishing the linga quest, before getting the energy stone.
****Appears after talking with the General Commander.

Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Increases user's GUTS.
=====VICTORIAL CARD=====

=====VIOLENCE PILL=====

Name: Violence Pill
Number: 755
Symbol: O
Type: ^Battle ^Field
Menu 1: "This dangerous medicine invokes either a heaven or a hell."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: From Slayer Weapon Shop in Lacour, only open before Energy Nede.
Buy \$: [Base-140 CG-105 GD-98 CG&GD-63 CG,GD&SL-56]
Sell \$: [Base- 35 TK- 45 RP-45 TK&RP-55]
Create: 1 of 4 possibilities in Compounding with Wolfsbane + Wolfsbane.
Chest: No
Pick: No
Dropped: No

Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Either Restores HP by 100% or kills user.
=====VIOLENCE PILL=====

=====VIOLIN=====

Name: Violin
Number: 756
Symbol: X
Type: ^Creation
Menu 1: "Small but powerful, this stringed instrument's sound is so noble it is often called the queen of all instruments."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: North City.
Buy \$: [Base-21,000 CG-15,750 GD-14,700 CG&GD-9,450 CG,GD&SL-8,400]
Sell \$: [Base- 2,100 TK- 2,730 RP- 2,730 TK&RP-3,360]
Create: No
Chest: No
Pick: From Mrs. Heath in tool shop in North City.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Allows you to compose "Enter the Hero" and "Hail the Goddess". Celine's and Leon's favorite instrument.

=====VIOLIN=====

=====VOLTAGE=====

Name: Voltage
Number: 757
Symbol: E
Type: ^Weapon
Menu 1: "A weapon that attacks the enemy by emitting strong electrical shocks."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(460) HIT(70) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(50)

Used By: Chisato
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-12,000 TK-15,600 RP-15,600 TK&RP-19,200]
Create: 1 of 4 invalid Customizations with Chisato. Customize without Orchestra.
Customize Electric with Rainbow Diamond with Chisato.
Customize Electro Gun with Sapphire with Chisato.
Chest: No

Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====VOLTAGE=====

=====WALLOON SWORD=====

Name: Walloon Sword
Number: 758
Symbol: E
Type: ^Weapon
Menu 1: "A type of long sword."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(240) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
'-----'

Used By: Claude, Dias
Repro: Yes
Buy: From Slayer Weapon Shop in Lacour, only open before Energy Nede. Lacour Front Lines.
Buy \$: [Base-3,900 CG-2,925 GD-2,730 CG&GD-1,755 CG,GD&SL-1,560]
Sell \$: [Base- 975 TK-1,267 RP-1,267 TK&RP-1,559]
Create: No
Chest: Nos
Pick: No
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====WALLOON SWORD=====

=====WATER RING=====

Name: Water Ring
Number: 759
Symbol: E
Type: ^Accessory
Menu 1: "A mysterious ring that increases its wearer's water-based Heraldic powers."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa(H) Fi(D) Wi() Th() St() Va() Li() Da() Vo()
HIT(0) AC(0) AVD(0)
GUTS(10) STM(10) LUC(0) CRT(0)
'-----'

Used By: Celine, Leon, Noel, Rena (spell-casters)

Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-2,000 TK-2,600 RP-2,600 TK&RP-3,200]
Create: Metalwork on Sapphire with Le, No.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: Wearer's water-based spells do 30% more damage.
=====WATER RING=====

=====WAX DOLL MURDERS=====

Name: Wax Doll Murders
Number: 760
Symbol: O
Type: ^Field
Menu 1: "A book written by Bowman: |He then found himself surrounded by
countless wax figures." This, he knew, would be the end.|"
Menu 2: "No message"
Used By: All
Repro: No
Buy: After you sell it to the publisher in Lacour, you can buy it back.
Buy \$: [Base-5,000 CG-3,750 GD-3,500 CG&GD-2,250 CG,GD&SL-2,000]
Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
Create: 1 of 2 possibilities in Publishing with Bowman. Rarer of the two.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Sets reader's romance value towards Bowman to 8.
=====WAX DOLL MURDERS=====

=====WEIGHTY RING=====

Name: Weighty Ring
Number: 761
Symbol: E
Type: ^Accessory
Menu 1: "A ring that is too heavy from having been made from a lump of iron.
Its magical power change so do be careful."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va(D) Li() Da(D) Vo(D) |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(2) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(5) STM(0) LUC(0) CRT(2) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'
Used By: All

Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-2 TK-2 RP-2 TK&RP-2]
 Create: Fail in Metalwork.
 Chest: No
 Pick: From Maid in castle center in Lacour.*
 *Only before the day of the tournament.
 Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: With Precis in Cross. Choose "Better stop Precis from doing anything
 foolish." Then choose "OK, I'll take it." Must have at least 2000 Fol.
 ? Item: ?JEWELRY
 Max #: 20
 Notes: None
 =====WEIGHTY RING=====

=====WEIRD DOLL=====

Name: Weird Doll
 Number: 762
 Symbol: E
 Type: ^Accessory
 Menu 1: "An odd-looking doll made of iron."
 Menu 2: .-----
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
 |HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
 |GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
 '-----'

Used By: All
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-3 TK-3 RP-3 TK&RP-3]
 Create: Metalwork on Iron with As, Ce, Er, No, Pr, Re.
 Chest: No
 Pick: From Vern Vern in Arlia.*
 From Chambermaid on third floor of Cross Castle.
 From Little Girl with red hair during a one-time PA with Ashton in Fun
 City.
 *Only after returning from Energy Nede.
 Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: ?JEWELRY
 Max #: 20
 Notes: None
 =====WEIRD DOLL=====

=====WEIRD LUMP=====

Name: Weird Lump
 Number: 763
 Symbol: X

Type: ^Unusable
 Menu 1: "What was this supposed to be? It's just a meaningless lump of clay."
 Menu 2: "No message"
 Used By: Unusable
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-1 TK-1 RP-1 TK&RP-1]
 Create: Fail in Art with Magical Clay.
 Chest: No
 Pick: From Young Woman by enterance to Cross.
 From Chikashi on stairs leading to second floor in castle in Lacour.*
 From Man on north side of arena in Lacour.**
 From Yukari in throne room in castle in Lacour.***
 From Man in Armlock.
 *Only before the day of the tournament.
 **Only after finishing linga quest until just after getting energy stone.
 ***Only after finishing the linga quest, before getting the energy stone.
 Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None

=====WEIRD LUMP=====

=====WEIRD SLAYER=====

Name: Weird Slayer
 Number: 764
 Symbol: E
 Type: ^Weapon
 Menu 1: "A weapon that can fell beasts not of this world (weird enemies) with one blow.
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(1000) HIT(40) MAG(0)
GUTS(10) STM(10) LUC(0) CRT(0)
 '-----'

Used By: Bowman, Chisato, Precis, Rena
 Repro: No
 Buy: No
 Buy \$: No
 Sell \$: Cannot Be Sold
 Create: No
 Chest: Floor 7 of the Cave of Trials.
 Pick: No
 Dropped: No
 Win: No
 Pools: No
 PA/Give: Dropped by Puffy on Floor 5 of the Cave of Trials.
 ? Item: No
 Max #: 2
 Notes: Kills Weird-mage, Weirddavia, Weirddaxe, Weirddbeast, Weirddgoat,
 Weirddknight, & Weirddmalesk with one hit.
 Restores 50% of the damage dealt. When instantly killing one of the

above enemies the damage absorbed is 50% of the normal amount of damage you're currently dealing to all the other non-weird enemies.

