

Phantasy Star Online Rare Items FAQ

by Khaotika

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PHANTASY STAR ONLINE

Rare Items FAQ

v. 1.3 by Khaotika!

This FAQ is written for the US version of Phantasy Star Online for the Sega Dreamcast. It is written for the sole purpose of finding all the appropriate items for your character, best weapons for them, managing your inventory, etc.

This FAQ shall not be posted up on any gaming websites without my permission. Email me at khaotika@earthlink.net if you wish to do so. Also, the plagiarizing or selling of this FAQ is illegal. Feel free to print this for your enjoyment. ;)

The newest version of this FAQ can always be found at www.gamefaqs.com.

This FAQ can also be found at these websites:

www.khaotika.com/ps0.html
<http://members.tripod.co.uk/PSORetribution>
<http://area51hq.com>
<http://all.at/ps0>
http://www.geocities.com/xm_blades
www.psocentral.cjb.net

Anywhere else means that they stole it. :p

It will be updated once a week, unless I happen to get a glut of new info..

4/17/2001 - v. 1.3 - Ah, home stretch time... *yawns*

4/10/2001 - v. 1.25 - More, more, more..how do you like it, how do you like it?.. heh. Added 3rd NOTICE... :p

4/3/2001 - v. 1.2 - Corrections, additions... isn't anyone tired of this game yet? :p Also added a SECOND NOTICE, as well as some serious questions..

3/27/2001 - v. 1.15 - Correcting info, adding info..as usual. :p

3/20/2001 - v. 1.1 - More rares info added! Also, added a few URLs and a NOTICE...

3/13/2001 - v. 1.0 - Basically, this FAQ was torn straight from the uber-gigantic Items/Weapons/etc. FAQ I wrote. It was getting quite huge, so I decided to split this from the main FAQ. Besides, over 90% of the email I receive is about rares.. :p Added quite a few things, as well as (hopefully) correcting some information like 'where an item falls under', info on how to get them, etc.

For info on regular items, please refer to my Items/Weapons/Armor/Units FAQ.

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Introduction

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NOTICE

While I appreciate the ton of emails I get about my 2 FAQs, PLEASE, PLEASE don't email me asking for free handouts of these items. Some of these I have, but most I don't. Those I do have, I'm probably using. Any Special Weapons I happen to have are mainly for my own use, or to have for the hell of it. And no, I don't have Heaven's Punisher, please quit asking for it. What the hell use would a Gae Bolg be to a RAmar anyway?? I would consider trades, but I don't have much of value..most of what I have, could easily be found on your own.. :p

And if you do see me on PSO, please be kind. My mental health is usually one step away from the looney bin.... @_@

NOTICE #2

"Why haven't you responded to my email yet?*

-Because I receive between 10-35 emails A DAY concerning this game/FAQ. It's slowed down considerably since the first version, but I still get a LOT of mail. I'd really like to respond to them all, but I only really get a chance to reply to a few very rarely. Most of the emails that I do get have either questions that can be answered by reading the latest version of the FAQ/or people asking me to play a game with them. You can find that info later on in the FAQ..

NOTICE #3

Please, please, PLEASE READ THE ENTIRE FAQ, before you decide to send me information!! A lot of the email I've gotten recently just states info that someone else has already sent me! Thank you! Also, some people have been sending me the same 3 or 4 questions about items.. Take the time to read all the way to the bottom, and if your question isn't answered by the faq, please feel free to email me...

This FAQ is here as reference for the seemingly never ending amount of rare items found in this game. It should serve as an all-purpose reference guide for anyone looking for the best weapon for their character,

to which units are the best to attach to your armor. Some of these rares are quite common (DB Saber anyone?), while some are MADDENINGLY difficult to find. ID, Hours Played, The Person who starts the game, etc, all seem to make finding certain rares easier.

Some items, weapons, etc. can only be used by certain classes. Androids cannot use Magic, so items related to that are useless to them. Keep in mind that some classes learn to use weapons/spells, etc. at a faster pace than others.

As for the items list, you can hold a maximum of 60 items total in storage, as well as 30 on your person. 90 items seems like a lot, but your space will fill up quickly, trust me. ;)

I can't do this FAQ alone, so I need some help acquiring info about some of the rare items you may find in your game, such as Magical Piece, Pan Arm's Blades, etc.

Email me at khaotika@earthlink.net if you have anything you want to add here. I'll put it in the next revision. :)

1. Hard to Find But Worth It Regular Items

As we all know by now, finding that one rare item you've been looking for countless hours really makes the time spent in this game well worth it. But for all those who haven't had such luck, here's a small list of hard to find regular items, that are just as good, and in some cases, better..

For GENERAL USES:

A great weapon needs to have a lot of high photon percentages on all enemies. Blizzard types help in online games, as they can help freeze the faster VHard enemies so your teammates won't get slaughtered. Tempest weapons are great against the machines of the Mines, while Burning types help against most Cave monsters. Other very useful types for online (or offline) play are Gush, Arrest, Hell, Geist, Demon's and Devil's. Have a LOT of extra cash and have nothing to buy? Use a Charge weapon. A Gladius with any of these types should be kept on your person at all times, if you're not a Hunter.

For HUNTERS:

For quick attackers, I recommend a Blizzard Ripper or an Arrest Ripper. To take out a legion of enemies, Gush Gungirs and Caliburs help tremendously. Nothing beats a weapon of the Gungir or Calibur type with a Demon's, Devil's, or even a Hell attribute. Try to find a weapon that suits your playing style, as well as one with the attribute you feel helps you out the most.

For RANGERS:

To help get a swarm of Dimenians off your back, try a Demon's Laser or even a Devil's Laser. Blizzard and Arrest types also help out as well. Androids who can't benefit from attributes like Geist or Spirit, can use a Charge type weapon if they have the extra meseta for it. If you can find a Hell Arms, hold on to it, and teach the Ruins enemies a lesson.

For FORCES:

Nothing feels better than using a Blizzard weapon, followed by a well placed Rafoie to show enemies what 'a cold day in Hell' really means. Geist Rayguns are a Godsend for Forces, so you should always be on the hunt for one with some high percentages. Arrest, Demon's, Devil's and Hell also help out in a pinch.

