

Golden Sun: The Lost Age FAQ/Reference Guide

by josh1212

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Golden Sun: The Lost Age FAQ/Reference Guide

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v3.00b

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FAQ/Reference Guide Status:

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In most of my guides, I do not allow HTMLizing of the document. In this case, I make an exception. If you can do HTML, I would recommend you put this document in HTML, AFTER comparing my preconverted document with this one and making the changes necessary. If you wish to do so, send me a request via e-mail and I will send you the text file and the MS Excel 2000 workbook. Also when you finish, show me the web page so I can see what it looks like!

BOSS STRATEGIES

Note that the number of Djinn I cite for each recommendation will take into account a transfer of "perfect" data (every Djinni, all side quests cleared.) Also you can, in some cases, have more than I list, but they will require a great deal of effort to get. I will have 2 sets of level recommendations for each boss. One is the level I faced the boss at when I played the game the second time through (I decided to write a guide after I beat the game.) The second set is a recommended level for the average player. The strategies will take into account the first set of levels and the listed Djinn. I recommend against using these as a hard-coded strategy, but use these as templates for your own plan of battle. Many of these battles are not easy and could take many tries to complete, so SAVE YOUR GAME before each boss battle so you can reset if things don't go your way.

Format:

<Location>: <BossName>

Recommended Level: <Rec.Level> Low (High) Number = Less (More) Effective

NORMAL HARD <Elemental Strength/Weakness>

??/10 Level ??/10 (Difficulty Scale)

<HP> HP <HP> (Enemy's Hit Points)

<PP> PP <PP> (Enemy's Psynergy Points)

<ATK> ATK <ATK> (Enemy's Attack Points)

<DEF> DEF <DEF> (Enemy's Defense Points)

<AGL> Agility <AGL> (Enemy's Agility)<Special Abilities>

Experience Points: <EXPwon> (Exp. Points gained for victory)

Coins: <CashWon>(Coins won for victory)
Drop Item: <Item> (Item recieved for victory)

Party Members

<CharacterName> <Level> <Class> <DjinnStatus> <ItemStatus>

<Turn-by-turn Strategy>

Kandorean Temple Boss: Chestbeater x3

Recommended Level: 6

NORMAL		HARD		Elemental Effectiveness
1/10	Level	1/10		1--2--3--4--5--6--7--8--9
155	HP	233	EARTH	=====
0	PP	0	FIRE	=====
44	ATK	55	WIND	=====
11	DEF	14	WATER	=====
20	AGL	20		

Experience Points: 40 Each

Coins: 26 Each

Drop Item: Nut

Party Members

Felix Level 6 Squire 1 Venus Djinni, Set
Jenna Level 6 Flame User No Djinn
Sheba Level 6 Pierrot No Djinn Mysterious Card

If Sheba equips the Mysterious Card, she learns the Fire-Based Juggle Psynergy. Make sure the party has full PP. Another consideration would be not using the card and handing the Djinni to Sheba. Then, Felix and Sheba will both have the Cure Psynergy.

BATTLE START

Turn 1 (and all following turns)

Felix attacks or heals as needed
Jenna casts Fume
Sheba casts Juggle

Focus on taking them out one at a time. Fume should do about 70 damage to the target and Juggle should do 50 to the main target and 40 to the others. The bosses shouldn't last more than a few turns. And Camelot has boss music here?! Give me a break!

I highly recommend completing the Air's Rock
dungeon at this point or the next 2 bosses will
be near-impossible due to underleveled party members.

Yampi Desert Boss: King Scorpion

Recommended Level: 10-12

NORMAL		HARD	Elemental Effectiveness
2/10	Level	3/10	1--2--3--4--5--6--7--8--9
1064	HP	1596	EARTH =====
0	PP	0	FIRE =====
101	ATK	127	WIND =====
32	DEF	40	WATER =====
39	AGL	39	

Experience Points: 440

Coins: 228

Drop Item: Vial

Party Members

Felix Level 13 Knight 2 Venus Djinni, both Set
Jenna Level 12 Pierrot 2 Mercury Djinn, 1 Mars Djinni, all Set
Mysterious Card
Sheba Level 10 Magician 3 Jupiter Djinn, all Set

Not too hard because King Scorpion's Agility is low. All elements work well here, so the idea is to unleash Djinn, then summon. Have Felix heal as needed. This boss will defend randomly, so if he does during the turn you summon, that's bad luck. He has no Psynergy, so have each party member summon their own Djinn. Jenna might be an exception because she only has 1 Mars Djinni, but you may want the extra Fire Power.

BATTLE START

Turn 1

Felix unleashes Iron (for Defense)
Jenna unleashes Cannon
Sheba unleashes Blitz

Iron helps because the boss has a lot of physical attacks that hit the entire party.

Turn 2

Felix unleashes Echo
Jenna unleashes Sour
Sheba unleashes Breath or Ether, depending on HP/PP situation

If Sour lowers the boss's resistances this will be easy. If not, this is still easy.

Turn 3

Felix casts Ragnarok
Jenna summons Mars
Sheba unleashes whatever Djinni she has left

Now for the big *BOOM!*

Turn 4

Felix summons Ramses
Jenna unleashes Fog
Sheba summons Procne

If he defended here, you might be in a bind later.

Turn 5

Felix casts Ragnarok or heals
Jenna summons Nereid
Sheba casts Impact to raise Felix's Attack

The boss should be almost dead by now.

Turn 6 (and all following turns)

Felix casts Ragnarok or heals
Jenna attacks or uses Juggle
Sheba casts Impact until it maxes out, then uses strongest Psynergy

Just keep attacking and healing as needed.

Each Ragnarok should do him 120 damage by now. Just keep an eye on Sheba's HP. If she didn't equip the Guardian Ring she will be vulnerable during the entire battle. You don't have to unleash Djinn for another round of summons; in fact I wouldn't do it. Just keep up the Ragnaroks and cast Impact every 5th turn to make sure Felix doesn't lose the Attack bonus.

Alhafra Boss: Briggs and Sea Fighters

Recommended Level: 12 to 14

Briggs

NORMAL		HARD		Elemental Effectiveness
3/10	Level	5/10		1--2--3--4--5--6--7--8--9
984	HP	1476	EARTH	=====
0	PP	0	FIRE	=====
129	ATK	162	WIND	=====
29	DEF	37	WATER	=====
76	AGL	76		

Experience Points: 333

Coins: 891

Drop Item: Vial

Echo Cut (Damage)

Sea Fighters

NORMAL		HARD		Elemental Effectiveness
				1--2--3--4--5--6--7--8--9
197	HP	296	EARTH	=====
0	PP	0	FIRE	=====
119	ATK	147	WIND	=====
28	DEF	35	WATER	=====
61	AGL	61		

Experience Points: 89 each

Coins: 130 each

Drop Item: Nothing

Party Members

Felix Level 13 Knight 2 Venus Djinni, both Standby
Jenna Level 13 Pierrot 2 Mercury Djinn, 1 Mars Djinni, all Standby

Sheba Level 11 Magician 3 Jupiter Djinn, all Standby

Focus on Briggs, because once you topple him, he can't call for more of his cronies to help him. The pirates are tougher than they look, so don't fool around. Briggs MUST be the central target for all attacks, including summons.

BATTLE START

Turn 1

Felix summons Ramses
Jenna summons Mars
Sheba summons Procne

This should hit pretty hard. If he calls more lackeys, don't worry about it. We'll take good care of them in the next turn...

Turn 2

Felix uses Ragnarok or heals
Jenna summons Nereid
Sheba if HP is low, defends. Otherwise uses strongest Psynergy

The fighters' Echo Cut and Briggs' Oil Drops do tremendous damage (about 70 for the Cut and about 100 for the Oil Drop!) Stop and heal yourself, you don't want to die on the third boss, do you?

Turn 3

Felix uses Ragnarok or heals
Jenna uses Flame Card
Sheba uses Impact on Felix

Why use Impact? Same reason as in the desert: it raises Ragnarok's power because it is an Element Physical Attack (EPA for short.) Don't forget to re-cast it every fifth turn or it will run out.

Turn 4 (and all turns until Briggs is down)

Felix uses Ragnarok or heals
Jenna uses Flame Card
Sheba uses strongest Psynergy

From here, just use Ragnarok on the remaining Sea Fighters. The other characters can do whatever.

Lemurian Ship Boss: Aqua Hydra

Recommended Level: 19-20

NORMAL		HARD		Elemental Effectiveness
4/10	Level	7/10		1--2--3--4--5--6--7--8--9
2276	HP	3414	EARTH	=====
70	PP	70	FIRE	=====
173	ATK	217	WIND	=====

38 DEF 47 WATER ====
63 AGL 63
Experience Points: 963 Raging Flood (WATER, Damage, Target ALL)
Coins: 1611 Triple Chomp (Damage)
Drop Item: Nothing Rising Venom (Damage/Poison)
Slaver (Defense Down, Target 5)
Drench (WATER, Damage, Target 3)

Party Members

Felix Level 18 Knight 3 Venus Djinn, 1 Mercury Djinni, all Standby
Jenna Level 17 Hex 4 Mars Djinn, all Standby
Sheba Level 16 Mage 4 Jupiter Djinn, all Standby
Piers Level 19 Commander 4 Mercury Djinn, Shade SET, others Standby

This is a wake-up call! This boss is actually hard! The Aqua Hydra has several hard-hitting attacks it likes to abuse. Raging Flood hits the entire party pretty ****ed hard. Triple Chomp can one-hit kill at this point, so my advice is summon early and end the battle quickly, hence the Djinn setup. Give Sheba any Nuts you have.