=====WEIRD SLAYER=====

=====WHIRLWIND=====

Name: Whirlwind
Number: 765
Symbol: E
Type: ^Weapon
Menu 1: "A sword that creates a whirlwind around it when brandished due to a Heraldic Crest engraved on its blade."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi(X) Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(780) HIT(50) MAG(0) | Di~W |
GUTS(0) STM(0) LUC(0) CRT(13)

Used By: Dias
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-40,000 TK-52,000 RP-52,000 TK&RP-64,000]
Create: Customize Crimson Diablos/Cromlea Sword/Hard Cleaver/Pleiad Sword/Ruins' Fate/Soul Slayer/The Hope of Breeze + Meteorite with Dias.
Chest: No
Pick: From Dias during a PA in Giveaway.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None

=====WHIRLWIND=====

=====WHITE SYSTEM=====

Name: White System
Number: 766
Symbol: O
Type: ^Field
Menu 1: "The 'Healing Star' option power-up kit for the ray gun 'Kaleidoscope'."
Menu 2: "No message"

Used By: Opera
Repro: No
Buy: No
Buy \$: No
Sell \$: Cannot Be Sold
Create: Machinery with Opera
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No

? Item: No
Max #: 20
Notes: Teaches the killer move Healing Star to Opera.

=====WHITE SYSTEM=====

=====WILTED SALAD=====

Name: Wilted Salad
Number: 767
Symbol: 0
Type: ^Field
Menu 1: "Wait a minute! How old is this...?"
Menu 2: "Restores HP 2 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-5 TK-6 RP-6 TK&RP-7]
Create: Fail in Cooking with Vegetables. 1 of 12 possibilities. Fail in Master Chef.
Chest: No
Pick: From Abdulleh in dining hall in Giveaway.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 2%. Add an additional 1% per Good Eye level.

=====WILTED SALAD=====

=====WINDSLEY SWORD=====

Name: Windsley Sword
Number: 768
Symbol: E
Type: ^Weapon
Menu 1: "A famous sword known to cut not only flesh but also a warped mind, forged by a forgotten swordsmith."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(1400) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Claude
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-600,000 TK-780,000 RP-780,000 TK&RP-960,000]
Create: No
Chest: No
Pick: No
Dropped: No
Win: 1 won from Duel Battle Rank A in Fun City with Claude.
Pools: No
PA/Give: No

? Item: No
Max #: 1
Notes: None
=====WINDSLEY SWORD=====

=====WISDOM RING=====

Name: Wisdom Ring
Number: 769
Symbol: E
Type: ^Accessory
Menu 1: "A great ring possessing ancient wisdom that protects its wearer from many things."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----As~Ac Bo~Ac Ce~Ac Ch~Ac|
|HIT(0) AC(0) AVD(0) |Cl~Ac Di~Ac Er~Ac Le~Ac|
|GUTS(0) STM(0) LUC(0) CRT(0) |No~Ac Op~Ac Pr~Ac Re~Ac|
'-----'

Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,325 TK-1,722 RP-1,722 TK&RP-2,119]
Create: Metalwork in Sage's Stone with Ce, Ch, Cl, Di, Op, Pr.
Chest: No
Pick: No
Dropped: No
Win: From the Bunny Races in Fun City.
Pools: Santa's Boots. Fortune.
PA/Give: No
? Item: ?JEWELRY
Max #: 20
Notes: Raises wearer's HP and MP by 20%.

=====WISDOM RING=====

=====WITCH'S BOOTS=====

Name: Witch's Boots
Number: 770
Symbol: E
Type: ^Greaves
Menu 1: "Women's shoes with strong protective powers from engraved Heraldic Crests."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi(N) Wi() Th() St() Va() Li() Da() Vo(H) |
|-----.
|DEF(34) AVD(10) MAG(0) | Ce~G Le~G No~G Re~G |
|GUTS(0) STM(0) LUC(0) CRT(0) |
'-----'

Used By: Celine, Leon, Noel, Rena (spell-casters)
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-36,000 TK-46,800 RP-46,800 TK&RP-57,600]
Create: 1 of 4 possibilities in Blacksmith on Moonite without Magical Rasp.

Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None

=====WITCH'S BOOTS=====

=====WIZARD'S HAT=====

Name: Wizard's Hat

Number: 771

Symbol: E

Type: ^Helmet

Menu 1: "A special Heraldic wizard's hat engraved with a Heraldic Crest of strong protective powers."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|DEF(29) AVD(0) MAG(0) | Ce~H Le~H No~H Re~H |
|GUTS(0) STM(0) LUC(0) CRT(0) |
'-----'

Used By: Celine, Leon, Noel, Rena (spell-casters)

Repro: Yes

Buy: Secret Charity/Fake Gallery.

Buy \$: [Base-65,200 CG-48,900 GD-45,640 CG&GD-29,340 CG,GD&SL-26,080]

Sell \$: [Base-26,080 TK-33,904 RP-33,904 TK&RP-41,728]

Create: 1 of 4 possibilities in Blacksmith on Rune Metal without Magical Rasp.

Chest: No

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

? Item: No

Max #: 20

Notes: None

=====WIZARD'S HAT=====

=====WIZARD'S MAIL=====

Name: Wizard's Mail

Number: 772

Symbol: E

Type: ^Armor

Menu 1: "A Heraldic wizard's armor engraved with a Heraldic Crest of strong protective powers."

Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|DEF(200) AVD(0) MAG(10) |Ce~Ar Le~Ar No~Ar Re~Ar|
|GUTS(0) STM(0) LUC(0) CRT(0) |
'-----'

Used By: Celine, Leon, Noel, Rena (spell-casters)
Repro: Yes
Buy: Secret Charity/Fake Gallery.
Buy \$: [Base-240,000 CG-180,000 GD-168,000 CG&GD-108,000 CG,GD&SL-96,000]
Sell \$: [Base- 96,000 TK-124,800 RP-124,800 TK&RP-153,600]
Create: 1 of 4 possibilities in Blacksmith on Rune Metal without Magical Rasp.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====WIZARD'S MAIL=====

=====WOBBLY SWORD=====

Name: Wobbly Sword
Number: 773
Symbol: E
Type: ^Weapon
Menu 1: "A sword so thing it can't cut anything to speak of."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
|-----.
|ATK(3) HIT(0) MAG(0) | As~W |
|GUTS(0) STM(0) LUC(0) CRT(1) | |
'-----'

Used By: Ashton
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-5 TK-6 RP-6 TK&RP-7]
Create: Fail in Customization with Ashton.
Chest: No
Pick: From Retired Fighting Man in slayer weapon shop in Lacour.*
*Only before the day of the tournament.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: None
=====WOBBLY SWORD=====

=====WOLFSBANE=====

Name: Wolfsbane
Number: 774
Symbol: O
Type: ^Creation ^Battle ^Field
Menu 1: "A plant in the genus Aconitum, its beautiful flowers are deceptive of the poison in its root that slowly smothers its vicitims."
Menu 2: "No message"