HARD TO FIND FRAMES/ARMOR/BARRIERS/SHIELDS

Ultimate Frame	??	Level 80	VHard Ruins
Guardian Armor	70000 to 240250+	Level 75	VHard Mode
Divinity Armor	??	Level 78	VHard Mode
Celestial Armor	??	Level 85	Rarely dropped after beating Dark Falz in V.Hard mode.
Divinity Barrier	22898+	Level 63	VHard Mines/Ruins
Spritiual Shield	??	Level 71	VHard Ruins
Celestial Shield	??	Level 75	VHard Ruins

(availability of Guardian Armor/Divinity Barriers/Spiritual Shield will increase as you play VHard Ruins more often)

2. Rare Items

This covers the rare items found while playing through the game by yourself or with others. The chance of finding these, is of course, better if you play in a multi-player game online. Some of these are more common than others, and some, even though they belong to a certain family of weapons/armor, can be equipped by any character.

If you find these items (with the exception of rare units), they will usually be unknown weapons/armor, in LARGE FONT, and you will have to see a tekker to actually reveal what they are. Once analyzed, these items will show up in your stock in Gold Font.

The easier to find ones are around 9 Stars. The harder to find ones are 10 Stars or more..

*IF YOU DIDN'T READ THIS IN THE OPENING STATEMENT: Number of hrs played has an affect on when all rares will appear. Don't expect to find things like Brionac on your first trip through VHard Ruins. *

(9 STARS)

RARE WEAPON	WHO CAN EQUIP	DESCRIPTION	FOUND/COST
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#Saber Types#

DB'S SABER (ATP must be 265 or higher) (up to +9)	All CLASSES	A sword with the initials "DB" carved into the hilt. Uses TP to create a powerful attack.	Hard Ruins/ VHard levels/ VHard Forest/N/A
KALADGOLG (ATP must be 295 or higher) (up to +9)	All CLASSES	A legendary sword long sought after by warriors. Its special attack freezes enemies.	Ruins/Hard Ruins /VHard Forest/Al Rappies/Hildebears drop this as well. /N/A
DURANDAL (ATP must be 310 or higher) (up to +9)	Hunter ONLY	A legendary sword known as "The Knight's Blade." Its special attack steals experience points.	Hard/Vhard Forest /Dropped by Hildebear/Ruins/ N/A

#Sword Types#

FLOWEN'S SWORD (ATP must be 385 or higher) (up to +9)	Hunter ONLY	Bears the serial number 52-0003. Refills user's TP by a small fraction with a special attack. (also raises luck by 10)	V.Hard Mines and Ruins./N/A
LAST SURVIVOR (ATP must be 480 or higher) (up to +9) (Bought in SKYLY, ORAN, VIRIDIA, REDRIA sections)	Hunter ONLY	A sword said to protect its bearer in battle. Its special attack steals HP.	Vhard Caves/33532+
DRAGON SLAYER (ATP must be 495 or higher) (up to +9)	Hunter ONLY	A legendary sword born by one who defeated a dragon. Adds an explosive fire attack.	Sometimes after killing Dragon in Hard Forest/N/A (sometimes V.Hard Ruins) Even Falz sometimes drops. :p It's Everywhere!!

#Dagger Types#

BLADE DANCE (ATP must be 385 or higher) (up to +9)	Hunter ONLY	A short sword named for its dance-like attack. Its special attack paralyzes enemies.	VHard Mines and Ruins/N/A
BLOODY ART (ATP must be 412 or higher)	Hunter ONLY	A legendary short sword named after all	VHard Caves and Ruins/24432+

(up to +9)
(Bought in ORAN, GREENILL
sections)

the blood that it
spilled. Its special
attack halves enemy HP.

CROSS SCAR Hunter ONLY
(ATP must be 463 or higher)
(up to +9)

A legendary short
sword that leaves
cross-shaped scars on
its victims. Adds
Lightning damage.

VHard Ruins/N/A

#Slicer Types#

SLICER OF ASSASSIN All CLASSES
(ATP must be 475 or higher)
(up to +9)

A legendary throwing
blade used by elite
assassins. Its
special attack can
kill instantly.

V.Hard Mines and
Ruins/N/A

DISKA OF LIBERATOR All CLASSES
(ATP must be 480 or higher)
(up to +9)

A legendary throwing
blade used by a Hunter
called "The Liberator."
Causes confusion.

VHard Caves/Mines/
N/A

DISKA OF BRAVEMAN Hunter ONLY
(ATP must be 495 or higher)
(up to +9)
(Bought in WHITILL section)

A legendary throwing
blade for the brave.
Sacrifices HP for a
powerful special attack.

??/35119+

#Partisan Types#

BRIONAC Hunter ONLY
(ATP must be 475 or higher)
(up to +9)

A legendary long
sword made of
precious Photons.
Its special attack
steals enemy TP.

VHard Ruins/N/A

VJAYA Hunter ONLY
(ATP must be 495 or higher)
(up to +9)

A legendary long sword
for the wealthy. Can
launch a powerful
attack at the cost of
meseta.

??/N/A

GAE BOLG Hunter ONLY
(ATP must be 500 or higher)
(up to +9)
(Bought in BLUEFULL,
GREENILL sections)

A legendary long
sword that is said
to become sharper
with every blow.
Its special attack
freezes enemies.