If you're REALLY cautious, you can go back to the Gabomba Catacombs when you get the Cyclone Chip. Pick up a Venus Djinni there. Setting it to Felix makes him a Gallant. At Level 19 he learns the integral Revive Psynergy, and about time too!

----- BATTLE START -----

Turn 1

Felix summons Cybele
Jenna summons Meteor
Sheba summons Thor
Piers unleashes Shade

If the Aqua Hydra uses a powerful attack, Shade will block most of the damage.

Turn 2

Felix uses Ragnarok or heals (is this looking like a broken record?)
Jenna uses Fume
Sheba defends
Piers summons Boreas

As before, Triple Chomp can one-hit kill, so protect your weaker party members.

Turn 3

Felix uses Ragnarok or heals
Jenna uses strongest Fire Psynergy
Sheba defends
Piers attacks or heals as needed

Turn 4

Felix uses Ragnarok or heals
Jenna unleashes an attack-type Mars Djinni (Char or Cannon)
Sheba uses a Nut on an injured party member
Piers attacks

Someone might be down right now. You won't have any Water of Life, so you have to use the Djinni Spark to revive fallen party members. If it fails, Set the Djinni and try again next turn if Jenna has a lot of HP.

Turn 5 (and all following turns)

Felix uses Ragnarok or heals
Jenna uses Fume or defends
Sheba continues to use Nuts on weak party members
Piers attacks or heals as needed

As more and more of your Djinn go to Set, this battle becomes easier. You may even want to summon Megaera to boost Ragnarok's power, further accelerating the battle. If Felix's Mercury Djinni recovers, unleash it immediately--the Swordsman class can't heal!

You should complete the Aqua Rock and Tundaria Tower dungeons at this time.

Gaia Rock Boss: Serpent

Recommended Level: 23-26

NORMAL		HARD	Elemental Effectiveness
5/10	Level	7/10	1--2--3--4--5--6--7--8--9
3536	HP	5304	EARTH =====
160	PP	160	FIRE =====
249	ATK	312	WIND =====
76	DEF	99	WATER =====
135	AGL	135	

Experience Points: 1998
Coins: 2898
Drop Item: Nothing

Mighty Press (Damage, Down)
Black Ice (Damage, Target 3)
Toxic Breath (Damage, Poison, Target 3)
Quake Sphere (Damage, Target ALL)
Briar (Damage, Target 3)
Cure Well (Recovers 165 HP)
Recovers 30 HP per turn
Attacks twice per turn

Party Members

Felix	Level 23	Gallant	4 Venus Djinn, all Standby
Jenna	Level 23	Hex	5 Mars Djinn, all Set
Sheba	Level 22	Mage	4 Jupiter Djinn, all Standby
Piers	Level 23	Commander	5 Mercury Djinn, Shade SET, others Standby

Use Nuts rather than Psynergy to heal the party on the way here, because unfortunately, all the Growths you used to get here will take a big chunk out of Felix or Jenna's PP. Better her than Felix; you'll need him to use Revive (you DO have 4 Venus Djinn, don't you?!) because the Serpent has a vicious attack called Mighty Press; it does 100+ damage (140+ damage in Hard mode) to its target. The blow can instantly down a character, so have Felix ready to Revive. The Serpent attacks 2 times per turn and recovers 30 HP per turn IF you hit all four lights in Gaia Rock. You must hit all of them or the battle is impossible to win because for each one you missed, the Serpent recovers an additional 600(!) HP per turn for EACH light you missed. This battle is fairly

long, so have Jenna ready at all times. If she goes down, use Revive or Water of Life. Finally, watch for its Toxic Breath attack. It can poison multiple party members and puts you in serious trouble if you don't cure it promptly. He also can use Cure Well, the first boss with healing Psynergy. It heals him 165 HP, but that's not a lot. If you got a Glower Staff, the secondary effect (Psynergy seal) may prevent his Psynergy from working. Don't hesitate to use a Psy Crystal; you can always win more in Contigo when you get there.

BATTLE START

Turn 1

Felix summons Judgment
Jenna defends
Sheba summons Thor
Piers unleashes Shade

With these classes, only Jenna will be faster than the Serpent. But in Hard Mode the Serpent will attack first, so unleashing Shade with Piers is very important. Besides, those Quake Spheres and Briars get annoying. Sheba's summon should deal the Serpent about 1100 HP of damage. Because the Serpent is strong against Earth, Felix's summon should do only about 650 HP of damage. You're halfway there in the first turn! If you didn't unleash Shade you may be in big trouble.

Turn 2 (and all turns until Mighty Press or Toxic Breath)

Felix attacks or uses Cure Well
Jenna attacks or uses Healing Aura
Sheba defends until she reaches Magician class, then uses strongest Psynergy
Piers unleashes Djinn for ONE level 4 summon, then uses Diamond Dust or heals

Jenna will heal a lot in this battle, so do not try to summon with her. Piers' summon should do about 900 HP of damage. Do NOT use Breath if someone's HP is low. Sheba is EXTREMELY vulnerable after she summons. Have Piers heal her. If he is down, use an item. Felix has better things to do, like reviving fallen party members.

AFTER TOXIC BREATH/MIGHTY PRESS

Turn 1 (Toxic Breath)

Felix uses an Antidote or heals
Jenna uses an Antidote or heals
Sheba uses an Antidote or attack Psynergy
Piers uses an Antidote or heals

Your number one priority in the battle is keeping Felix alive. If he falls, you're done for, unless you possess Water of Life. Your number two priority is making sure the party is not poisoned. Poison does 10% damage in Golden Sun. Cure it promptly or you will also be in trouble.

Turn 1 (Mighty Press)

Felix revives the fallen character
Jenna attacks or uses Healing Aure
Sheba uses an attack Psynergy
Piers attacks or heals

Turn 2 (and all following turns until next Toxic Breath/Mighty Press)

Felix attacks or uses Cure Well
Jenna attacks or uses Healing Aura
Sheba uses strongest Psynergy (or attacks if she's out of PP)
Piers uses Diamond Dust or heals

Back to square one. If you haven't paid attention, this is where we began.
Do not try to use another round of summons. Just keep whittling down his
4,000+ HP and you will defeat this no-good dragon. You may not want to face
this boss until Sheba reaches level 26, when she learns Shine Plasma.

Champa Boss: Avimander

Recommended Level: 27-30

NORMAL		HARD	Elemental Effectiveness
5/10	Level	6/10	1--2--3--4--5--6--7--8--9
3792	HP	5688	EARTH =====
87	PP	100	FIRE =====
281	ATK	352	WIND =====
89	DEF	112	WATER =====
94	AGL	94	

Experience Points: 2176	Heat Stun (FIRE, Damage/Stun)
Coins: 1330	Star Mine (Damage, Target ALL)
Drop Item: Nothing	Fire Breath (FIRE, Damage, Target 3)
	Fiery Blast (FIRE, Damage, Target 5)
	Guard (Defense Up)
	Impair (Defense Down)
	Attacks 2 times per turn

Party Members

Felix Level 26 Gallant 5 Venus Djinn, Flower SET, others Standby
Jenna Level 25 Fire Master 6 Mars Djinn, all Set
Sheba Level 24 Mage 5 Jupiter Djinn, Breath SET, others Standby
Piers Level 25 Commander 5 Mercury Djinn, Shade SET, others Standby

Remember how hard the battle with Briggs was? (Not!) Well, this should give
you a rude awakening. Avimander is pretty tough. You may want to go back to
Tundaria and level up beyond the levels I have here in the boss strategy.
Avimander's attacks all hit pretty hard, but Star Mine is just
plain irritating!

BATTLE START

Turn 1

Felix summons Judgment
Jenna defends
Sheba summons Thor

Piers summons Boreas

This should hit the boss hard. Jenna will be constantly healing in this battle for she is a Fire Adept. If you summon with her, make sure she doesn't drop below the Hex class, or you've blown the whole blasted strategy. Another consideration would be to use Savants. Savants can Wish Well if the party has low HP, but that is also a waste of Mercury Djinn on a Fire monster. Boreas should do a LOT of damage.

Turn 2

Felix uses Potent Cure on the weakest party member
Jenna uses Healing Aura
Sheba uses Bind
Piers uses Diamond Dust or heals

The Avimander actually has a weakness to Bind. This is the reason why Sheba has her base class. Avimander likes to use Psynergy like Eruption, Fiery Blast, and Nova. If Bind works, he may try to use Psynergy, but your Bind spell would block it. He has special abilities like Fire Breath and Heat Stun that can't be blocked. Heat Stun is an annoyance in particular because it can stun a party member and put him or her out of action. Carry Elixirs for this purpose. Have Sheba use them. The rest of the party will be busy attacking or healing the others.

Turn 3 (and all turns until the Psynergy seal is gone)

Felix uses Ragnarok
Jenna uses Healing Aura
Sheba uses High Impact
Piers uses Diamond Dust or heals

If Jenna is stunned, use Piers or Felix to heal and someone else to heal her stun.

AFTER FIRST PSYNERGY SEAL EXPIRES

Turn 1 (and all turns until Djinn recover)

Felix continues to use Ragnarok/healing abilities
Jenna uses Healing Aura
Sheba uses Bind, then strongest Attack Psynergy
Piers unleashes Shade, then uses Diamond Dust

Part of the Bind strategy is to bide your time until all your Djinn recover. Then the battle is fairly easy. The biggest problem is that freaking Star Mine, a powerful secondary attack the boss uses.