Used By: All
Repro: Yes
Buy: Familiar specialty level 3-4. Hilton, Lacour, Linga, Central City,
North City.
Buy \$: [Base-360 CG-270 GD-252 CG&GD-162 CG,GD&SL-144]
Sell \$: [Base- 90 TK-117 RP-117 TK&RP-144]
Create: No
Chest: Mountain Palace.
Pick: From Young Man walking by house in Salva.
From Nor in far east Lacour.*
From Researcher in laboratory in Lacour.**
From Professor in university area in Linga.
From Grandfather in North City.
*Only until right after the tournament.
**Only during the day of the tournament.
Dropped: By Mandrake, in the Sanctuary of Linga.
Win: No
Pools: Survival. Trickster. Treasure Chest, Fill-Up, Fountain Card, Lien,
Jack-In-The-Box.
PA/Give: No
? Item: ?HERB
Max #: 20
Notes: Used in Compounding. Poisons the user.
=====WOLFSBANE=====

=====WONDER DRUG=====

Name: Wonder Drug
Number: 775
Symbol: O
Type: ^Battle ^Field
Menu 1: "This magical medicine completely purifies the body."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-200 TK-260 RP-260 TK&RP-320]
Create: 1 of 4 possibilities in Compounding with Aceras + Artemis Leaf or
Artemis Leaf + Lavender.
Chest: Mihne Cavern, Floor 1 of the Cave of Trials, Floor 3 of the Cave of
Trials, Floor 5 of the Cave of Trials, Floor 8 of the Cave of Trials,
Floor 9 of the Cave of Trials.
Pick: From Raddle the Traveler in Herlie.*
From Friend of Hopeless Swordsman fun city fighting arena in Fun City.
Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: No
Max #: 20
Notes: Resurrects character with 1 HP, and cures any status ailments.
*Must have seen him in Salva and told him to go north. Then seen him in
Mars and told him to go east. Then go to Hilton and tell him to take
the boat. This must be done before completing the Sanctuary of Linga.

=====WONDER DRUG=====

=====WOODEN SHIELD=====

Name: Wooden Shield
 Number: 776
 Symbol: E
 Type: ^Shield
 Menu 1: "A simple, wooden shield."
 Menu 2: .-----
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
DEF(2) AVD(50) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
 '-----'

Used By: Claude, Dias, Ernest, Precis
 Repro: Yes
 Buy: Cross, Lacour, Klik (before destroyed).
 Buy \$: [Base-120 CG-90 GD-84 CG&GD-54 CG,GD&SL-48]
 Sell \$: [Base- 30 TK-39 RP-39 TK&RP-48]
 Create: No
 Chest: Cross.
 Pick: From Soldier near waiting room in pre-arena area in Lacour.*
 *Only during the day of the tournament.
 Dropped: No
 Win: No
 Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
 PA/Give: No
 ? Item: No
 Max #: 20
 Notes: None

=====WOODEN SHIELD=====

=====WORN KNUCKLES=====

Name: Worn Knuckles
 Number: 777
 Symbol: E
 Type: ^Weapon
 Menu 1: "These knuckles were made so poorly that you can't even get your fingers into them."
 Menu 2: .-----
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(1) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)
 '-----'

Used By: Bowman, Noel, Rena
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-2 TK-2 RP-2 TK&RP-2]
 Create: Failed Customization with Bowman.
 Failed Customization with Noel.
 Failed Customization with Rena.
 Chest: No
 Pick: From Rena during a PA in Arlia.*
 From Flint in international trading building in Klik.**
 *Only in Claude's scenario.
 **Only before Klik is destroyed.

Dropped: No
Win: No
Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====WORN KNUCKLES=====

=====WORN-OUT SWORD=====

Name: Worn-out Sword
Number: 778
Symbol: E
Type: ^Weapon
Menu 1: "A narrow sword that has been sharpened too much and has lost its balance."
Menu 2: .-----.
|ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo()
ATK(3) HIT(0) MAG(0)
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Claude, Dias
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-50 TK-65 RP-65 TK&RP-80]
Create: Failed Customization with Claude, only at low Customize levels.
Failed Customization with Dias, only at low Customize levels.
Chest: No
Pick: From Fighting Man at counter in tavern in Salva.*
From Traveler at entrance to Cross.
From Soldier above stairs in pre-arena area in Lacour.**
From Soldier in throne room in Lacour.**
From Soldier by scale in field hospital in Lacour Front Lines.***
*Only during the time that Ashton is fighting the dragon in the drift.
**Only during the day of the tournament.
***Only appears right after the first attack.

Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?WEAPON
Max #: 20
Notes: None
=====WORN-OUT SWORD=====

=====X BOX=====

Name: X Box
Number: 779
Symbol: E
Type: ^Weapon
Menu 1: "Special energy pack for the |Kaleidoscope| ray gun for shooting X-ray photon bursts."
Menu 2: .-----.