VHard Forest
and Ruins
/50000+

#Handgun Types#

VARISTA (ATP must be 110 or higher) (up to +9)	All CLASSES	A legendary high performance pistol. It's special attack causes paralysis.	Hard Ruins/Just about everywhere, really../N/A
CUSTOM RAY v.00 (ATA must be ?? or higher) (up to +9)	All CLASSES	A pistol used by mechanic group "team00". Proves the bearer to be a member of the team. Adds fire damage.	VHard Mines, Ruins/Also Hard Mines, Ruins/N/A
BRAVACE (ATA must be 118 or higher) (up to +9)	Ranger ONLY	A legendary pistol reserved for high-ranking officers aboard Pioneer 1. Adds lightning damage.	Hard Caves/N/A

#Rifle Types#

VISK*235W (ATA must be 118 or higher) (up to +9)	Ranger ONLY	A legendary rifle crafted by Visk, one of the three masters. Its special attack paralyzes enemies.	Hard Mines and Ruins, VHard everywhere/N/A
WALS-MK2 (ATA must be 120 or higher) (up to +9)	Ranger ONLY	A legendary rifle crafted by Wals, one of the three masters. Its special attack confuses enemies.	VHard Caves/N/A
JUSTY-23ST (ATA must be 125 or higher) (up to +9) (bought in GREENILL section)	Ranger ONLY	A legendary rifle crafted by Justy, one of the three masters. Its special attack halves enemy HP.	??/50000+

#Mechgun Types#

M&A60 VISE (ATA must be 120 or higher) (up to +9)	All CLASSES	A legendary machine gun from the Vise Corp. Sacrifices HP for a powerful special attack. Also raises luck by 5.	VHard Mines and Ruins/N/A
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H&S25 JUSTICE (ATA must be 122 or higher) (up to +9) (Bought in GREENILL, ORAN, PURPLENUM sections)	All CLASSES	A legendary machine gun from the Justice Corp. Its special attack freezes enemies.	VHard Mines and Ruins/50000+
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L&K14 COMBAT (ATA must be 124 or higher) (up to +9)	Ranger ONLY	A legendary machine gun from the Combat Corp. Its special attack paralyzes enemies. Also raises Luck by 10.	VHard Mines/N/A
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#Shotgun Types#

CRUSH BULLET (ATA must be 122 or higher) (up to +9) (Bought in VIRIDIA section)	Ranger ONLY	A legendary shotgun made with concentrated pure Photons. Its special attack steals enemy HP.	V.Hard Mines and Ruins/33000+
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METEOR SMASH (ATA must be 125 or higher) (up to +9)	Ranger ONLY	A legendary shotgun with power that rivals a meteor strike. Its special attack steals TP.	V.Hard Ruins/N/A
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FINAL IMPACT (ATA must be 125 or higher) (up to +9)	Ranger ONLY	A legendary shotgun with tremendous power. Its special attack steals experience points.	VHard Forest, Mines, Ruins/N/A
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#Club Types#

CLUB OF LACONIUM (MST must be 430 or higher) (up to +9)	Force ONLY	A legendary cane made of sturdy Laconium metal. Its special attack adds explosive fire damage. (also raises Luck by 10)	Hard Ruins/VHard Mines and Ruins/N/A
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MACE OF ADAMAN (MST must be 440 or higher) (up to +9)	Force ONLY	A mace with the Storm ability.	VHard Forest/N/A
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CLUB OF ZUMIURAN (MST must be 450 or higher) (up to +9)	Force ONLY	A legendary cane made of the magic stone Zumiuran. Its special attack can cause instant	VHard Forest/N/A
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death.

#Rod Types#

BATTLE VERGE (MST must be 460 or higher) (up to +9)	Force ONLY	A legendary battle cane made so Forces can hold their own in a fight. Halves enemy HP.	Hard Ruins, anywhere in VHard/N/A
BRAVE HAMMER (MST must be 470 or higher) (up to +9)	Force ONLY	A legendary battle cane for brave Forces. Its special attack uses TP to launch a powerful strike.	VHard Mines/N/A
ALIVE AGHU (MST must be 480 or higher) (up to +9)	Force ONLY	A legendary battle cane made for a Force for intense fights. Its special attack steals enemies' HP.	Hard Caves/VHard Ruins/N/A

#Wand Types#

FIRE SCEPTER: AGNI (MST must be 470 or higher) (up to +9)	Force ONLY	A legendary magic cane containing the power of fire. Its special attack adds fire damage.	Hard Ruins, anywhere in VHard/N/A
ICE STAFF: DAGON (MST must be 480 or higher) (up to +9)	Force ONLY	A wand with the Freeze ability.	VHard Ruins/N/A
STORM WAND: INDRA (MST must be 490 or higher) (up to +9) (Bought in PINKAL, VIRIDIA, WHITILL sections)	Force ONLY	A legendary magic cane containing the power of lightning. Adds lightning damage.	VHard Ruins/50000+

#Unique 9 Star Weapons#

AKIKO'S FRYING PAN (ATP must be 52 or higher) (up to +9)	All CLASSES	The ultimate weapon? --hard, yet supple, and smooth!	Find all 'Weapons' members during 5 of the offline quests. Talk to their boss to receive it.
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(During 'Secret Delivery', find a man who mentions 'WEAPONS'. Answer his 2 questions with "!!" to receive the first emblem. Get their approvals in these quests: Value of Money, Gran Squall, Lost Bride, Claiming a Stake. Beat each of these quests in order for the approvals to save. You will have to beat all quests once to play through older ones again. You can find these people by looking for new people walking around in town during the quests. After this, return to Secret Delivery, speak to the same man, he'll tell you to find his wife. Speak to a woman near the shops, and after a few lines from them both, you get the frying pan from her.)

BOOK OF KATANA	All CLASSES	The 4 swords forged by the heavens: Sange Kamui Agito Yasha	Caves/Ruins/Hard/ VHard Levels/N/A
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(Find all Books of Katana as well as an Agito. Take these to the appraiser in the 'Seek My Master' quest to have him form them into the true Agito, Orotiagito)

AGITO (ATP must be 195 or higher)	All CLASSES	Model and maker varies. Some are fakes, some real. Find the appraiser in the 'Seek my Master' quest to reveal value.	Mines/Ruins/Hard/ VHard Lvls (Appears as Book of Katana) Possibility of ? different versions, including the one true sword. (1975)
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OROTIAGITO (ATP must be 470 or higher) (up to +9)	Hunter ONLY	AUW1975 model. Made by Dousetsu. Its special attack halves enemy HP.	See Book of Katana listing./N/A
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NOTE - It is possible to find the true Agito, Orotiagito, on your own, without the help of the Books of Katana.

(10 OR MORE STARS)

RARE WEAPON	WHO CAN EQUIP	DESCRIPTION	FOUND/COST
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#Knuckle Types#

BRAVE KNUCKLE (ATP must be 250 or higher) (up to +55) (9 Stars)	All CLASSES	Gear for the fists and feet to boost attack power for unarmed combat. Its special attack causes paralysis.	Hard/VHard Forest /N/A
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ANGRY FIST (ATP must be ?? or higher) (up to +30)	All CLASSES	Gear that boosts attack power for unarmed combat. Its special attack freezes enemies.	??/N/A
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GOD HAND All CLASSES The ultimate gear for ??/N/A
(ATP must be 470 or higher) unarmed combat. Its
(up to +15) special attack steals
experience points.
Adds +5 to Luck, +15
to ATA, + 5 to DEF.