ALL TURNS AFTER THE DJINN RECOVER

Felix continues to use Ragnarok/healing abilities
Jenna uses Healing Aura
Sheba uses Resist until it maxes out, then uses Attack Psynergy
Piers uses Diamond Dust or heals

You shouldn't try doing Bind a third time.

Sea of Time Boss: Poseidon

Recommended Level: 28-30

NORMAL		HARD	Elemental Effectiveness
7/10	Level	7/10	1--2--3--4--5--6--7--8--9
3792	HP	7358	EARTH =====
87	PP	113	FIRE =====
281	ATK	357	WIND =====
89	DEF	112	WATER =====
94	AGL	94	

Experience Points: 2176 Typhoon Blow (WATER, Damage, Target 3)
Coins: 1330 Ocean Fist (WATER, Damage/1HP)
Drop Item: Psy Crystal Watery Grave (WATER, Damage/Down, Target ALL)
Counter-rush (Reflux's effect, WATER version)
Ice Missile (WATER, Damage, Target 3)
Deluge (WATER, Damage, Target 5)

Party Members

Felix Level 26 Gallant 5 Venus Djinn, Flower SET, others Standby
Jenna Level 26 Fire Master 6 Mars Djinn, Spark/Reflux SET, others
 Standby
Sheba Level 25 Savant 5 Mercury Djinn, all Set
Piers Level 26 Savant 5 Jupiter Djinn, Breath SET, others Standby

First of all, if you don't have the Trident, then get your butt out of the Sea of Time and go get the Trident Prongs, then go to Champa and get the Trident assembled. If you try to fight without the Trident, your attacks won't do a bit of good because of that force field crap he uses. We are going to need the Savants instead of the usual base classes this time. If you recall, Jenna was our main healer in the last several battles? Well, Poseidon is weak to Mars but strong against Mercury. Having Jenna fight rather than heal is a good idea here. Just be wary of his Watery Grave special attack. If you don't have Felix at the Gallant class when he uses the attack, Poseidon's gonna kick your party's behind real bad. Have Felix ready. Make sure the rest of your party has at least 1 Water of Life each in case he falls from the attack.
Piers should hold the Trident.

BATTLE START

Turn 1

Piers uses the trident to destroy that force field crap
Everybody else defends

Now that his force field is destroyed, summon like mad this turn.

Turn 2

Felix summons Judgment
Jenna summons Meteor
Sheba uses Wish Well
Piers summons Thor

The summons should deal him about 3,500 HP of damage total.

Turn 3 (and all turns while Djinn are recovering)

Felix uses Ragnarok
Jenna defense if HP is low, otherwise uses Serpent Fume

Sheba uses Wish Well
Piers uses the Trident

If you got lucky with the Watery Grave attack(s), no one will be down right now. Otherwise, wait until Felix gets the Gallant class and Revive. He is your defender in this battle. If Sheba is down, have Felix use Potent Cure and Jenna/Piers use a Water of Life. We need Sheba to Wish until your party gets its class back.

AFTER ALL DJINN RECOVER

Now that you have your class back, the battle is not so hard. Still a touch difficult, but more like 5/10 instead of 7/10.

Felix uses Ragnarok or Revive
Jenna unleashes Reflux on whoever has highest Attack, then uses Serpent Fume
Sheba uses Wish Well
Piers uses the Trident

He'll go down eventually. If Sheba runs low on PP, use the Djinni Ether while Piers does Wish Well instead of the Trident. He will last a while, but you'll beat him. Just make sure the party is on its feet. The only thing that screws this up is that Ply Well crap he can do in the battle.

Shaman Village Boss: Moapa, Knight x2

Recommended Level: 29-32

Moapa

NORMAL		HARD	Elemental Effectiveness
7/10	Level	8.5/10	1--2--3--4--5--6--7--8--9
3042	HP	4563	EARTH =====
0	PP	0	FIRE =====
354	ATK	443	WIND =====
219	DEF	274	WATER =====
181	AGL	181	

Experience Points: 1670 Bosca Hit (Damage)
Coins: 2460
Drop Item: None

Knight

NORMAL		HARD	Elemental Effectiveness
1954	HP	2931	1--2--3--4--5--6--7--8--9
0	PP	0	EARTH =====
321	ATK	402	FIRE =====
151	DEF	189	WIND =====
143	AGL	143	WATER =====

Experience Points: 835 Each Strong Hit (Damage)
Coins: 205 Each
Drop Item: None

Party Members

Felix Level 27 Lord 6 Venus Djinn, all Set
Jenna Level 27 Fire Master 7 Mars Djinn, all Set
Sheba Level 26 Magister 6 Jupiter Djinn, all Set
Piers Level 27 Captain 6 Mercury Djinn, all Set

Back to base classes this time.

When you walk Trial Road, you must make it to the end of the stage each time so you lose only four items to the chests. Moapa and his Knights bought puny equipment to put in the chests so they have their best equipment for battle. Crap it, the game will not allow you to do the same, so get rid of helmets and shields first; you need weapons. Be forewarned: This battle could take a few tries.

BATTLE START

Turn 1

Felix casts Odyssey (the battle animation is to die for...)
Jenna casts Serpent Fume
Sheba casts Shine Plasma
Piers casts Diamond Berg

You DID get the Eclipse summon from Lemuria Spring, right?

Turn 2 (and all following turns)

Felix uses Potent Cure or Odyssey
Jenna uses Healing Aura or Serpent Fume
Sheba unleashes Djinn in combination with Piers to summon Eclipse ONCE, then uses strongest Psy
Piers unleashes Djinn in combination with Sheba so she can summon Eclipse ONCE, then uses Diamond Berg

Don't let both Sheba drop below the Mage class and Piers drop below the Commander class. Also watch out for the Knights' Strong Hit attacks and Moapa's Bosca Hit, as they do 150+ and 200+ damage, respectively. If you're losing, go and get Gel, Salt, Tinder, and Core. It will increase Jenna's class to Justice, making her less vulnerable after she summons Meteor, if you decide to do so. If you don't know where these four Djinn are, look them up in a Djinni guide. I will be writing one as I convert the rest of the document.

Jupiter Lighthouse Boss: Karst, Agatio

Recommended Level: 32-34

Karst

NORMAL		HARD		Elemental Effectiveness
8.5/10	Level	9.5/10		1--2--3--4--5--6--7--8--9
3186	HP	4779	EARTH	=====
320	PP	350	FIRE	=====
354	ATK	443	WIND	=====
107	DEF	134	WATER	=====
235	AGL	235		

Experience Points: 2813	Death Scythe (Damage/Down)
Coins: 5280	Heat Kiss (Attack Down, Target 3)
Drop Item: Dark Matter	Djinnfest (Drains one Djinni, Target 5)
	Fiery Blast (FIRE, Damage, Target 5)
	Supernova (FIRE, Damage, Target ALL)
	Break (Resets enemy stats, Target ALL)
	Healing Aura (Recovers 120 HP)

Agatio

NORMAL		HARD	Elemental Effectiveness
			1--2--3--4--5--6--7--8--9
4248	HP	6372	EARTH =====
280	PP	300	FIRE =====
377	ATK	472	WIND =====
114	DEF	180	WATER =====
178	AGL	178	

Experience Points: 3000	Stun Muscle (Damage/Stun)
Coins: 3740	Meteor Blow (FIRE, Damage, Target ALL)
Drop Item: None	Cage (Stops 1 Turn)
	Rising Dragon (FIRE, Damage)
	Rolling Flame (FIRE, Damage, Target 3)
	Eruption (FIRE, Damage, Target 3)
	Supernova (FIRE, Damage, Target ALL)
	Debilitate (Defense Down, Target 3)

Party Members

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Felix   Level 29   Slayer      8 Venus Djinn, all Set
Jenna   Level 29   Fire Master 7 Mars Djinn, all Set
Sheba   Level 28   Sorcerer   8 Jupiter Djinn, all Set
Piers   Level 29   Captain    7 Mercury Djinn, all Set

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I really can't say a lot about this battle, for there is a HUGE plot development here. You only start with half your party; Felix and Piers. At least you get the men and healers.

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BATTLE START
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TARGET KARST OR DIE!!!

Turn 1

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Felix  unleashes Echo
Piers  unleashes Rime on Agatio

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After Agatio attacks you will probably be in a lot of fiery pain. Stop and heal yourself; you wouldn't want to be dead before Jenna arrives, would you? The reasoning for using Rime is that Meteor Blow and Rising Dragon are powerful Psynergy attacks and would be blocked.

Turn 2

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Felix  uses Potent Cure
Piers  uses Ply Well/other healing ability if Felix is stunned; otherwise
       uses Diamond Berg

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Backup will arrive this turn; use Jenna's Healing Aura each turn.