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|ATK Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|DEF Ea( ) Wa( ) Fi( ) Wi( ) Th( ) St( ) Va( ) Li( ) Da( ) Vo( ) |
|-----|
|ATK(500) HIT( 0 ) MAG( 0 ) | Op~W |
|GUTS( 0 ) STM( 0 ) LUC( 0 ) CRT( 0 ) | |
|-----|

```

Used By: Opera

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-9,760 TK-12,688 RP-12,688 TK&RP-15,616]

Create: 1 of 4 invalid Customizations with Opera. Customize w/o Orchestra.
Machinery with Opera only.

Chest: Eluria Tower.

Pick: From Opera during a PA in Giveaway.

From Opera in Linga.*

*Only during the scene where Bowman joins your party.

Dropped: No

Win: No

Pools: Treasure Chest, Fill-Up, Fountain Card, Lien, Jack-In-The-Box.

PA/Give: No

? Item: No

Max #: 20

Notes: None

====X BOX====

====YAEGAKI TEA====

Name: Yaegaki Tea

Number: 780

Symbol: O

Type: ^Field

Menu 1: "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."

Menu 2: "Restores MP 50 %"

Used By: All

Repro: Yes

Buy: No

Buy \$: No

Sell \$: [Base-5,000 TK-6,500 RP-6,500 TK&RP-8,000]

Create: 1 of 18 possibilities in Cooking with Grain.

Can only be made with As, Bo, Ce, Ch, Di, Er, No, Op (Adult Characters)

Chest: No

Pick: From upper Man in tavern in Lacour.*

From Enthusiastic Old Man outside bottom area of arena in Lacour.*

From Granny in tavern in Armlock.

Dropped: No

Win: From Duel Battle Rank C in Fun City, 1 per spellcaster.

Pools: No

PA/Give: No

? Item: ?FOOD

Max #: 20

Notes: Restores MP by 50%. Add an additional 1% per Good Eye level.

This item was originally an alcoholic beverage, before it was translated from Japanese into English. This is why it can only be made by an adult character.

*Only during the day of the tournament.

====YAEGAKI TEA====

=====YARMA COOKING SET=====

Name: Yarma Cooking Set
Number: 781
Symbol: X
Type: ^Creation
Menu 1: "The set of ingredients used by the god of cooking, Yarma. Sorry, can't tell you what's in it."
Menu 2: "No message"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-1,000 TK-1,300 RP-1,300 TK&RP-1,600]
Create: No
Chest: No
Pick: From Guard Yarma in inn in Giveaway.
Dropped: No
Win: From Yarma in Cooking Master in Fun City. Must beat four normal chefs and Puffy with the same character in order to face Yarma himself.
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: A rare ingredient used in Cooking.
=====YARMA COOKING SET=====

=====YOGURT=====

Name: Yogurt
Number: 782
Symbol: O
Type: ^Field
Menu 1: "Milk and beneficial bacteria soured to a pudding-like state."
Menu 2: "Restores HP 5 %"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-100 TK-130 RP-130 TK&RP-160]
Create: 1 of 12 possibilities in Cooking with Egg/Dairy Products.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: ?FOOD
Max #: 20
Notes: Restores HP by 5%. Add an additional 1% per Good Eye level.
=====YOGURT=====

=====YOGURT SALAD=====

Name: Yogurt Salad
Number: 783
Symbol: O

Type: ^Field
Menu 1: "A healthy salad made of fresh vegetables and plenty of yogurt sauce."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-1,000 TK-1,300 RP-1,300 TK&RP-1,600]
Create: Master Chef with Egg/Dairy Products + Vegetables.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores HP by 10% and cures poison. Add an additional 1% per Good Eye level.
=====YOGURT SALAD=====

=====YUKIYUCHO TEA=====

Name: Yukiyucho Tea
Number: 784
Symbol: O
Type: ^Field
Menu 1: "Organic Yucho rice gives this tea its depth, and a secret something creates its personality."
Menu 2: "Restores MP 55 %"
Used By: All
Repro: No
Buy: No
Buy \$: No
Sell \$: [Base-6,000 TK-7,800 RP-7,800 TK&RP-9,600]
Create: 1 of 18 possibilities in Cooking with Grain.
Can only be made with As, Bo, Ce, Ch, Di, Er, No, Op (Adult Characters)
Chest: Floor 7 of the Cave of Trials.
Pick: From Dagor on north side of arena in Lacour.*
*Only during the day of the tournament.
Dropped: No
Win: From Duel Battle Rank C in Fun City, 1 per spellcaster.
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Restores MP by 55%. Add an additional 1% per Good Eye level.
This item was originally an alcoholic beverage, before it was translated from Japanese into English. This is why it can only be made by an adult character.

=====YUKIYUCHO TEA=====

=====ZEPHYR EARRING=====

Name: Zephyr Earring
Number: 785
Symbol: E
Type: ^Accessory

Menu 1: "A silver earring that increases the speed of its wearer."
 Menu 2: .-----.
 |ATK Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |DEF Ea() Wa() Fi() Wi() Th() St() Va() Li() Da() Vo() |
 |-----.
 |HIT(0) AC(0) AVD(0) | Ce~Ac Ch~Ac Op~Ac |
GUTS(0) STM(0) LUC(0) CRT(0)

Used By: Celine, Chisato, Opera
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-1,250 TK-1,625 RP-1,625 TK&RP-2,000]
 Create: Metalwork on Rainbow Diamond with Bo, Ce, Ch, Cl, Di, Er, Pr.
 Chest: Hoffman Ruins.
 Pick: From Ashton during a one-time PA in Mars.*
 From D'Auria in inn in Klik.**
 *Only in Claude's scenario.
 **Before Klik is destroyed.
 Dropped: No
 Win: From Team Battle Rank E in Fun City. Up to 3.
 Pools: No
 PA/Give: No
 ? Item: ?JEWELRY
 Max #: 20
 Notes: Raises Gale skill to level 10.
 =====ZEPHYR EARRING=====

===== 'ISHIDAYA' TEA =====
 Name: 'Ishidaya' Tea
 Number: 786
 Symbol: 0
 Type: ^Field
 Menu 1: "Slow-brewed pure rice special tea. The care given to polishing the rice gives this premium tea its divine taste and high price."
 Menu 2: "Restores MP 60 %"
 Used By: All
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-7,500 TK-9,750 RP-9,750 TK&RP-12,000]
 Create: 1 of 18 possibilities in Cooking with Grain.
 Can only be made with As, Bo, Ce, Ch, Di, Er, No, Op (Adult Characters)
 Chest: Floor 7 of the Cave of Trials.
 Pick: From Bartender in bar in Cross.
 From Captain in dock area in Klik.*
 From Captain on hill in Klik.**
 From Sailor in port section of Herlie.
 *Only before Klik is destroyed.
 **Only after Klik is destroyed.
 Dropped: No
 Win: From Duel Battle Rank C in Fun City, 1 per fighter.
 Pools: No
 PA/Give: No
 ? Item: ?FOOD
 Max #: 20
 Notes: Restores MP of all allies by 60%. Add an additional 1% per Good Eye level. This item was originally an alcoholic beverage, before it was

translated from Japanese into English. This is why it can only be made by an adult character.

====='ISHIDAYA' TEA=====

====='JUDGMENT DAY'=====

Name: 'Judgment Day'
Number: 787
Symbol: X
Type: ^Battle