SONIC KNUCKLE All CLASSES Unarmed combat gear ??/N/A
(ATP must be 200 or higher) that allows attacks at
(up to ?) sonic speeds. Its
special attack steals
experience.

#Claw Types#

PHOTON CLAW All CLASSES Claws with Photon Caves/Mines/Ruins
(ATP must be 215 or higher) blades for quick (Normal, Hard,
(up to +20) attacks with right VHard)/N/A
hand. Special attack
steals enemy's HP.

SILENCE CLAW Hunter ONLY? Legendary Claws that ??/N/A
(ATP must be 336 or higher) kill silently. Its
(up to +15) special attack can
fell enemies with a
single blow.

NEI'S CLAW HUnewearl/RAcaseal Related to Phantasy ??/N/A
(ATP must be ?? or higher) Star 2's Nei.. Takes
(up to +9) HP from enemies.

#Scythe Types#

SOUL EATER All CLASSES A cursed sickle that Kireek sidequests
(ATP must be 165 or higher) drains HP from the in offline quests.
(up to +35) user. Its special Also dropped by
attack drains HP for Hildeblue.
a powerful strike.

(Play through these quests in order: Dr. Osto's Research, Unsealed Door, Waterfall Tears, Black Paper, From the Depths. In Dr Osto's research, DO NOT TELL SUE YOUR NAME. Play through the quest. Meet her again in Unsealed Door, talk to her, beat the quest. Waterfall Tears - continue into Cave 2 after you beat Anna, to find Kireek and fight him. Black Paper - fight Kireek in Cave 1, beat the quest. From the Depths - fight through Ruins 2 and 3, after Ash leaves, continue on to fight Kireek for the final time. He should drop Soul Eater when beaten.)

*MAKE SURE that you have AT LEAST one slot open when you defeat Kireek, or you WILL NOT be able to get his Soul Eater.. If you are full, then quit the From the Depths quest, and play it over with room for it...

SOUL BANISH Hunter ONLY A cursed, but powerful VHard Ruins,
(ATP must be 295 or higher) sickle, that drains HP possibly

(up to +9)

from the user. Its attack drains HP for a powerful strike. acquired by killing with the Soul Eater./N/A

NOTE- A lot of people are confused about the 'description to obtain' part of the Soul Banish listing. What it means, is that the person who sent me this info, told me that while he was using his Soul Eater to kill enemies in the Ruins, one of them dropped a Soul Banish.

#Enemy Weapon Types#

(These weapons appear as 'insertnamehere's Arm'. Take these to Dr. Montague in one of the quests like Unsealed Door to have him appraise it as a weapon. *NOTE* He's the kooky lil fat FOnewm wandering around in yellow..)

DELSABER'S BUSTER (ATP must be 295 or higher) (up to +9)	All CLASSES	Delsaber's hand, now now an enemy weapon. Powers up 100% if used with a Delsaber shield. Lightning damage.	Ruins/N/A Find Dr. Montague in one of the quests, (Unsealed Door, for ex.) and bring him the arm to make the weapon. Dropped as 'Delsaber's Right Arm'.
S-BEAT BLADES (ATP must be 485 or higher) (up to +25)	Hunter/Ranger ONLY	An enemy weapon made from the hands of a Sinow Beat. Its special attack can kill in a single strike.	Hard Mines/Ruins Kill a Sinow Beat/Delsaber and they drop this as 'S-Beat's Arm'.
PAN ARMS' BLADES (ATP must be 300 or higher) (up to +25)	All CLASSES	An enemy weapon made from the hands of a Pan Arms. Its special attack paralyzes enemies.	Hard/Vhard Caves. Defeat Pan Arms and they drop this as 'P-Arms' Arm'.
C-BRINGER RIFLE (ATA must be 133 or higher) (up to +9)	Ranger ONLY	A enemy weapon made from the arm of a C Bringer's hand. Its special attack cuts enemies HP to 1/4.	Hard/Vhard Ruins/N/A Dropped by Delsaber?
C-SORCERER'S CANE (MST must be 420 or higher) (cannot be grinded)	Force ONLY	A magic cane made from the cane of a Chaos Sorcerer. Reduces TP cost by 10% and steals enemy TP.	Hard/VHard Ruins/N/A

#Double Saber Types#

DOUBLE SABER (ATP must be 235 or higher) (up to +20)	All CLASSES	A double bladed photon sword. Its special attack steals enemies' TP.	Caves/Ruins/Hard Mines/VHard levels /N/A
STAG CUTLERY (ATP must be 343 or higher) (up to +15)	Hunter/Ranger	A legendary double-bladed sword usable only by male Hunters and Rangers, causes confusion.	V.Hard Forest/N/A (also 'Fake in Yellow' V.Hard quest)
TWIN BRAND (ATP must be 470 or higher) (up to +9)	Hunter ONLY	The ultimate double-bladed sword, only for masters. Its special attack halves enemy HP.	VHard Mines, Ruins /N/A

#Shotgun Types#

FLAME VISIT (ATA must be 118 or higher) (up to +15)	Ranger ONLY	A flamethrower that incinerates enemies with huge fireballs. Its special attack confuses enemies.	VHard Caves/ (Dropped by Pouilly Slime) VHard Mines/N/A
INFERNO BAZOOKA (ATA must be 125 or higher) (up to +9)	All CLASSES	A powerful bazooka with highly destructive shells. Its special attack halves enemies' HP.	??/N/A
SPREAD NEEDLE (ATA must be 130 or higher) (up to +15)	Ranger/Hunter ONLY	A custom shotgun that shoots countless needles. Its special attack paralyzes enemies.	Ruins/Hard Lvls /N/A