Turn 3

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Felix  uses Potent Cure
Jenna  uses Healing Aura
Piers  uses Ply Well/other healing ability if Felix is stunned; otherwise
       uses Diamond Berg

```

Agatio attacks with dragon-like force. He has 3 attacks that do 300 damage to

the central target; heal yourself before you die!!

Turn 4

Felix uses Potent Cure
Jenna uses Healing Aura
Piers uses Ply Well/other healing ability if Felix is stunned; otherwise
uses Diamond Berg

More backup arrives this turn. Looks like Agatio and Karst are being outnumbered fast! Sheba will help you win this battle; she can use Haze while Jenna heals/revives the rest of the party.

Turn 5 (and all following turns)

Felix heals/revives party members or unleashes Djinn for ONE level 4 summon, then uses Odyssey
Jenna uses Healing Aura or Tinder if Felix is down
Sheba unleashes Djinn for ONE level 4 summon, then uses strongest Psynergy
Piers heals/removes stun from party members or unleashes Djinn for ONE level 4 summon, then uses Diamond Berg

Defensive Djinn really help here. Just keep whittling down their HP. Karst can use Death Scythe, an attack that her sister, Menardi, used atop the last lighthouse, Venus Lighthouse. If it works correctly, one more notch on Death's scythe. Also watch out for Karst's Djinnfest when trying to summon. It drains one Djinni from each party member, and can potentially make you lose Healing Aura, Diamond Berg, or even Revive!!

Now we get to a boss break. No more bosses until Mars Lighthouse! This means you have time to go to Magma Rock and some other places and pick up some Djinn you missed. The Summon Guardians are the toughest bosses in the game, so the walkthroughs will incorporate having almost every Djinni in the game. I will begin with the Mars Lighthouse sub-bosses then move on to the Summon Guardians. Final Boss comes last.

Mars Lighthouse Boss: Flame Dragon 1, Flame Dragon 2

Recommended Level: 34-36

Flame Dragon 1

NORMAL		HARD		Elemental Effectiveness
4/10	Level	4.5/10		1--2--3--4--5--6--7--8--9
5348	HP	6952	EARTH	=====
320	PP	416	FIRE	====
389	ATK	506	WIND	=====
134	DEF	174	WATER	=====
215	AGL	280		

Experience Points: 2502
Coins: 1872
Drop Item: None

Flame Dragon 2

NORMAL		HARD		Elemental Effectiveness
				1--2--3--4--5--6--7--8--9

5724	HP	7441	EARTH =====
250	PP	325	FIRE =====
400	ATK	520	WIND =====
137	DEF	178	WATER =====
158	AGL	205	

Experience Points: 2502
Coins: 1521
Drop Item: None

Party Members

Fighting Team

Felix	Level 33	Slayer	8 Venus Djinn, all Set
Jenna	Level 33	Justice	9 Mars Djinn, all Set
Piers	Level 33	Admiral	9 Mercury Djinn, all Set
Mia	Level 33	Angel	8 Mercury Djinn, all Set

Backup Team

Sheba	Level 33	Sorcerer	9 Jupiter Djinn, all Set
Garet	Level 33	Hero	9 Mars Djinn, all Set
Ivan	Level 31	Sorcerer	8 Jupiter Djinn, all Set
Isaac	Level 33	Slayer	8 Venus Djinn, all Set

There are very slight *SPOILERS* in this description, you've been warned... This is basically an easier repeat of the Karst/Agatio battle on top of the previous lighthouse. Fight them basically the same way, but now that you have TWO Mercury Adepts, have them let loose with Water Psynergy. This battle is half as hard as the previous one, but this is the last easy boss battle you get. The dragons have the same attacks, save Stun Muscle and Death Scythe, and have learned Flame Breath instead.

You don't need the backup team for this.

The dragons are different sizes for a reason; they have different stats and different attacks. ...here the spoilers come...

They battle so similarly to Karst and Agatio that they couldn't be none other than Karst and Agatio themselves!! Really, they transformed because of the lighthouse's power, but they were weak because the lighthouse needs the Mars Star to rekindle itself; the lighthouse nearly froze!
The larger dragon is Agatio; the smaller one is Karst.

BATTLE START

Make sure all your attacks target one dragon, but who cares which one?!

Turn 1 (and all following turns)

Felix	uses Odyssey
Jenna	attacks or uses Cool Aura
Piers	unleashes Djinn to summon Boreas
Mia	unleashes Djinn to summon Boreas if Jenna is alive; if not, then uses Wish Well

A breeze, huh?!

Yampi Desert Cave Boss: Valukar

Recommended Level: 36-40

NORMAL		HARD	Elemental Effectiveness
6.5/10	Level	8/10	1--2--3--4--5--6--7--8--9
12960	HP	19440	EARTH =====
0	PP	0	FIRE =====
550	ATK	688	WIND =====
175	DEF	219	WATER =====
206	AGL	206	
Experience Points: 8702		Stun Jip (Damage/Stun)	
Coins: 4980		Attacks 2 times per turn	
Drop Item: None			

The worst part of this battle is trying to summon. He has an attack called Djinn Stun, which puts one Djinni from each party member on Standby. Sounds cool, huh? Well, if you think he's helping you, WAKE THE HECK UP, because he can use your own Djinn to summon against you. Have no Mercury Adepts, you may give him enough Djinn to summon Coatlicue, if you got it. If he summons Coatlicue, you lose. He recovers several thousand HP for five turns if he uses that summon. Great for testing the power of summons in Link Play mode if you encounter him in the single-player arena, though. Iris did 1,100+ HP of damage to the target, showing you how awesome that ultimate summon is! One more thing, he has a powerful physical attack called Stun Jip. It does 300 to 350 damage and will probably stun the person hit. Have about 5 elixirs per person, given his tendency to abuse Stun Jip when he has no Djinn to summon. Take above note of who has what specific Djinn, this is integral to the strategy.

Beating this boss will give you the Daedalus summon.

Party Members

Fighting Team

Isaac	Level 35	Slayer	9 Venus Djinn (Granite), all Set, Sol Blade
Jenna	Level 33	Justice	9 Mars Djinn (Tinder), all Set
Garet	Level 34	Hero	9 Mars Djinn (Flash, Forge), all Set
Ivan	Level 34	Sorcerer	9 Jupiter Djinn (Breeze, Haze), all Set

Backup Team

Mia	Level 34	Angel	9 Mercury Djinn, all Set
Felix	Level 34	Slayer	9 Venus Djinn, all Set
Sheba	Level 33	Sorcerer	8 Jupiter Djinn, all Set
Piers	Level 34	Admiral	9 Mercury Djinn, all Set

Mia or Piers may play a vital role, depending on which characters you use.

BATTLE START

Turn 1

Isaac attacks (hopefully unleashing Megiddo for 600 or so damage)
 Jenna attacks
 Garet summons Jupiter (he'll be slower than Ivan and will attack after him)

Ivan unleashes Breeze for elemental resistance

Don't let him summon Megaera, or his Attack will rise, increasing Stun Jip's power.

All turns with no Djinn on Standby

Isaac attacks (hopefully unleashing Megiddo)
Jenna uses Cool Aura
Garet attacks or uses Protect
Ivan uses Resist

All turns with Djinn on Standby

Isaac summons what is left over from Garet/Ivan
Jenna uses Cool Aura
Garet summons the strongest spirit he can
Ivan summons the strongest spirit he can

After Valukar summons Megaera

Turn 1

Switch Garet with Mia
Isaac attacks
Jenna uses Cool Aura
Mia casts Break (erasing Valukar's attack bonus from Megaera!)
Ivan uses Resist

Next turn, switch Mia with Garet, and from there, apply the appropriate of the two strategies. This guy will go down so fast because of the summons, you won't believe this joker was guarding Daedalus!

Islet Cave Boss: Sentinel

Recommended Level: 38-41

NORMAL		HARD	Elemental Effectiveness
7/10	Level	9/10	1--2--3--4--5--6--7--8--9
8736	HP	13104	EARTH =====
780	PP	780	FIRE =====
608	ATK	760	WIND =====
216	DEF	270	WATER =
171	AGL	171	
Experience Points: 10538		Armor Crush (Damage, Defense Down)	