Menu 1: "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."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-100 TK-130 RP-130 TK&RP-160]
Create: 1 of 12 (non-portrait) possibilities in Art with Magic Canvas.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Casts the spell Shadow Flare.
====='JUDGMENT DAY'=====

====='SPRING'=====

Name: 'Spring'
Number: 788
Symbol: O
Type: ^Field
Menu 1: "It is said that all who look upon this peaceful and energizing scene will be healed in both body and spirit."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-75 TK-97 RP-97 TK&RP-119]
Create: 1 of 12 (non-portrait) possibilities in Art with Magic Canvas.
Chest: Hoffman Ruins.
Pick: From Mysterious Old Man on northern end of arena in Fun City.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Resurrects all characters with HP and MP 100%.
====='SPRING'=====

====='THE LAST SUPPER'====

Name: 'The Last Supper'
Number: 789
Symbol: X
Type: ^Battle
Menu 1: "The spirit of self-sacrifice that resides in this painting is said to be able to heal all friends, while taking in exchange one's own self."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-162 TK-210 RP-210 TK&RP-258]
Create: 1 of 12 (non-portrait) possibilities in Art with Magic Canvas.
Chest: No
Pick: From Old Man in Armlock.
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Kills the user and restores 100% HP to all allies.

====='THE LAST SUPPER'====

====='THE SCREAM'====

Name: 'The Scream'
Number: 790
Symbol: X
Type: ^Battle
Menu 1: "The scream in this painting will call forth the demons of hell and annihilate all enemies."
Menu 2: "No message"
Used By: All
Repro: Yes
Buy: No
Buy \$: No
Sell \$: [Base-125 TK-162 RP-162 TK&RP-199]
Create: 1 of 12 (non-portrait) possibilities in Art with Magic Canvas.
Chest: No
Pick: No
Dropped: No
Win: No
Pools: No
PA/Give: No
? Item: No
Max #: 20
Notes: Casts the spell Daemon's Gate.

====='THE SCREAM'====

====='USUNIGORI TEA'====

Name: 'Usunigori' Tea
Number: 791
Symbol: O
Type: ^Field
Menu 1: "A soft, bubbly drink, perfect for accompanying good sushi."

Menu 2: "Restores MP 45 %"
 Used By: All
 Repro: Yes
 Buy: No
 Buy \$: No
 Sell \$: [Base-2,000 TK-2,600 RP-2,600 TK&RP-3,200]
 Create: 1 of 18 possibilities in Cooking with Grain.
 Can only be made with As, Bo, Ce, Ch, Di, Er, No, Op (Adult Characters)
 Chest: No
 Pick: From Opera during a PA in Mars.
 From Opera during a PA in Hilton.
 From Old Man in port section of Herlie.
 Dropped: No
 Win: No
 Pools: No
 PA/Give: No
 ? Item: ?FOOD
 Max #: 20
 Notes: Restores MP by 45%. Add an additional 1% per Good Eye level.
 This item was originally an alcoholic beverage, before it was
 translated from Japanese into English. This is why it can only be made
 by an adult character.

====='USUNIGORI TEA'====

=====
 09.) ?ITEMS SEC9
 =====

Name: ?BOOK, ?FOOD, ?GUARD, ?HERB, ?ITEM, ?JEWELRY, ?MACHINE, ?MINERAL,
 ?WEAPON

Number: ?BOOK 792-797 (6)
 ?FOOD 798-855 (58)
 ?GUARD 856-877 (22)
 ?HERB 878-883 (6)
 ?ITEM 884-888 (5)
 ?JEWELRY 889-927 (39)
 ?MACHINE 928-937 (10)
 ?MINERAL 938-947 (10)
 ?WEAPON 948-985 (40)

Symbol: X

Type: ^Unidentified

Menu 1: "It seems to be a type of book, but no details will be known before
 identification."

Menu 1: "It seems to be a type of food, but no details will be known before
 identification."

Menu 1: "It seems to be a type of armor, but no details will be known before
 identification."

Menu 1: "It seems to be a medicinal herb, but no details will be known before
 identification."

Menu 1: "It seems to be a type of tool, but no details will be known before
 identification."

Menu 1: "It seems to be a type of jewelry, but no details will be known before identification."

Menu 1: "It seems to be a type of machine, but no details will be known before identification."

Menu 1: "It seems to be a type of mineral, but no details will be known before identification."

Menu 1: "It seems to be a type of weapon, but no details will be known before identification."

Menu 2: "No message"

Repro: Only the ?WEAPON that is identified as Pulse Box, can be reproduced.

Buy: No

Buy \$: No

Sell \$: No

Create: See Section 10

Chest:	Aquaberry	Cross Cave (as ?ITEM).
	Artemis Leaf	Cross Cave (as ?HERB).
		Mountain Palace (as ?HERB).
		Hoffman Ruins (as ?HERB).
	Core Plate	Eluria Tower (as ?GUARD).
	Damascus	Mihne Cavern (as ?MINERAL).
		Mountain Palace (as ?MINERAL).
	Meteorite	Cave of Red Crystal (as ?MINERAL).
	Mithril Helm	Field of Power (as ?GUARD).
	Moonite	Cave of Red Crystal (as ?MINERAL).
	Orichalcum	Mountain Palace (as ?MINERAL).
	Pet Food	Fienal Tower (as ?ITEM).
	Reverse Doll	Cross Cave (as ?JEWELRY).
	Rock	Cross Cave (as ?MINERAL).
	Rose Hips	Heraldry Forest (as ?HERB).
	Rune Buckler	Sanctuary of Linga (as ?GUARD).
	Shiny Earring	Mountain Palace (as ?JEWELRY).

Pick: No

Dropped: No

Win: No

Pools: No

PA/Give: No

Max #: 20

--THE UNIDENTIFIED ITEMS--

In the item list window they are listed in the order of ?BOOK, ?FOOD, ?GUARD, ?HERB, ?ITEM, ?JEWELRY, ?MACHINE, ?MINERAL, ?WEAPON when sorted alphabetically.

However, I will list them here in the order they appear in the Item Creation, Identify window.

TOTAL - 196

-?MINERAL Items- 10

Iron
Gold
Silver
Moonite
Orichalcum
Meteorite
Mithril
Damascus
Rune Metal
Rock

-?WEAPON Items- 40

Dull Sword
Worn-out Sword
Golden Fangs
Force Sword
Aura Blade
Bastard Sword
Ruins' Fate
Pleiad Sword
Crimson Diablos
Lotus Eater
Guard Sword
Holy Cross
Melufa
Worn Knuckles
Knuckles
Hard Knuckles
Magical Gloves
Kaiser Knuckles
Empresia
Tiger's Fangs
Platinum Nails
Titan's Fists
Bent Rod
Rod
Ruby Wand
Rod of Snakes
Dragon's Tusk
Clap Rod
Limp Whip
Leather Whip
Invisible Whip
Molecule Wire
Dark Whip
Splinter
10 Volt Stun Gun
Stun Gun
Electric
Spark
Electron

Psychic Gun

-?GUARD Items- 22

Frog
Glass Slippers
Crown
Odd Helmet
Odd Hat
Mithril Helm
Hermit's Helm
Odin's Helm
Perforated Armor
Odd Clothes
Ishtar's Robe
Core Plate
Barrier Armor
Chaos Mail
Odd Shield
Odd Gauntlets
Rune Buckler
The Armband of Kali
Pallas Athena
Original Boots
Plate Greaves
Odd Shoes

-?JEWELRY Items- 38

Silver Idol
Golden Idol
Pretty Idol
Weird Doll
Reverse Doll
Green Bracelet
Regeneration Ring
Useless Decoration
Poison Check
Paralysis Check
Stone Check
Purple Mist
Magic Mist
Necklace
Ruby Pendant
Princess Ring
Mental Ring
Wisdom Ring
Weighty Ring
Heavy Ring
Insanity Ring