#Sword Types#

VICTOR AXE (ATP must be 250 or higher) (up to +20)	All CLASSES	A one-handed axe with a Photon blade. Its special attack steals HP.	VHard Forest/N/A
CHAIN SAWD (ATP must be 470 or higher) (up to +30)	Hunter/Ranger	A large sword with small, spinning Photon blades. Its special attack steals HP.	??/N/A
LAVIS CANNON (ATP must be 500 or higher) (up to +15)	Hunter ONLY	Few facts or even rumors are known about this ultimate sword. Its abilities are a mystery.	??/N/A

#Handgun Types#

EGG BLASTER (ATA must be 100 or higher) (up to +99)	All CLASSES	A special gun made by a mysterious scientist out to conquer the world. Does fire damage.	??/N/A
SUPRESSED GUN (ATA must be 110 or higher) (up to +40)	Ranger ONLY	A small gun that fires Photon Bullets.	Hard Mines/N/A
HOLY RAY (ATA must be 120 or higher) (up to +30)	All CLASSES	A special gun that impales enemies with a giant spear. Its special attack paralyzes enemies.	??/N/A
HEAVEN PUNISHER (ATA must be 135 or higher) (up to +15)	Ranger ONLY	The ultimate gun, a weapon veiled in mystery. "Divine Punishment," its special attack, is based on time...	VHard Forest /N/A

HOW THE PUNISHER'S SPECIAL WORKS

-The Heaven Punisher's special attack, is similar to the 'Death From Above Light Shower' that Dark Falz can use during his many forms. It works on Time, aka the Internet Beats clock at the bottom of your menu screen. The special attack can ONLY be used at EVEN hundreds on this beat clock. So, the only times it can work are times between: 0-100, 200-300, 400-500, 600-700, 800-900. So if you want to use it, and your time is for example: 145..you'll just have to be patient and wait until the clock reads 200.

Thanks to DarttheDragoon@aol.com for this info

#Cane Types#

STING TIP (MST must be 260 or higher) (up to +45)	Force ONLY	A special battle cane with needles on its tip. Its special attack steals TP. Adds 30 to MST.	VHard Ruins/ Sometimes dropped by Dark Falz./N/A
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#Wand Types#

TECHNICAL CROZIER (MST must be 285 or higher) (CANNOT BE GRINDED)	Force ONLY	A special magical cane made for Forces. Made by an adept in science and magic. Casts Barta.	VHard Ruins/N/A (Dropped by Chaos Sorcerer)
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MAGICAL PIECE (MST must be 390 or higher) (CANNOT BE GRINDED)	Force ONLY	A special magical cane with the magic rock Heart Key on its tip. It can cast Zonde without TP cost. Adds 30 to MST.	VHard Ruins/N/A
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#Rod Types#

CADUCEUS (MST must be 320 or higher) (CANNOT BE GRINDED)	Force ONLY	A special cane created based on a legendary holy cane. Casts Foie as a special attack. (Resembles a cane with angel wings)	??/N/A
PSYCHO WAND (MST must be 450 or higher) (up to +15)	Force ONLY	A mysterious cane known only as the ultimate cane. Its abilities are unknown. (Resembles a pitchfork, casts a random low level spell)	Sometimes found after killing Nar Lilly./N/A

RARE ARMOR	WHO CAN EQUIP	DESCRIPTION	FOUND/COST
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NOTE ON 'PAIRED' ITEMS - You may benefit from bonuses if you happen to equip a weapon and/or armor/shield with the same name. Delsaber's Buster, with Shield increases your attack speed. If you have Flowen's Sword, Shield, and Frame, you'll experience a significant increase in Defense. I'm assuming something similar happens if you have all of DB's items together..

HUNTER FIELD (Lv 28 or higher)	Hunter ONLY	Protective gear for Hunters. A thin defensive field. If someone has a different one...	Dropped by Rag Rappy on VHard Forest/N/A
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RANGER FIELD (Lv 28 or higher)	Ranger ONLY	Protective gear for Rangers. A thin defensive field. If someone has a different one...	Ruins/VHard Forest/N/A
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FORCE FIELD (Lv 28 or higher)	Force ONLY	Protective gear for Forces. A thin defensive field. If someone has a different one...	Hard Mines/N/A
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*NOTE on the FIELDS - apparently defense and evade increase by some margin

if you and all your teammates are wearing these at the same time..

REVIVAL GARMENT (Lv 58 or higher)	All CLASSES 11 stars	Protective gear that stimulates the natural healing process for gradual HP recovery.	??/N/A
SPIRIT GARMENT (Lv 71 or higher)	All CLASSES 12 stars	Protective gear that calms the wearer's mind for gradual TP recovery. (Useless for androids)	??/N/A
STINK FRAME (Lv 71 or higher)	All CLASSES 9 stars	Protective gear that truly reeks when worn.	VHard Caves/N/A
D-PARTS ver1.01 (Lv 51 or higher)	Androids ONLY 10 stars	Special defensive parts that can be equipped only by Androids.	Dropped by VHard Pouilly Slime/N/A
D-PARTS ver2.01 (Lv ?? or higher)	Androids ONLY 11 stars	Special defensive parts that can be equipped only by Androids.	??/N/A
PARASITE WEAR: Nelgal (Lv 54 or higher)	All Except Androids 11 stars	Parasite Armor that boosts Def, but decreases HP. Not equippable by androids.	Found in VHard Forest/N/A
PARASITE WEAR: De Rol (Lv 66 or higher)	All Except Androids	Parasite Armor that boosts Def, but decreases HP. Not equippable by androids.	Defeat De Rol Le in Hard/V.Hard. He sometimes drops this./N/A
PARASITE WEAR: Vajulla (Lv 89 or higher)	All Except Androids	Parasite Armor that boosts Def, but decreases HP. Not equippable by androids.	??/N/A
SENSE PLATE (Lv 53 or higher)	Hunter/Ranger ONLY 10 stars	Protective gear that stimulates the wearer's senses, making traps visible. Not useable by Forces.	??/N/A
GRAVITON PLATE (Lv 54 or higher)	Hunter/Ranger ONLY 10 stars	Highly protective gear that also lowers accuracy. Not equippable by Forces.	VHard Mines/N/A
ATTRIBUTE PLATE (Lv 54 or higher)	Hunter/Ranger ONLY	Protective gear that boosts all resistances when equipped. Not equippable by Forces.	??/N/A

FLOWEN'S FRAME ALL CLASSES? Bears the serial VHard Forest/N/A
(Lv ?? or higher) number 52-0003.