Coins: 6144		Lots of Psynergy attacks	
Drop Item: None		Attacks 3 times per turn.	

NOTE: I highly suggest you spend some time in Islet Cave leveling up before facing Sentinel.

In programming, a "sentinel" is a special value used to mark the end of a series of values. In this game, perhaps Sentinel is a special boss used to mark the end of your adventure. Don't let him. Except...
All the Summon Guardians have a special catch to them, and this time, it's Psynergy immunity. I am not lying; he is immune to all Psynergy, INCLUDING BREAK. He himself uses Break like a madman, so the plan of using

High Impact/Resist won't work, and he uses Guard to make his defense like a brick wall, so weapons/attack Djinn are ineffective as well. "Mia attacks Sentinel for 2 damage!" sort of thing. That leaves summons. Summons that require 4 or more Djinn do well over 1,200 HP of damage. If you got Haures, that summon could total over 2,400 HP of damage with its use. He's weak to Earth, so bring out Felix and Isaac to do your dirty work. If there is anything that can kill you, it's his Armor Crush and his Psynergy. He has basically every non-physical wind and water attack Psynergy. Armor Crush is even more devastating. It does 250 to 350 HP of damage, but the worst part is that almost every time it lowers your Defense as if he used Impair on you. Defeating Sentinel gives you the Catastrophe summon, which I think is the coolest-looking summon. This huge warrior appears Judgment style, sends an electrical blast from his sword to the ground, also Judgment style. This blast forms a pyramid, then in the battlefield, the approaching blast turns into dragon-shaped electricity as it approaches your enemy. You have to see it to believe it!!

Party Members

Fighting Team

Felix	Level 36	Slayer	9 Venus Djinn (Crystal), all Set, Sol Blade
Garet	Level 35	Hero	9 Mars Djinn (Flash, Reflux), all Set
Isaac	Level 35	Slayer	9 Venus Djinn (Flower, Granite), all Set, Tisiphone Edge
Mia	Level 34	Angel	9 Mercury Djinn (Shade, Spritz, Rime, Eddy), all Set

Backup Team

Sheba	Level 34	Sorcerer	8 Jupiter Djinn (Haze), all Set
Jenna	Level 34	Justice	9 Mars Djinn, all Set
Ivan	Level 34	Sorcerer	9 Jupiter Djinn (Lull), all Set
Piers	Level 34	Admiral	9 Mercury Djinn, all Set

Mia or Piers may play a vital role, depending on which characters you use. Again, take note of the specific Djinn each party member has. If you do this right, the backup team won't come into play. Be aware that Sentinel recovers 200 HP and 30 PP after every turn.

BATTLE START

Turn 1

Felix	attacks (hopefully unleashing Megiddo)
Garet	unleashes Reflux on whomever
Isaac	attacks (hopefully unleashing Vengeance for serious damage)
Mia	uses Wish Well

Reflux is for the serious Psynergy attacks.

Turn 2 (and all turns until Armor Crush lowers defense 3x)

Felix	unleashes Crystal if party HP is low, otherwise unleashes Djinn for a level 4 summon
Garet	unleashes Djinn in combination with Felix/Isaac to summon

Haures/Daedalus

Isaac unleashes Djinn for a level 4 summon

Mia unleashes healing Djinn or attack Djinn for a level 4 summon

If you boost your stats, Sentinel will just Break them away. In this case, that is what you want. Break eliminates ALL stat modifications, ***including negative ones.*** So have him use Break and your defense returns to normal. Consider using Rime to seal his Psynergy, but the boss has a high AI and will use Armor Crush or a regular physical attack instead of attempting to use Psynergy.

After Armor Crush

Turn 1 (and all following turns)

Felix unleashes Crystal if party HP is low, otherwise unleashes Djinn for a level 4 summon

Garet unleashes Djinn in combination with Felix/Isaac to summon Haures/Daedalus

Isaac unleashes Djinn for a level 4 summon

Mia continue to heal the party with Wish Well or Djinn

Don't worry about who summons what unless you've used Rime, because Sentinel will Break the Power boost next turn. It doesn't matter if you let Felix/Isaac or Garet do the multielemental summons, just make sure the defensive/healing Djinn keep coming back to Set so you can keep using them again. If you're in a bind, don't forget about Granite/Flash/Shade. They block damage, giving you a chance to heal. Sentinel attacks 3 times per turn, so be careful.

If a party member goes down, have Felix or Isaac revive him/her. You may need the backup team, but if you do it right they will stay in the back. The trick to this is to use summons frequently, they are the only thing that is effective because of Guard and the boss's immunity to Psynergy.

The Djinni Eddy really helps here.

Treasure Isle Boss: Star Magician and Balls

Recommended Level: 40-43

Star Magician

NORMAL		HARD		Elemental Effectiveness
8/10	Level	9/10		1--2--3--4--5--6--7--8--9
7486	HP	11229	EARTH	=====
560	PP	560	FIRE	=====
460	ATK	575	WIND	=====
139	DEF	174	WATER	=====
268	AGL	268		

Experience Points: 7866

Coins: 5566

Drop Item: None

Various attacks.

Attacks 2 times per turn.

Refresh Ball

NORMAL		HARD		Elemental Effectiveness
360	HP	540	EARTH	=====
43	PP	43	FIRE	=====
317	ATK	397	WIND	=====
124	DEF	159	WATER	=====

136 AGL 136
 Experience Points: 448
 Coins: 278
 Drop Item: None

Earnest Ply (Restore 1150 HP)

Anger Ball

NORMAL HARD

Elemental Effectiveness
 1--2--3--4--5--6--7--8--9

460 HP 690
 43 PP 43
 357 ATK 447
 125 DEF 157
 173 AGL 173

EARTH =====
 FIRE =====
 WIND =====
 WATER =====

Experience Points: 387
 Coins: 30
 Drop Item: None

Angry Mine (Damage, Suicide)

Thunder Ball

NORMAL HARD

Elemental Effectiveness
 1--2--3--4--5--6--7--8--9

520 HP 780
 43 PP 43
 317 ATK 412
 127 DEF 154
 292 AGL 292

EARTH =====
 FIRE =====
 WIND =====
 WATER =====

Experience Points: 439
 Coins: 289
 Drop Item: None

Shine Plasma (Damage, Target 5)

Guardian Ball

NORMAL HARD

Elemental Effectiveness
 1--2--3--4--5--6--7--8--9

360 HP 780
 43 PP 43
 317 ATK 397
 124 DEF 159
 136 AGL 136

EARTH =====
 FIRE =====
 WIND =====
 WATER =====

Experience Points: 448
 Coins: 278
 Drop Item: None

Guard Aura (Barrier)

Geez, this boss drove me crazy! He will periodically summon balls to assist him in battle. The Refresh Balls and Guardian Balls need to be destroyed A.S.A.P. The Guardian Balls use Guard Aura on the boss; the effect is identical to Flash's unleash effect. The Refresh Balls use Earnest Ply, a version of Mia's and Piers' Pure Ply. The move restores 1,150 HP to the magician. Ignore the other balls. If there are no Guardian Balls, go all-out with summons. He is extremely weak to summons, so use Meteor, Judgment, or Daedalus, if you have it. The summons will take care of the other balls. Using a second round of summons may not be necessary if you summoned at the proper times. Beating this boss gives you the Water-based Azul summon!

Party Members

Fighting Team

Felix Level 37 Slayer 9 Venus Djinn, all Set, Sol Blade
 Isaac Level 38 Slayer 9 Venus Djinn, all Set, Tisiphone Edge

Garet Level 37 Hero 9 Mars Djinn, all Set
Mia Level 37 Angel 9 Mercury Djinn, all Set

Backup Team

Sheba Level 36 Sorcerer 9 Jupiter Djinn, all Set
Jenna Level 36 Justice 9 Mars Djinn, all Set
Ivan Level 37 Sorcerer 9 Jupiter Djinn, all Set
Piers Level 36 Admiral 9 Mercury Djinn, all Set

BATTLE START

Turn 1 (and all turns with Guardian or Refresh Balls)

Felix unleashes an attacking Djinni on Guardian/Refresh Ball
Isaac unleashes an attacking Djinni on Guardian/Refresh Ball
Garet unleashes an attacking Djinni on Guardian/Refresh Ball
Mia uses Wish Well