Demonslayer Ring
Protection Ring
Stardust Ring
Peep Half
Aqua Ring
Flare Ring
Water Ring
Fairy Ring
Black Earring
Zephyr Earring

Gaudy Earring
Star Earring
Silver Cross
Golden Cross
Shiny Earring
Mind Ring
Misty Symbol

-?ITEM Items- 5

Scribbles
Pet Food
Aquaberry
Blackberry
Blueberry

-?BOOK Items- 6

Crumpled Paper
Thick Book
Brain Structure
Illustrated Book
All About ESP
Book Of Chaos

-?FOOD Items- 58

Sole & Wine Sauce
Shark Fin Soup
Orangeade
Fried Rice
Hamburger
Toro Tuna
Seaweed Miso Soup
Shu-mai
Salmon Omelet
Shrimp Pilaf
Root Beer
'Ishidaya' Tea
Yaegaki Tea
'Usunigori' Tea
Sambai Tea
Sweet Dumpling
Daikon Miso Soup
Gruel
Shrimp Doria
Rice Omelet
Berry Juice
Orange Sherbet
Banana Crepes
Peach Ice Cream
Aged Berry Juice
Orange Au Gratin
Bitter Juice
Meat Dumpling
Potstickers
Beef Croquettes
Chicken Skewers
Baby Rabbit Risotto
Ground Lamb Steak

Gelatin Steak
Bad Tasting Stew
Squash Croquettes
Corn Pottage
Squash Spring Rolls
Vegetable Juice
Green Pottage
Wilted Salad
Fried Eggs
Fruit Smoothie
Yogurt
Egg Sandwich
Shortcake
Custard Pudding
Macaroni Au Gratin
Spicy Cake
Raw Milk
Fruit Nectar
Lady Fingers
Rice Croquettes
Smelly Rice Cakes
Quick Pickles
Rice-bran Pickles
Carrot Ice Cream
Rotten Sashimi

-?MACHINE Items- 10

Scrap Iron
Radio Box
Light Box
Beta Box
Pulse Box
Gamma Box
Magic Hand
Iron Punch
SD Punch
SDUGA Punch

-?JEWELRY- 1

Talisman
(for some reason this is not grouped with the rest of the ?jewelry items)

-?HERB Items- 6

Mandrake
Rose Hips
Artemis Leaf
Wolfsbane
Lavender
Aceras

10.)

?ITEM COLLECTING

SEC10

*Most of the above 196 items can be collected in their unidentified forms by making them through their respective types of item creation. And if the item can be reproduced, then you can also get them in their unidentified form

through Reproduction. This is usually the better choice, because the only item you use up is the magical film.

*If the item cannot be made through any type of item creation (like the aquaberry) then you can only collect it in its unidentified form through Reproduction.

*A turbo controller can be a useful passive way for getting some ?items. For Cooking items, tape down your the X button and cook away. This can be useful for the Jewelry items as well. Find Santa in the Cave of Trials and Metalwork with both Claude and Rena. Buy more minerals when you run out and repeat.

?BOOK:

*The ?Books are the weapons that are made through customization with Leon.
*One ?Book is Crumpled Paper, which can be made through failure in Authoring with any character, or failure in Customization with Leon.

?FOOD:

*Cook with an adult character, so you can get some of the Tea items.
*The only ?Food i've found from a rare ingredient, is the Gelatin Steak from Jiggly Slime.
*The only ?Food i've found through Master Chef, is Sole & Wine Sauce from Seafood + Fruit.

?GUARD:

*These ?Items are made through Blacksmithing, Metalwork, and Customization.

?HERB:

*All 6 ?Herbs can be collected through the Survival Skill or Reproduction.

?ITEM:

*One ?Item is Pet Food which is found in a chest in Fienal Tower. You can also get this through low-level Customization with Leon, or Reproduction.
*Aquaberry is found in Cross Cave, or through Reproduction.
*Blackberry and Blueberry can be collected through Reproduction.
*Scribbles is found through Art.

?JEWELRY:

*The ?Jewelry items are made through Metalwork.

?MACHINE:

*The ?Machines are weapons that are made through customization with Opera and Precis.
*One ?Machine is Scrap Iron which can be made through failure in Customization with Opera or Precis.

?MINERAL:

*The ?Minerals are made through Survival and/or Alchemy.

?WEAPON:

*Weapons are made through Customization with all characters except Leon, Opera and Precis.

11.)

SUPPLEMENTAL LISTS

SEC11

LIMITED-SUPPLY ITEMS: 42

Sharp Edge

1 \

Minus Sword

1 > of these 3, only 1 can be in your inventory at a time.

Eternal Sphere	1 /
Cracked Gem	1 \ of these 3, only 1 can be in your inventory at a time.
Red Lotus Gem	2 /
Aero Gun	1
Aphrodisiac	1
Battle Suit	5
Book of Awakening	1
Cat o' 9 Tails	1
Cromlea Sword	1
Death Fangs	1
Doubledemon Sword	1
Fallen Hope	1
Fellper Nails	1
Flare Burst	1
Fortune	1
Funny Slayer	4
Hyper Punch	1
Illusive Shamisen	1
Israfil's Tear	1
Leaf Pendant	1
Link Combo	3
Million Staff	3
Mischief	1
Mud Boots	1
Musical Software	5
Prime Prayer	1
Psycho Box	1
Pyre Tear	3
Ring of Happiness	4
Sacred Tear	1
Salamander Helmet	1
Sharpness	1 (can't save with it in your inventory)
Silver Trumpet	1
Slayer's Ring	3
Trickster	1
Valiant Boots	2
Valkyrie Boots	2
Valkyrie Guard	1
Weird Slayer	2
Windsley Sword	1

MISSABLE-ITEMS: 16

This is a list of items that can be missed during the course of the game, because the opportunity to get them ends after advancing the plot past a certain point. This list does not include items that you cannot get because you didn't recruit a certain character.

--These 6 items are unique, and cannot be found anywhere else in the game--

General's Ring	Only in Claude's scenario, and Celine cannot be in your party. Do a PA in Hilton with Chris. Pick the third choice. You must do this before the linga quest.
Israfil's Tear	Must have see Filia during the PA in Klik. If you do not, you won't be able to do the PA in central city with her, after reaching the last save point in Fienal Tower.
Mischief	Pickpocket Filia during a PA in Klik before it is destroyed.
Salamander Helmet	Do a PA With Ashton in Arlia. Choose "OK, let's buy them."

This costs 75% of your Fol. You must have a minimum of 2000 Fol. You must do this after you recruit Ashton, but before you visit Lacour for the first time.

Sharp Edge If you're playing Rena's scenario, Claude will automatically get far enough in the tournament to face Dias. But, if you're playing Claude's scenario, you must actually win every fight until you get to Dias. If you die in the tournament before you get to him, you can kiss it goodbye. You must also not forget to get the Sharp Edge from Gamgee after the tournament is over.

Shrimp Shu-mai Pickpocket from Young Man in tavern in Hilton, do this right after getting Leon in your group for the first time (as you head to the Hoffman ruins). He disappears later.

--These 4 items can only be made found through low Customize levels--

Original Boots Only with Opera.

Odd Shoes Only with Ernest.

Flashy Armor Only with Ashton.