CUSTOM FRAME ver.00 ?? Protective gear used VHard Caves/N/A
(Lv 76 or higher) 11 stars by military mechanic
group "TeamXX". Proves
membership in Team.

DB'S ARMOR Hunter/Ranger ONLY Mysterious armor with VHard Forest/N/A
(Lv 76 or higher) "DB" carved in the
plate. It is said that
there is a matching
sword and shield.

RARE BARRIERS WHO CAN EQUIP DESCRIPTION FOUND/COST

INVISIBLE GUARD All CLASSES A transparent shield Ruins/VHard Ruins
(Lv 17 or higher) 9 stars that isn't much to VHard Forest/N/A
look at, but
significantly boosts
defense.

SACRED GUARD All CLASSES A protective screen Dropped by
(Lv 17 or higher) 11 stars that guards the wearer poison spitter
with holy light and in VHard Ruins/
prevents any adverse VHard Ruins/N/A
effects.

S-PARTS ver1.16

S-PARTS ver2.01

LIGHT RELIEF All CLASSES A special protective Ruins/Hard and
(Lv 17 or higher) 9 stars screen for the left VHard Ruins/N/A
hand. A barrier of
light boosts resistance
to darkness.

SHIELD OF DELSABER Hunter/Ranger A barrier made from Sometimes dropped
(Lv 41 or higher) ONLY the left arm of a by Delsaber as
12 stars Delsaber. Evasion is 'Delsaber's Left
doubled if used with Arm'/N/A
the Buster of Delsaber.

HUNTER WALL Hunter ONLY A special protective ??/N/A
(Lv 41 or higher) 11 stars screen usable only by
Hunters. Boosts
Attack Power.

RANGER WALL Ranger ONLY A special protective ??/N/A
(Lv 41 or higher) 11 stars screen usable only by
Rangers. Boosts
Accuracy.

FORCE WALL Force ONLY A special protective ??/N/A
(Lv 41 or higher) 11 stars screen usable only by

Forces. Boosts Mind Energy.

ATTRIBUTE WALL (Lv 41 or higher)	All CLASSES 11 stars	A protective screen. Boosts all resistance for all classes.	??/N/A
SECRET GEAR (Lv 41 or higher)	All CLASSES 11 stars	A special protective screen designed for stealth.	VHard Caves/N/A
COMBAT GEAR (Lv 41? or higher)	All CLASSES 11 stars	Gear for the left hand that boosts attack power instead of defense.	VHard Caves/N/A
PROTO REGENE GEAR (Lv 66 or higher)	All CLASSES	A prototype of a protective screen that simulates natural healing. The regeneration isn't functional.	Normal/Hard Mines /N/A
REGENERATE GEAR (Lv 66 or higher)	All CLASSES 11 stars	A regenerative shield that restores HP when enemy attacks are deflected.	Sometimes dropped by Al Rappy (blue) /Hard Caves/N/A
REGENE GEAR ADV. (Lv 66 or higher)	All CLASSES 12 stars	An advanced regenerative shield that restores HP/TP when enemy attacks are deflected.	??/N/A
FLOWEN'S SHIELD (Lv 66 or higher) 10 stars	Hunter/Ranger ONLY	Bears the serial number 52-0003.	VHard Forest/N/A
CUSTOM BARRIER ver.00			
DB'S SHIELD (Lv 66 or higher)	Hunter/Ranger ONLY 10 stars	A shield with "DB" engraved on it. It is said that there is a matching sword and armor.	??/N/A

RARE UNITS	DESCRIPTION	FOUND/COST

DRAGON/HP	Raises max HP by 30	Normal De Rol Le, Sinow Gold/N/A
OGRE/POWER	Raises ATP by 15-16	Hard Ruins/V.Hard Levels/N/A
ANGEL/MIND	Raises MST by 15-16	Hard Ruins/V.HardForest/N/A
METAL/BODY	Raises DEF by ??	??/N/A
ELF/LEGS	Raises Evade by 29	Hard Ruins/V.Hard Levels/N/A
ELF/ARM	Raises ATA by 15-16	Hard Ruins/V.HardForest/N/A
ANGEL/LUCK	Raises LUCK by ??	??/N/A
HP/GENERATE	A reinforcing unit for protective gear.	??

	Restores HP as you walk medium distances.	
TP/GENERATE	A reinforcing unit for protective gear.	??
	Restores HP as you walk medium distances.	
PB/GENERATE		
HP/REVIVAL		
TP/REVIVAL	A reinforcing unit for protective gear.	??
	Restores TP as you walk short distances.	
PB/CREATE		
GOD/HP	Raises max HP by 40	??
GOD/POWER	Raises ATP by 20-25	V.Hard Ruins
GOD/MIND	Raises MST by 25	V.Hard Ruins
GOD/BODY	Raises DEF by ??	??
GOD/LEGS	Raises Evade by 38-40	V.Hard Ruins
GOD/ARM	Raises ATA by 15	V.Hard Mines and Ruins
GOD/LUCK	Raises Luck by 10	Caves/V.Hard Mines and Ruins
GENERAL/BATTLE	Raises attack speed by 10%	??
DEVIL/BATTLE	A reinforcing unit for protective gear. Boosts attack speed when equipped. (by 20%)	Dropped by Nar Lillies and Pouilly Slimes in VHard Caves.
GOD/BATTLE	A reinforcing unit for protective gear. Boosts attack speed significantly when equipped. (by 30%)	Rarely dropped by Dark Falz in Very Hard Mode/Nar Lillies/ Pouilly Slimes/Pan Arms in VHard Caves.
WIZARD/TECHNIQUE	Raises all technique levels by 1.	??
DEVIL/TECHNIQUE	Raises all technique levels by 2.	Dropped by Pouilly Slime in VHard Caves.
GOD/TECHNIQUE	Raises all technique levels by 3.	Dropped by Pouilly Slime in VHard Caves.
MASTER/ABILITY	Raises ATP, ATA, MST, Evade, DEF, LUCK by 10.	Nar Lilly drops this in Hard , Normal Caves
HERO/ABILITY	Raises ATP, ATA, MST, Evade, DEF, LUCK by 15.	Defeat Nar Lilly in Hard Caves/ also Pan Arms
GOD/ABILITY	Raises ATP, ATA, MST Evade, DEF, LUCK by 20.	Rarely dropped by Dark Falz in Very Hard Mode.
ALL/RESIST	A reinforcing unit that boosts fire, ice,	??

lightning, light, and
dark resistances by ??
when equipped.