All turns with no Guardian/Refresh Balls

Felix unleashes Djinn (if needed) for a level 4 summon
Garet unleashes Djinn (if needed) for a level 4 summon
Isaac unleashes Djinn (if needed) for a level 4 summon
Mia unleashes Djinn for ONE level 4 summon, then uses Wish Well

I didn't use the backup party for this, but you will probably need it.
The trick to this battle is getting rid of the Refresh Balls, then the Guardian
Balls! And make sure you do it with Djinn!!

Anemos Sanctum Boss: Dullahan

Recommended Level: 50-55

NORMAL		HARD	Elemental Effectiveness
10/10	Level	10/10	1--2--3--4--5--6--7--8--9
16000	HP	24000	EARTH =
500	PP	750	FIRE =====
676	ATK	845	WIND =====
269	DEF	337	WATER =====
241	AGL	241	

Experience Points: 15600 Attacks 3 times per turn.
Coins: 6775
Drop Item: None

In order to get into Anemos Sanctum, you need to have every Djinni in the game
AND have transferred data from Golden Sun in which you found every Djinni.

SAVE YOUR GAME before entering this battle; it is one of the hardest in RPG
history. No real crazy tricks, no strange item needed, it's just plain hard.
Dullahan, in Hard Mode, may well be the hardest boss enemy ever in RPG history.
He has over 20,000 HP (yikes), attacks three times per turn (ouch!), and
recovers 200 HP and 30 PP every turn. Here is a rundown of his special
abilities:

Element Swap: This simply causes one Standby Djinni to be Set, and a Set Djinni

of the same element to go to Standby.

Formina Sage: Basically a one-hit death move, it does three times his normal attack damage.

Djinn Storm: Yes, he has the Djinn-wrecking attack that crapifies your stats.

Charon: For some reason he has a copy of the same summon you got earlier in the Sanctum. However, there is greater risk of one-hit kill(s). Yes, Charon can down multiple party members. He can pop this up at any time, regardless of your Standby Djinn.

True Collide: Attacks three party members and *absorbs* the HP you lose. Eep.

He has no Guard Aura, so summon right off the start before he does Djinn Storm. Don't try to build up stats or he'll just Break them away. Most bosses in this half of the game use Break.

For defeating him, you'll get the Iris summon and the most powerful attack Psynergy in the game: Call Dullahan. It is a Wind-based Psynergy that only a Necromage can use, but it's really powerful!

Party Members

Coming Soon!

BATTLE START

Coming Soon!

Final Boss: Doom Dragon

Recommended Level: 40-45

NORMAL		HARD		Elemental Effectiveness	
9/10	Level	10/10		1--2--3--4--5--6--7--8--9	
14400	HP	21600	EARTH	=	
600	PP	780	FIRE	====	
470	ATK	600	WIND	=====	
155	DEF	194	WATER	=====	
200	AGL	200			

Experience Points: 0

Coins: 0

Drop Item: None

This strategy assumes you beat Dullahan before coming here. If you didn't, a party around level 40 or so should be enough to take this boss down.

Final boss time! If you don't have all the Djinn, turn around now and get them. This boss attacks a different number of times per turn depending on how many heads it has. It starts out attacking four times per turn, then loses one attack for each head it loses. Have several revivers in your party or you won't stand a chance. In the late stages of the battle, the dragon uses an ability called Djinn Storm, the most powerful enemy ability in the game. It places all of your active party's Djinn in recovery (yes, ALL of them.) If you got the Iris summon from Anemos Sanctum, it works wonders here. Summon everything you can before the boss does Djinn Storm and crapifies your stats. He likes to follow it up with Cruel Ruin, a devastating attack that can do damage equal to 75% or more of the target character's maximum HP. Consider defeating Dullahan before coming here.

When the first party goes down, have your fastest character summon Iris. The mighty summon will revive your first party. But UNDER NO CIRCUMSTANCES SWITCH OUT DOWNED CHARACTERS! DOWNED CHARACTERS DO NOT RECOVER DJINN!!

Party Members

Coming Soon!

BATTLE START

Coming Soon!

PSYNERGY LISTING

Note: Some information in this listing is from Terence Fergusson's Golden Sun Battle Mechanics FAQ, such as the base damage for Psynergy attacks. That is NOT my work, so if you want to reproduce these tables in your FAQ, you have to get BOTH his and my permission.

Base Damage is how much the ability does to the central target based on an elemental Power of 100. (My discovery!)

Under Type: E = Earth, F = Fire, Wi = Wind, W = Water

Under Base:

p = Element Physical Psynergy (ATK and DEF are put into the damage calculations)

xxx% = Element Physical Psynergy with added Multiplier

Num	Name	Type	PP	Base	Range	Effect
1	Cure	E	3	70	1	Restores 70 HP.
2	Cure Well	E	7	150	1	Restores 150 HP.
3	Potent Cure	E	10	300	1	Restores 300 HP.
4	Revive	E	15		1	Revives a downed ally to 100% HP.
5	Ragnarok	E	7 p	35	1	
6	Odyssey	E	18 p	95	1	
7	Quake	E	4	12	/3\	
8	Earthquake	E	7	35	//5\	
9	Quake Sphere	E	15	65	///7\	
10	Spire	E	5	40	1	
11	Clay Spire	E	13	85	/3\	
12	Stone Spire	E	22	160	//5\	
13	Gaia	E	7	40	/3\	
14	Mother Gaia	E	17	100	//5\	
15	Grand Gaia	E	32	200	//5\	
16	Growth	E	4	25	1	Used in field to grow small plants.
17	Mad Growth	E	10	60	/3\	
18	Wild Growth	E	19	110	//5\	
19	Haunt	E	5		/3\	Haunts foes.
20	Curse	E	6		1	Puts foe on Countdown.
21	Condemn	E	8		1	Can destroy an enemy instantly.
22	Thorn	E	6	35	/3\	
23	Briar	E	11	70	/3\	
24	Nettle	E	23	140	//5\	
25	Annihilation	E	18 p150%		1	Can destroy an enemy instantly.
26	Punji	E	7	45	/3\	

27	Punji Trap	E 13	85	/3\	
28	Punji Strike	E 24	150	//5\	
29	Demon Night	E 12	60	/3\	Haunts foes.
30	Thorny Grave	E 24	170	/3\	Haunts foes.
31	Helm Splitter	E 8 p	30	1	Can destroy an enemy instantly.
32	Skull Splitter	E 8 p	30	1	Can destroy an enemy instantly.
33	Rockfall	E 5	30	/3\	
34	Rockslide	E 15	90	//5\	
35	Avalanche	E 30	160	//5\	
36	Grand Golem	E 17	120	//5\	
37	Dinox	E 3 p	40	1	
38	Living Armor	E 17 p	130	1	
39	Lich	E 10		1	Revives a downed ally to 100% HP.
40	Troll	E 3 p	45	1	
41	Minotaur	E 10 p	90	1	
42	Sabre Dance	E 7 p	150%	1	
43	Bramble Card	E 22	130	/3\	
44	Death Card	E 8		1	Can destroy an enemy instantly.
45	Call Demon	E 13 p	190%	1	Can reduce an enemy's HP to 1.
46	Fire Puppet	E 7		/3\	Stuns foes.
47	Heat Wave	F 6 p	33	1	
48	Liquifier	F 17 p	90	1	
49	Flare	F 4	15	/3\	
50	Flare Wall	F 7	40	/3\	
51	Flare Storm	F 12	80	/3\	
52	Fire	F 6	35	/3\	
53	Fireball	F 12	65	//5\	
54	Inferno	F 23	140	//5\	
55	Volcano	F 6	45	1	
56	Eruption	F 14	90	/3\	
57	Pyroclasm	F 29	180	//5\	
58	Guard	F 3		1	Raises Defense by 25%, 50% Max
59	Protect	F 5	ALL		Raises Defense by 12.5%, 50% Max
60	Impair	F 4		1	Drops Defense by 25%, 50% Max
61	Debilitate	F 6	ALL		Drops Defense by 12.5%, 50% Max
62	Planet Diver	F 7 p	36	1	
63	Planetary	F 19 p	98	1	
64	Blast	F 7	40	/3\	
65	Nova	F 13	70	//5\	
66	Supernova	F 31	150	///7\	
67	Blast	F 5	25	/3\	
68	Mad Blast	F 9	50	/3\	
69	Fiery Blast	F 19	110	//5\	
70	Fire Bomb	F 5	35	/3\	
71	Cluster Bomb	F 11	65	//5\	
72	Carpet Bomb	F 29	130	///7\	
73	Dragon Cloud	F 6	80	1	
74	Epicenter	F 33	210	1	
75	Lava Shower	F 4	40	1	
76	Molten Bath	F 12	70	/3\	
77	Magma Storm	F 27	120	//5\	
78	Guardian	F 3		1	Raises Defense by 25%, 50% Max
79	Protector	F 5	ALL		Raises Defense by 12.5%, 50% Max
80	Aura	F 7	50 ALL		Restores 50 HP to all party members.
81	Healing Aura	F 11	100 ALL		Restores 100 HP to all party members.
82	Cool Aura	F 16	200 ALL		Restores 200 HP to all party members.
83	Fume	F 6	50	1	
84	Serpent Fume	F 14	130	1	
85	Dragon Fume	F 35	230	1	
86	Beam	F 7	45	/3\	