Bastard Sword Only with Dias. One can also be pickpocketed from Fighting Man in the Tavern in Salva, but he only appears during the time that Ashton is in the Salva Drift.

--These 6 items can be found elsewhere, but other copies of them can be missed--

Battle Suit Pickpocket Cadet on the Calnus, Claude's game only.

Funny Slayer A Funny Slayer can be found early in the game by participating in a little sidequest. This must be done before completing the linga quest. Talk to Raddle the Traveler in Salva. Tell him to go north. Find him in Mars. Tell him to go East. Find him in Hilton. Tell him to take the boat back to Herlie. Find him in Herlie. He'll give you a Funny Slayer.

Musical Software One can be pickpocketed from the right hand side Helmsman aboard the Calnus when Claude visits it in Eluria Tower. Only in Claude's scenario.

Musical Software Another can be pickpocketed from Narl. This must be done while he is in Central City, before he goes to L'Aqua.

Pyre Tear Pickpocket woman outside Lacour Castle (disappears after you talk to the receptionist).

Ring of Happiness You can get one by talking to Alen-Tax after fighting him in the Drift. Do this right away, because he won't give it to you later.

Slayer's Ring One received in during a PA involving Marianna in Fun City. Only in Claude's scenario. Do PA after beating Marsilio and Shigeo and visiting Dr. Mirage, and before finishing Mihne Cavern.

--This item is not missable, but you can miss your opportunity to max it to 20--

Moon Tiara One can be pickpocketed from Boyfriend in the central square in Central City. One per fighter (Claude, Ashton, Dias, Opera, Ernest, Precis, Chisato, Bowman) can be won from the Duel Battle Rank B in Fun City. Further copies can only be won from the Breakwing enemy found in Mihne Cavern. But since the random encounters end after you beat the boss, you must collect enough to max them, before you do so.

UNSELLABLE ITEMS: 15 (not including all the ?items)

Black System

Cracked Gem

Fallen Hope
Green System
Israfil's Tear
Levantine Sword
Link Combo
Mech Launcher
Mud Boots
Plasma Zap-stick
Red Lotus Gem
Sacred Tear
Sharpness (There are no stores open to try to sell it)
Weird Slayer
White System

DUMMIED-OUT ITEMS: 9

--Supposedly these items exist in the game's programming, but have no known location within the game-play itself--

Daikon Raddish	Restores HP 10%.
Fish Squash Salad	Cures all status anomalies.
Fruit Sandwich	Restores MP 50%. Chisato's favorite food.
Happo-Sai	Restores HP 20%.
Mint Pot	Supposed to be the fourth item made via Compounding with with two Artemis Leaves.
Blanking Mist	Makes it possible to attack any type of enemy.
Soul Trap	Land mine that kills an enemy when he walks over it.
Flare Gun	ATK (920), HIT (65), CRT (90), atk(Fi)
Tea Cloth Sushi	Restores MP 70%.

PRECIOUS ITEMS: 29

Ancient Writings	Found at the end of Cross Cavern.
Card Key	Give the password "APOCA" to the statue in Eluria Tower.
Chisato's Job ID	Found in the Cave of Red Crystals if you saw the scenes with Chisato in Central City and North City.
Clarisage	Found in the Sanctuary of Linga if you don't have the Dill Whip.
Communicator	Start with it in Claude's game only.
Dill Whip	Found at end of the Sanctuary of Linga if you don't get the Clarisage.
Energy Stone	Found at the end of the Hoffman ruins.
Hut Key	Get in Rena's game only, when you beat the boss in the Heraldry Forest.
ID Card	Given to you by a man in the Eluria Colony armory.
Jewel of Courage	Found in the Field of Courage.
Jewel of Intelligence	Found in the Field of Intelligence.
Jewel of Love	Found in the Field of Love.
Jewel of Power	Found in the Field of Power.
LEA Metal	Found after beating the boss in Mihne Cavern.
Link Stock	Found in the first floor of the Cave of Trials.
Metox	Found in Lassguss Mountain, as part of the Eleanor sidequest with Ashton (Rena's game) or Bowman (Claude's game).
N.F.I.D.	Given to you by Narl after you first attempt on Fienal.
Pandora's Box	Recieved during the Secret Information Files sidequest.
Passport	Given to you by the King of Cross.
Rena's Hairpin	Start with it in Rena's game. Find it in Alen-Tax's

	mansion in Claude's Game.
Rena's Pendant	Start with it in Rena's game only.
Rune Codes	Given to you by Narl after you get your Synard.
Silver Goblet	Found in the Mountain Palace if you have Ashton.
Tears of the King	Found after beating XINE on Lassgus Mountain.
The Key to Mihne Cave	Given to you after the scence in the Heraldry Research Lab.
Tournament Pass	Given to you after you register for the Lacour Tournament of Arms.
Treasure Map	Given to you by Celine when you meet her.
Void Matter	Given to you in Fun City after giving Mirage the LEA Metal.
Warrior Statue	Found in Field of Courage.

MISCHIEF ITEM POOL LIST: 19 - Drop %'s based off of 1,000 consecutive drops.

Aquaberry	6.4%
Crystal	1.0%
Forged Medals	0.2%
Gold	3.2%
Green Beryl	1.5%
Killer Poison	6.2%
Lavender	4.2%
Magic Rock	3.8%
Peep-peep Bomb	8.1%
Pet Food	7.9%
Poison Check	7.5%
Rose Hips	3.1%
Ruby	2.6%
Sapphire	2.6%
Silence Card	3.8%
Silver	4.7%
Silver Cross	1.5%
Sour Syrup	7.3%
Spectacles	10.2%
5 Fol	6.4%
20 +or- 2 Fol	4.2%
100 +or- 10 Fol	1.9%
1,000 +or- 100Fol	1.7%

TRICKSTER ITEM POOL LIST: 19 - Drop %'s based off of 1,000 consecutive drops.

Angel's Statue	3.2%
Blueberry	7.0%
Diamond	2.4%
Flare Bomb	6.8%
Fruit Nectar	1.2%
Green Beryl	0.8%
Magical Clay	5.8%
Magic Canvas	8.2%
Mandrake	4.4%
Mithril	2.2%
Paralysis Check	8.4%
Protection Ring	1.0%
Rainbow Diamond	1.4%
Rune Metal	1.8%
Silver	7.6%
Star Ruby	2.8%

Sweet Syrup	9.2%
Tri-ball	4.2%
Wolfsbane	3.6%
50 +or- 5 Fol	9.4%
100 +or- 10 Fol	4.6%
500 +or- 50 Fol	2.2%
5,000 +or- 500Fol	1.8%

FORTUNE ITEM POOL LIST: 19 - Drop %'s based off of 1,000 consecutive drops.

Aceras	3.9%
Artemis Leaf	3.6%
Blackberry	7.1%
Cinderella Glass	8.5%
Damascus	1.3%
Fountain Pen	7.1%
Goddess Statue	3.7%
Idol	4.0%
Magical Film	8.5%
Meteorite	2.7%
Mixed Syrup	7.8%
Moonite	2.9%
Orichalcum	1.9%
Rune Metal	4.8%
Sage's Stone	0.9%
Stone Check	8.5%
Tetra-bomb	6.8%
Tri-emblem	0.1%
Wisdom Ring	1.2%
200 +or- 20 Fol	7.6%
500 +or- 50 Fol	3.3%
1,000 +or- 100 Fol	2.4%
10,000 +or- 1,000 Fol	1.4%

SANTA'S BOOTS ITEM POOL LIST: 27

*=rare

Beautiful Ice Cream*
 Bunny Shoes*
 Cinderella Glass
 Barrier Armor
 Fairy's Statue
 Gold Ring
 Healing Ring
 Holy Sword Farewell*
 Ishtar's Robe*
 Mental Ring
 Mithril Dress
 Music Box
 Necklace