SUPER/RESIST A reinforcing unit ??
that boosts fire, ice,
lightning, light, and
dark resistances by ??
when equipped.

PERFECT/RESIST A reinforcing unit ??
that boosts fire, ice,
lightning, light, and
dark resistances by 11
when equipped.

STATE/MAINTENANCE Prevents all status Caves (any mode)
disorders.

RESIST/BURNING
RESIST/BLIZZARD
RESIST/STORM
RESIST/HOLY
RESIST/DEVIL

3. Mag Items

When playing in game, you may actually come upon an item that really isn't a weapon, armor, item, or body part. This item is called a Mag Item. These usually show up as Cells or Hearts, followed by the name of the mag they help create. The best place to find these items are from Al Rappies in VHard Forest.

Here are a few names of these cells. When fed to your Mag on certain occasions, your Mag will transform into a rare Mag. For more accurate info on these, please refer to Nozedive13's excellent MAG GUIDE at GameFAQs.

Heart of Opa Opa
Cell of Mag 213
Heart of Chao
Parts of MechChao
Heart of Pain
Cell of Mag 502

4. Rumors, Fun Stuff, and other common questions

-Rare Weapon Rumors-

Dragon Elk - The supposed 'Gladiator Spike', aka. Spike Gladius. I've had about 3 people email me about it's confirmed existance. I'm not quite sure what to think, really, until I see more evidence. Sharked. Not real.

Photon Whip - Again, mostly rumors. I ran into someone last night (3/26/01) who claimed to possess this. It would be really nice to see a whip-type weapon in the game, though. :)

Black Death - AKA, the Black Double Saber. No proof that this exists, other than the rumor of it being Gamesharked..

-Other Item Rumors-

Lv 999 Mags - Sorry to say, but hacked. :p

God/HP++, God/TP++ - There are a few who claim these ACTUALLY exist. I'm sort of inclined to believe them, seeing as how most other units of this type can have pluses or minuses. The only ones I've seen were hacked. In fact, a friend let me try one out.. (he's mentioned in the list, not saying who..) Gives you 9002 HP/8982 TP, respectively..

-Fun Stuff-

Fun Fakes

I'm making a lil mini-site (www.khaotika.com/pso.html), dedicated to making up some funny fake weapons for use in PSO. Items along the likes of Arm of Starscream, Link's Boomerang, Rico's Ring, etc. Check it out. I should get it up and working sometime within the next two weeks..

My weapons collection

Despite the fact that I put a NOTICE at the top of this FAQ, I STILL get emails asking for handouts. I'll be MORE THAN HAPPY to game with you to help you find a weapon, but I'm not about to give up any of my hard-earned items. :p If you're asking me to taunt you, then I'll be more than happy to oblige...

-Common Questions-

*Do you have Heaven's Punisher? Can I have it d00d? Pl33se??

-No, no, and no. :p

*How do you get the Soul Eater?

-Great taste, it's in there...uh, I mean, it has a listing in this FAQ. Read that to obtain it.

*Where are the rare enemies?

-Beats me. Probably all at Starbucks or something. Al Rappy and Hildeblue appear in Forests, Nar Lillies and Pouilly Slimes appear in Caves.

*What do I do with ???'s arm?

-Read the FAQ. :p , particularly the section under #enemy weapons..

*I need Lvl 15 tech disks!! Help!

-Ok, this isn't a question.. but you can get most lvl 15 disks anywhere, as long as you look for them hard enough.. (I have Foie 15, Deband 15, and Gibarta 15). Hard attack technique disks (Ra-levels, Grants, Megid) can only be obtained from a PINKAL ID player or their games..

*What rares are in my ID?

-What I have written down in this FAQ is what I know about.

*How do I get a Spread Needle?

-Sell your soul to me. Email me for my address. :p Actually, I heard that REDRIA, VIRIDIA, and BLUEFULL have the highest chance of getting one..

*Does God/Equip exist?

-How should I know? :p I've never seen a RAcast with a Sting Tip, so I think that it's a hacked item. It'd be fun if it did exist..

*Duz NE1 have Devil/Tech--?

-No, now stop bugging me, or I will eat your eyeballs.

-SERIOUS QUESTIONS-

Can I get multiple Soul Eaters/Frying Pans per game?

-You only have 3 chances each to get these during your character's life. Once in Normal, once in Hard, and once in VHard. So, if you happen to screw something up, try to get them in a higher level. If you screwed them all up, try making a 2nd character and get the weapon from their game. Otherwise, you must trade for them/be lucky enough to have an enemy drop the Soul Eater (it happens!).

Do items like Lavis Cannon/Nei's Claw/Sonic Knuckles/insert random item here exist?

-Lavis Cannon, I hear, can definitely be found on your own. Nei's Claw is supposed to be a prize in some sort of Japan only tournament.. so, I suppose the ones you see out there are possible Gamesharked clones. There is a rumor that the NPC (Non-Playable-Character) Sue has the Claw. As for Sonic Knuckles, they do exist, but I believe under the same circumstances for the Nei's Claw (duped/sharked).

*WTF? I traded for a TP Material? What does this do?

-Thanks to Odlanor, I've seen actual TP Material. It raises your max TP by 2. Of course, you could always do this with Mind Material, but after your MST maxes, Mind Material becomes useless, hence TP material. Odlanor acquired this from a trade, so I have no idea if they really exist, but I've heard of people actually finding multiples of this in the Ruins.. and hey, Sega does actually update the servers every once in awhile...

*I can't use (insert item here) online! Help me!

-Sega's been cracking down on a lot of things lately. PKing (Player Killing) is gone, with the banishment of Devil/Technique--, as well as the possibility of the banned use of some weapons on this list. AFAIK, Nei's Claw, Sonic Knuckles, and Egg Blaster have all been banned from online use. (of course, I expect an email telling me different. :p) Methinks Sega is going after Dupers and Gamesharkers.