87	Cycle Beam	F 14	80	//5\\	
88	Searing Beam	F 36	170	///7\\	
89	Salamander	F 7	45	/3\	
90	Cerberus	F 7	50	/3\	
91	Wyvern	F 17	p150	//5\\	
92	Chimera	F 7	55	1	
93	Macetail	F 7	60	/3\	
94	Fire Dragon	F 17	140	//5\\	
95	Manticore	F 18	300	ALL	Restores 300 HP to all party members.
96	Phoenix	F 10		1	Revive a downed ally to 100% HP.
97	Fire Breath	F 13	85	/3\	
98	Juggle	F 7	40	/3\	
99	Heat Juggle	F 13	75	//5\\	
100	Fiery Juggle	F 25	150	//5\\	
101	Sword Card	F 6		1	Lowers Attack by 25%, 50% Max
102	Flame Card	F 11	60	/3\	
103	Raging Heat	F 9	45	/3\	
104	Fiery Abyss	F 18	90	//5\\	
105	Dire Inferno	F 32	200	///7\\	
106	Quick Strike	Wi 12	p180%	1	
107	Astral Blast	Wi 5	p 32	1	
108	Thunder Mine	Wi 16	p 85	1	
109	Ray	Wi 6	35	/3\	
110	Storm Ray	Wi 10	65	/3\	
111	Destruct Ray	Wi 21	150	/3\	
112	Whirlwind	Wi 5	20	/3\	Used in dungeons to solve puzzles.
113	Tornado	Wi 14	80	//5\\	
114	Tempest	Wi 27	160	//5\\	
115	Plasma	Wi 8	45	/3\	
116	Shine Plasma	Wi 18	100	//5\\	
117	Spark Plasma	Wi 37	180	///7\\	
118	Impact	Wi 7		1	Raises Attack by 25%, 50% Max
119	High Impact	Wi 12		ALL	Raises Attack by 12.5%, 25% Max
120	Ward	Wi 3		1	Raises Resistance by 40, 80 Max
121	Resist	Wi 5		ALL	Raises Resistance by 20, 80 Max
122	Sleep	Wi 5		/3\	Puts enemies to sleep.
123	Bind	Wi 4		1	Blocks an enemy's Psynergy.
124	Bolt	Wi 4	20	1	
125	Flash Bolt	Wi 7	40	/3\	
126	Blue Bolt	Wi 14	90	/3\	
127	Death Plunge	Wi 14	p 40	1	Stuns the enemy.
128	Death Leap	Wi 22	p110	1	Stuns the enemy.
129	Gale	Wi 3	18	/3\	Used in dungeons to solve puzzles.
130	Typhoon	Wi 12	75	//5\\	
131	Hurricane	Wi 25	150	//5\\	
132	Thunderclap	Wi 9	50	/3\	
133	Thunderbolt	Wi 19	110	//5\\	
134	Thunderhead	Wi 39	190	///7\\	
135	Mist	Wi 4		/3\	Deludes enemies.
136	Delude	Wi 4		/3\	Deludes enemies.
137	Shuriken	Wi 8	p 80%	/3\	
138	Drain	Wi 3	50	1	Damage to enemy is added to own HP.
139	Psy Drain	Wi 0	15	1	Damages PP instd. Dmg added to own PP.
140	Demon Spear	Wi 7		1	Raises Attack by 25%, 50% Max
141	Angel Spear	Wi 12		ALL	Raises Attack by 12.5%, 50% Max
142	Magic Shell	Wi 3		1	Raises Resistance by 40, 80 Max
143	Magic Shield	Wi 5		ALL	Raises Resistance by 20, 80 Max
144	Dull	Wi 6		1	Lowers Attack by 25%, 50% Max
145	Blunt	Wi 11		/3\	Lowers Attack by 12.5%, 50% Max
146	Slash	Wi 4	25	1	

147	Wind Slash	Wi	9	50	/3\	
148	Sonic Slash	Wi	20	120	/3\	
149	Weaken	Wi	4	1		Lowers Resistance by 40, 80 Max
150	Enfeeble	Wi	6		ALL	Lowers Resistance by 20, 80 Max
151	Whiplash	Wi	6	p140%	1	
152	Emu	Wi	10	p 75	1	
153	Harpy	Wi	10	p 80	1	
154	Gryphon	Wi	10	p 85	1	Sometimes hits for double damage.
155	Elder Wood	Wi	14	170	ALL	Restores 170 HP to all party members.
156	Backstab	Wi	16	p 35	1	Can destroy an enemy instantly.
157	Thunder Card	Wi	17	100	/3\	
158	Baffle Card	Wi	4		/3\	Deludes enemies.
159	Sleep Card	Wi	5		/3\	Puts enemies to sleep.
160	Call Dullahan	Wi	21	p300%	1	
161	Poison Flow	Wi	28	125	//5\	Badly poisons the enemy.
162	Ply	W	4	100	1	Restores 100 HP. Solves some puzzles.
163	Ply Well	W	8	200	1	Restores 200 HP.
164	Pure Ply	W	12	1000	1	Restores 1000 HP.
165	Wish	W	9	80	ALL	Restores 80 HP to all party members.
166	Wish Well	W	13	160	ALL	Restores 160 HP to all party members.
167	Pure Wish	W	20	400	ALL	Restores 400 HP to all party members.
168	Cure Poison	W	2		1	Cures Poison or Deadly Poison.
169	Douse	W	5	25	/3\	Solves some puzzles.
170	Drench	W	10	60	/3\	
171	Deluge	W	20	120	//5\	
172	Frost	W	5	20	/3\	Dungeons: Freezes standing water.
173	Tundra	W	8	45	/3\	
174	Glacier	W	15	100	/3\	
175	Restore	W	3		1	Cures certain in-battle conditions.
176	Ice	W	5	35	1	
177	Ice Horn	W	11	70	/3\	
178	Ice Missile	W	23	160	/3\	
179	Prism	W	7	40	/3\	
180	Hail Prism	W	16	90	//5\	
181	Freeze Prism	W	32	190	//5\	
182	Cutting Edge	W	5	p 32	1	
183	Plume Edge	W	15	p 80	1	
184	Break	W	5		ALL	Neutralizes all enemy stat modification.
185	Froth	W	5	28	/3\	
186	Froth Sphere	W	12	65	//5\	
187	Froth Spiral	W	31	150	///7\	
188	Diamond Dust	W	6	p 34	1	
189	Diamond Berg	W	17	p 92	1	
190	Cool	W	6	35	/3\	
191	Supercool	W	14	80	//5\	
192	Megacool	W	33	180	///7\	
193	Pixie	W	5	115	1	Restores 115 HP.
194	Faery	W	5	120	1	Restores 120 HP.
195	Weird Nymph	W	5	125	1	Restores 125 HP.
196	Succubus	W	9	250	1	Restores 250 HP.
197	Estre Wood	W	14	180	ALL	Restores 180 HP to all party members.
198	Blue Dragon	W	17	130	//5\	
199	Frost Card	W	28	175	/3\	
200	Call Zombie	W	5	40	1	
201	Wild Wolf		3	p 30	1	
202	Roc		22	p140	1	
203	Orc		3	p 35	1	
204	Carry	E	2		1	
205	Force		2		1	
206	Catch	E	1		1	

207	Cloak	W	1	ALL
208	Lift	W	2	1
209	Halt	Wi	2	1
210	Move	F	2	1
211	Retreat	E	6	ALL
212	Mind Read	Wi	1	1
213	Reveal	Wi	1	1
214	Avoid	W	5	ALL
215	Lash	Wi	1	1
216	Hover	Wi	2	ALL
217	Scoop	E	1	1
218	Tremor	E	1	1
219	Sand	E	2	ALL
220	Pound	F	2	1
221	Cyclone	Wi	2	1
222	Blaze	F	1	1
223	Grind	E	2	1
224	Teleport	Wi	3	ALL
225	Burst	F	2	1
226	Parch	W	2	1

SUMMONS

Basically, summons are advanced Psynergy. You need a certain number of Standby Djinn to use these. They are more effective against boss enemies. I suggest using summons for two purposes: boss fights and battling wild Djinn. Summons have a base damage and a percent damage. This percent damage is the percent of the foe's maximum HP. Here they all are...

Num	Summon	Djinn			Base	Pct	Ability	Location
		E	F	Wi				
1	Venus	1			30	3%		
2	Ramses	2			60	6%		
3	Cybele	3			120	9%		
4	Judgment	4			240	12%		
5	Mars		1		30	3%		
6	Kirin		2		60	6%		
7	Tiamat		3		120	9%		
8	Meteor		4		240	12%		
9	Jupiter			1	30	3%		
10	Atlanta			2	60	6%		
11	Procne			3	120	9%		
12	Thor			4	240	12%		
13	Mercury				30	3%		
14	Nereid			2	60	6%		
15	Neptune			3	120	9%		
16	Boreas			4	240	12%		
17	Zagan	1	1		50	6%	-25% Defense, 50% Max	Indra Cavern
18	Flora	1		2	80	9%	Puts foes to sleep.	Air's Rock
19	Megaera	1	1		40	6%	+12.5% Atk. your party	Osenia Cavern
20	Moloch		1	2	100	9%	-50% Agility, 50% Max	Madra Catacomb
21	Ulysses		2	2	160	12%	Target loses next turn	Izumo Catacomb
22	Eclipse		3	2	300	15%	-25% Attack, 50% Max	Lemuria Spring
23	Coatlucue		3	3	c 60		Regen. 60% HP each turn	SW Atteka Cave
24	Haures	3	2		270	15%	Badly poisons foes.	Angara Cavern
25	Catastrophe	3	5		400	24%	-10% opponent's PP.	Islet Cave
26	Daedalus	3	4		100	7%	Missile attack nxt turn	Y. Desert Cave
	<MISSILE>				250	15%		
27	Azul	3		4	330	21%	Stuns foes.	Treasure Isle

28	Charon	8	2	500	30%	May one-hit kill foes.	Anemos Sanctum
29	Iris	9	4	800	40%	Fully restores party.	Anemos Sanctum

Djinn

There are four kinds of Djinn, based on function:

Attack Djinn = Damages enemy. May/may not inflict a special condition.

Support Djinn = Supports party with shielding or reviving.

Healing Djinn = Restores HP, PP, or cures statuses.

Status Djinn = Increases party Stats/decreases enemy stats/gives bad conditions to enemy, but no damage.

All Djinni attacks are element physical attacks. There are a total of 72 Djinn in the game.

The bases follow the same rules as Psynergy/Summons tables, except there is no "p" displayed for physical attacks.

Num	Name	Elm	Type	Base	Fight	Effect
-----	------	-----	------	------	-------	--------

- | | | | | | | |
|--|---------|--------|---------|--------|--------|--------------------------------------|
| 1 | Flint | E | Attack | 160% | No | Standard attack. |
| Location: World Map (South of Vale) | | | | | | |
| HP +8 | PP +4 | ATK +3 | DEF +0 | AGL +0 | LCK +0 | |
| 2 | Granite | E | Support | | No | Shield Up: Reduces damage by 50%. |
| Location: Kolima (find secret passage behind house) | | | | | | |
| HP +9 | PP +0 | ATK +0 | DEF +2 | AGL +2 | LCK +1 | |