 Paralysis Check
 Pet Food
 Poison Check
 Pretty Idol
 Protection Ring
 Resistance Ring
 Seraphic Garb*
 Secret Boots

Shield Earring
Shield Ring
Silver Barrette
Silver Cross
Stone Check
Wisdom Ring

RADAR ITEM POOL LIST: 15 - %'s based off of 1,000 levels of Radar.

Aquaberry X 5	12.2%
Blackberry X 5	12.2%
Blueberry X 5	10.6%
Cook From The Heart	7.2%
Cure Stone	12.2%
Feet Symbol	4.0%
Frog	4.4%
Healing Ring	2.6%
Mental Ring	1.6%
Mithril	4.6%
Moonite	4.0%
Orichalcum	7.0%
Peep Half	1.4%
Spectacles	14.0%
Stardust Ring	2.0%

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SURVIVAL ITEM POOL LIST: 29

Note: I'd like to add a find % for these items, but it actually seems to vary drastically from location to location, making it to difficult.

*Denotes very rare finds.

Egg/Dairy Products
Fruit
Grain
Meat
Seafood
Vegetables
-
Crystal
Damascus
Diamond
Gold
Green Beryl
Iron
Meteorite*
Mithril*
Moonite*
Orichalcum
Rainbow Diamond*
Ruby
Rune Metal*
Sage's Stone*
Sapphire
Silver
Star Ruby
-
Aceras

Artemis Leaf
Lavender
Mandrake
Rose Hips
Wolfsbane

TREASURE CHEST, FILL-UP, FOUNTAIN CARD, LIEN, & JACK-IN-THE-BOSX ITEM POOLS: 223

When the Treasure Chest or Fill-Up is used, you randomly receive 3 of the items from this list. When you use the Fountain Card, Lien or Jack-In-The-Box, you randomly receive one item from this list.

Aceras
Aloe Jam
Alpha Box
Angel's Statue
Anklet
Apple Jam
Aquaberry
Artemis Leaf
Assault Bomb
Attack Earring
Attack Vial
Atomic Punch
Bagh Nakh
Banded Helm
Banded Mail
Bent Rod
Baselard
Bitter Lotion
Blackberry
Blueberry
Booster Box
Boots
Both Shaver
Bounced Check
Brigandine
Bubble Lotion
Buckler
Care Tablet
Cestus
Conductor's Baton
Crown
Crush Pill
Cure Paralysis
Cure Poison
Cure Stone
Danger Pot
Dictionary
Discovery Card
Dull Sword
Dummy Doll
Egg/Dairy Products
Encyclopedia
Energy Tonic
Extension Card
Fairies Card
Fairy Glass
Fairy Mist

Fairy's Cologne
Fairy's Statue
Fanzine
Fanzine ?
Fanzine !
Fanzine . . .
Fanzine (heart)
Fanzine (male)
Fanzine (female)
Fanzine (eighth note)
Feather Pen
Fine Shield
Fire Punch
First Earring
Flame Blade
Flare Bomb
Flash Pot
Fol Up Card
Force Sword
Fresh Syrup
Frog
Fruit
Fruit Syrup
Gaudy Earring
Giant Fists
Glass Slippers
Gold Ring
Golden Bracelet
Golden Crown
Golden Idol
Grain
Great Punch
Grizzly Claps
Gusguine
Half-dead Bomb
Hard Knuckles
Hard Ring
Hecatoncheire
Heraldry
Herbal Oil
Holy Mist
Hot Syrup
Hyperball
Ignite Sword
Iron Greaves
Iron Punch
Kamikaze Tonic
Killer Poison
Knight's Shield
Knuckles
Lady Fingers
Lavender
Leather Greaves
Leather Helm
Leather Whip
Light Box
Light Whip
Lilith Tonic
Limp Whip
Long Edge

Long Sword
Lot Bracelet
Lotus Eater
Lunatic Earring
Madness Mist
Magic Canvas
Magic Hand
Magical Clay
Mandrake
Maple Syrup
Marionette Pill
Marvel Sword
Meat
Medical Rinse
Melting Lotion
Mental Pot
Merlin Drink
Metal Fangs
Mind Bomb
Mixed Syrup
Mortalial Card
Natural High
Necklace
Nightmare Pot
Nuclear Bomb
Odd Gauntlets
Odd Hat
Odd Helmet
Odd Medicine
Odd Shield
One-two Punch
Oriental Blade
Pain Cestus
Paralysis Mist
Paralysis Oil
Peep-peep Bomb
Pet Food
Pin Heels
Pixie Cologne
Pretty Idol
Protection Bomb
Radio Box
Raspberry Jam
Reference Book
Resistance Ring
Resurrection Bottle
Resurrection Mist
Revival Card
Rice Croquettes
Ringed Mail
Risky Liquid
Robe
Rod
Round Shield
Rose Hips
Rose Whip
Ruby Earring
Ruby Pendant
Rune Full Moon
Sandals

Scyther
Seafood
Secret Boots
Shield Ring
Shield Sword
Shock Oil
Silk Robe
Silver Barrette
Silver Idol
Silver Rod
Sinclair Sabre
Skanda Compress
Skanda Ointment
Smaller
Smelling Salts
Smith's Hammer
Smoke Mist
Smoke Oil
Sorceress Knuckles
Sour Syrup
Soy Milk
Spark Whip
Spectacles
Splinter
Spring Water
Star Earring
Stink Gel
Strawberry Jam
Succubus Cologne
Suede Boots
Super Ball
Sweet Syrup
Tetra-bomb
Thick Book
Tri-ball
Tri-blem
Twin-edge
Twin Swords
Twin's Tonic
Ultra Punch
Useless Decoration
Vegetables
Veil Piercer
Vellum Paper
Victorial Card
Violence Pill
Walloon Sword
Weighty Ring
Weird Doll
Weird Lump
Wobbly Sword
Wolfsbane
Wonder Drug
Wooden Shield
Worn Knuckles
X Box

1.) Just Might Protect It's Wearer

What exactly does "Just Might Protect It's Wearer" mean? I'm not sure it even means anything, but the following 13 accessories and helmets have this in their description: Angel Hair, Anklet, Beret, Crown, Golden Bracelet, Golden Crown, Green Bracelet, Heavy Ring, Necklace, Ruby Earring, Ruby Pendant, Silver Barrette, and Silver Ring.

2.) Peep Half

Does the Peep Half actually do anything?

3.) Holo-holograph Killer Move

Does the Japanese version of the game have an actual item that Ashton gives to Precis to learn this killer move? I've seen in some FAQs that Ashton actually gives you an item that teaches Precis her Killer Move. However, in the American version you just learn it after the PA.

4.) Neumann Boots

I've only made this item a couple of times. Both when I wasn't trying too. Does anyone know if Precis's character level or machinery level makes any difference when it comes to making the Neumann Boots? Some weapons and armor can only be made through lower levels of Customization, so I'm wondering if anyone can confirm if the Neumann Boots can definitely be made at Machinery level 10.

Also, what is the exact description of it in the game menu? I believe they can only be worn by Precis. Is this true? Does the +Earth elemental attribute absorb, nullify, or halve the damage taken from Earth attacks?

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13.) CREDITS SEC13
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Once again I must acknowledge the other sources that helped me to complete this guide.

The Star Ocean 2 Shrine at:

<<<<http://www.rpgclassics.com/shrines/psx/so2/>>>> is probably the best source out there, and it provided me with some good data. I got just about all the Dropped data from there, although I know it's not complete. Most of the Lacour Castle pre and post tournament pickpocketing data. Much of the Private Action pickpocketing data. As well as the data about the Dummied Out items.

I also used <<<Alex Eagleson's>>> walkthrough on www.GameFAQs.com to help me keep track of the storyline, locations, characters, events, and other miscellaneous things.

Incidentally, my favorite line in this whole document is:

"Pick: From Finn in inn in Mars."

Ben Marx A.K.A. EternalSphere
The Ultimate Item Encyclopedia
April, 2006.