*Why haven't you updated the Items/etc.. FAQ?

-Because the overwhelming majority of mail I get is for this FAQ... And peeps asking for free stuff.. :p Most people are more interested in what this FAQ offers than my other one anyway..

*Your FAQ states that you can only find (insert random item here) in (insert random location here). I found it in (different location). What's up with that?

-I only call 'em as I see em. Up until a few weeks ago, I had no idea you could get Blade Dances on Forest 2. What's posted is just the information I'm given. There are countless cases of people finding rare items in the strangest of locations. Items that have descriptions of 'found almost everywhere' or 'vhard levels' mean just that. They can be found ALL THROUGHOUT the game on those levels. You just have to keep looking, keep playing, leave no stone unturned, so to speak. No info here is technically wrong info, it's just that some people have varying degrees of luck, or varying section IDs. Just keep at it.

*I want to play/trade with you. Where are you?

-At the bottom of the FAQ, I list Ophelia, Block 10. As for times, I'm usually on between 9/10pm to whenever in the am Eastern Standard Time. Be kind to me if you see me. Oh, and sometimes I jump to other ships, or don't log on every night, so don't be surprised if you don't see me there.

5. Trade List/My Items List

I'm getting sick of finding nothing but armor and units when I play offline, so I decided to start a trade list. Rules and current items up for trade can be found at www.khaotika.com/pso.html, under the appropriate section. (Its up there, check it out.) I'll also post a list of my current non-tradable items, so you can gawk. Or something to that effect..

6. Thanks and Credits

This FAQ was a Herculean effort on my part, and I couldn't do it without the following people who helped make this FAQ possible.

This list was getting to be about as big as a mob hit list, so I decided to trim it to just names. :)

Bantam13, Rugal Bernstein, Viet Loc, Neil Nylander, Mike Shafer, Muddobbers, Ken Chiu, Sin, PumaTwins@aol.com, jshuey22, darkgohan45, Alex Jennings, Krowten, Dave, BlueManta6@aol.com, AlphAzNX@aol.com, WafflecakeBoy, Force41@aol.com, CTRobot, Link101ooh@aol.com, Drolemag, Wei Huang, Artimis Lincoln, SSJVeghetto@aol.com, Adam Noyce, Spoonman, TheCarbonRod@aol.com, Bjbddtmac@aol.com, Paradox, Thomas Ferrill, Hibiki Kanazi, Zarathos X, ShotgunSnowman@aol.com, Wulfson, Tran Sam, Tam Nguyen, Y2J, XYoshikiX, ApocT, Drew, SNK Fan, Raveno6987@aol.com, Steve Her,am, Duda, Istanbul, Mr.MiniMog@aol.com, XeNoGeArZ, Kylenigma@aol.com, Allstar, Chris van Breda, Doombringer, A.Mok, Hitman 5899@aol.com, Raz Masters, Colin Milliken, Brett McIrvin, Xovith@cs.com, Zatan, Ray Watts, EARTHX2K1@aol.com, Ukyo, Jerry Lutrell, Zack Williams, Daddymac117@aol.com, Canoon58@aol.com, SuperSlank69@aol.com, LordSephith, Mel Matsumoto, DaRkGriFFen@cs.com, Nick Hawes, Deathbringer, Aerie Meriander, Macneto, Kujin, Solo, Tauros, M, mike2525@bellsouth.net, Cleopatra IX, Christian, Rodion Steshenko, Toasty, Chyldofthekorn@aol.com, Hidden520@aol.com, Matt Gulbransen, Zyn, Wolfwood, Malibu, Shifting Colors, Odlanor, Gideon, Tony Kenshin, Darqstalker, vash311@home.com, TybiErIuS, Henry Huang, Lia Timbrook, Darkside, Ivan Kowalenko, Craig Aoyama, RawknChrub@aol.com, ryucross@hotmail.com, klumy@excite.com, PhilB11796@aol.com, DeJarnatts', Michael Bergmann, YardMan@godisdead.com, Curt Immerfall, us, Joel Pickering, Firebreather, JP KiROS, Someisa, Eddie Ryan, Bill Miller, robby de los angeles, SIMX3DSP@aol.com, Daniel Bouchard, Katie Eastridge, Ben Mercer, DarttheDragoon@aol.com, Whatley, Tommy Moninger, Justin Bohlman, Takashi Hasegawa, Christian Jones, SabBloodyS@aol.com, kokeh, Stelth723@aol.com, ZeroN, Charm, Trevelyan, Danger_Girl, PoleziAx, Balance, EXAL53@aol.com, David Flores, Karbold, PC, Nitris, Darin Adams, Jonathan Hall, Justin Bredbenner, Praetorian, XXL2509@aol.com, mooneyspam, Jason Walton, Xero, SSJHibiki, Macy Gray, Andrew Moffitt, GUPPY, Shadow Cloud, Madgeiser, Edward Ziniti, Ratboy,

Dave Fagerland, Dodgy102@aol.com, Kin F. Lee, Trevor TNG, Zodiac GD,
Anime, Chi Tao Sung

Everyone who's been a part of my team - Thanks for all the good times,
boss fights, and countless hours of playing...

Thanks to CJayC for hosting this up at GameFAQS. Don't work yourself
to death or anything... :P

*A side note: I hate the Soul Eater questing. Infinitely stupid MOME and
ASH...* (grumble)

*Another side note: There's no such thing as 'one person finds photon
claw the other finds double saber.' I should know because I found both
in my game. :p *

PHANTASY STAR ONLINE, as well as the Phantasy Star name and games
are copyright/trademarked Sega/Sonic Team, 2000 - 2001.

Look me up Online - I'm a RAmar (Human Ranger), with blonde hair, goatee,
green suit, named Khaotika. (Still Lvl 100 as of 4/17/01)

Failing that, I'll be there as LuccaAshtear (FOnewearl, lv 75+) from
Chrono Trigger, or as Pixiebitch (HUnewearl). TV's Frank (HUMar), has been
retired. :p

Look for me at Ophelia, Block 10.

* Khaotika! - khaotika@earthlink.net