| 3 | Quartz | E | Support | | Yes | Revives downed ally to 50% HP. |
| Location: Mogall Forest (last area) | | | | | | |
| HP +10 | PP +3 | ATK +0 | DEF +0 | AGL +3 | LCK +0 | |
| 4 | Vine | E | Status | | Yes | Lowers Agility by 50%, 50% Max. |
| Location: World Map (island west of Lamakan Desert) | | | | | | |
| HP +12 | PP +4 | ATK +0 | DEF +3 | AGL +0 | LCK +1 | |
| 5 | Sap | E | Attack | 50 | No | Adds 50% of damage to your HP. |
| Location: Vault (go through cave) | | | | | | |
| HP +10 | PP +0 | ATK +3 | DEF +0 | AGL +0 | LCK +1 | |
| 6 | Ground | E | Status | | No | Paralyzes a foe for one turn. |
| Location: Kalay Docks (North Side) | | | | | | |
| HP +9 | PP +3 | ATK +0 | DEF +0 | AGL +3 | LCK +0 | |
| 7 | Bane | E | Attack | 60 | No | Badly Poisons foes. |
| Location: Crossbone Isle (6th Cave) | | | | | | |
| HP +12 | PP +0 | ATK +4 | DEF +0 | AGL +0 | LCK +0 | |
| 8 | Echo | E | Attack | 160% | No | Standard attack. |
| Location: World Map (South of Daila) | | | | | | |
| HP +9 | PP +4 | ATK +3 | DEF +0 | AGL +0 | LCK +0 | |
| 9 | Iron | E | Status | | Yes | Raises Defense by 25%, 50% Max |
| Location: World Map (West of Madra, in a forest) | | | | | | |
| HP +11 | PP +0 | ATK +0 | DEF +2 | AGL +3 | LCK +0 | |
| 10 | Steel | E | Attack | 130% | Yes | Adds 50% of damage to your HP. |
| Location: Gabomba Statue | | | | | | |
| HP +9 | PP +0 | ATK +4 | DEF +0 | AGL +2 | LCK +2 | |
| 11 | Mud | E | Status | | Yes | Lowers Agility by 50%, 50% Max. |
| Location: Gabomba Catacomb (Need Cyclone Chip) | | | | | | |
| HP +10 | PP +0 | ATK +4 | DEF +0 | AGL +3 | LCK +0 | |
| 12 | Flower | E | Healing | | Yes | Restore 30% HP to all party members. |
| Location: Taopo Swamp | | | | | | |
| HP +12 | PP +4 | ATK +0 | DEF +0 | AGL +0 | LCK +0 | |
| 13 | Meld | E | Attack | 0 | Yes | Strongest two allies attack at once. |
| Location: Islet Cave | | | | | | |
| HP +9 | PP +0 | ATK +0 | DEF +0 | AGL +4 | LCK +1 | |
| 14 | Petra | E | Status | | Yes | Paralyzes a foe for one turn. |
| Location: World Map (Northeast of Shaman Village Area) | | | | | | |

HP +11 PP +0 ATK +0 DEF +3 AGL +0 LCK +0
 15 Salt E Healing No Removes all bad statuses from party.
 Location: Contigo (Use Scoop in the middle of the weeds)

HP +9 PP +5 ATK +0 DEF +0 AGL +0 LCK +1
 16 Geode E Attack 190% No Standard attack.
 Location: Atteka Inlet (Need Cyclone and Lift Psynergies)

HP +12 PP +0 ATK +6 DEF +0 AGL +0 LCK +0
 17 Mold E Attack 80 No Causes an enemy to attack his comrade.
 Location: Prox

HP +8 PP +0 ATK +4 DEF +0 AGL +2 LCK +1
 18 Crystal E Healing Yes Restore 50% HP to all party members.
 Location: Yampi Desert Cave

HP +10 PP +5 ATK +0 DEF +2 AGL +0 LCK +0
 19 Forge F Status Yes Raises Attack by 25%, 50% Max.
 Location: Goma Cave

HP +10 PP +0 ATK +2 DEF +0 AGL +2 LCK +2
 20 Fever F Attack 30 No Deludes the target.
 Location: Imil Falls Cave

HP +8 PP +0 ATK +3 DEF +0 AGL +2 LCK +0
 21 Corona F Status Yes Raises Defense by 25%, 50% Max
 Location: World Map (north of Xian, on an island)

HP +12 PP +3 ATK +0 DEF +3 AGL +0 LCK +1
 22 Scorch F Attack 50 No Stuns the enemy.
 Location: Kalay Tunnel

HP +8 PP +0 ATK +3 DEF +0 AGL +0 LCK +0
 23 Ember F Healing No Restores 7% PP to entire party.
 Location: Tolbi

HP +9 PP +4 ATK +0 DEF +2 AGL +2 LCK +0
 24 Flash F Support Yes Shield Up: Reduces damage by 90%.
 Location: Suhalla Desert

HP +14 PP +3 ATK +0 DEF +2 AGL +0 LCK +0
 25 Torch F Attack 30 No Pierces 50% of enemy's defense.
 Location: Lalivero

HP +9 PP +0 ATK +3 DEF +0 AGL +0 LCK +1
 26 Cannon F Attack 40 Yes Standard attack.
 Location: Dekhan Plateau

HP +10 PP +0 ATK +3 DEF +0 AGL +0 LCK +0
 27 Spark F Support No Revives a downed ally to 60% HP.
 Location: Mikasalla (need Scoop Psynergy)

HP +11 PP +0 ATK +6 DEF +0 AGL +0 LCK +0
 28 Kindle F Status Yes Raises Attack by 25%, 50% Max
 Location: Gondowan Cliffs

HP +8 PP +0 ATK +5 DEF +0 AGL +0 LCK +1
 29 Char F Attack 50 No Stuns the enemy.
 Location: Madra (in exchange for Healing Fungus)

HP +9 PP +0 ATK +2 DEF +0 AGL +2 LCK +1
 30 Coal F Status No Raises Agility by 100%, 100% Max
 Location: Izumo (from Kushinada)

HP +11 PP +3 ATK +0 DEF +0 AGL +3 LCK +0
 31 Reflux F Attack Yes Counterattack with Fire Physical Attack
 Location: Tundaria Tower

HP +9 PP +0 ATK +0 DEF +3 AGL +0 LCK +2
 32 Core F Attack 40 Yes Pierces 50% of enemy's defense.
 Location: World Map (SW of Jupiter Lighthouse)

HP +8 PP +0 ATK +4 DEF +2 AGL +0 LCK +0
 33 Tinder F Support No Revives a downed ally to 100% HP.
 Location: Hesperia Settlement

HP +12 PP +5 ATK +0 DEF +0 AGL +0 LCK +0
 34 Shine F Attack 60 No Deludes ALL enemies, not just the target
 Location: Contigo (CANNOT get without transferring data)

HP +9 PP +5 ATK +0 DEF +0 AGL +0 LCK +1

35 Fury F Attack 70 Yes Haunts foes.

Location: Magma Rock

HP +12 PP +4 ATK +0 DEF +0 AGL +0 LCK +0

36 Fugue F Attack 18 Yes Attacks PP instead.

Location: Mars Lighthouse

HP +11 PP +4 ATK +0 DEF +2 AGL +0 LCK +0

37 Gust Wi Attack 10 No Sometimes hits for double damage.

Location: Bilibin Warehouse

HP +9 PP +0 ATK +2 DEF +0 AGL +2 LCK +0

38 Breeze Wi Status Yes Raises Resistance by 40, 80 Max

Location: Tret Tree (Outside of tree, upper-right)

HP +12 PP +5 ATK +0 DEF +2 AGL +0 LCK +1

39 Zephyr Wi Status Yes Raises Agility by 100%, 100% Max

Location: Fuchin Falls Cave

HP +11 PP +3 ATK +0 DEF +0 AGL +2 LCK +1

40 Smog Wi Attack 60 No Deludes enemies.

Location: Lamakan Desert (Area 2, use Reveal)

HP +9 PP +0 ATK +3 DEF +0 AGL +0 LCK +0

41 Kite Wi Support No Attack twice next turn.

Location: Vale Cave (use Halt)

HP +8 PP +4 ATK +0 DEF +0 AGL +3 LCK +0

42 Squall Wi Attack 140% Yes Stuns enemies.

Location: Altmiller Cave

HP +10 PP +0 ATK +5 DEF +0 AGL +0 LCK +0

43 Luff Wi Status Yes Blocks a foe's Psynergy.

Location: Babi Lighthouse

HP +11 PP +5 ATK +0 DEF +2 AGL +0 LCK +1

44 Breath Wi Healing Yes Restore 40% Max HP. Always goes first.

Location: Shrine of the Sea God

HP +9 PP +0 ATK +0 DEF +0 AGL +3 LCK +1

45 Blitz Wi Attack 30 Yes Stuns foes.

Location: Yampi Desert

HP +10 PP +4 ATK +3 DEF +0 AGL +0 LCK +0

46 Ether Wi Healing No Restores 30% Max PP.

Location: Garoh (clear Air's Rock first)

HP +8 PP +4 ATK +0 DEF +0 AGL +3 LCK +2

47 Waft Wi Attack 40 Yes Puts the enemy to sleep.

Location: Kibombo Mountains

HP +11 PP +0 ATK +4 DEF +0 AGL +0 LCK +0

48 Haze Wi Support No Immunity to all effects for one turn.

Location: Apojii Islands (get Sand Psynergy first)

HP +10 PP +0 ATK +0 DEF +2 AGL +3 LCK +2

49 Wheeze Wi Attack 50 Yes Badly poisons foes.

Location: World Map (SW of Tundaria Tower, on a dark patch of ice)

HP +9 PP +3 ATK +5 DEF +0 AGL +0 LCK +0

50 Aroma Wi Healing No Restore 10% Max PP.

Location: Shaman Village (clear Trial Road)

HP +11 PP +0 ATK +0 DEF +0 AGL +3 LCK +2

51 Whorl Wi Attack 40 Yes Can instantly down an enemy.

Location: Jupiter Lighthouse

HP +9 PP +0 ATK +4 DEF +2 AGL +0 LCK +0

52 Gasp Wi Status Yes Inflicts "Countdown" on ALL enemies.

Location: Trial Road (clear Jupiter Lighthouse first)

HP +12 PP +5 ATK +0 DEF +0 AGL +0 LCK +0

53 Lull Wi Support No Ends the turn immediately.

Location: Loho (need Lift Psynergy from Isaac and Co.)

HP +11 PP+6 ATK +0 DEF +0 AGL +0 LCK +0

54 Gale Wi Attack 60 Yes May force enemy to run away.

Location: Treasure Isle

HP +10 PP +0 ATK +0 DEF +0 AGL +5 LCK +3
55 Fizz W Healing No Restore 60% Max HP.
Location: Mercury Lighthouse (when Mia joins the party)
HP +9 PP +4 ATK +0 DEF +3 AGL +0 LCK +0
56 Sleet W Attack 30 Yes Lowers Attack by 25%, 50% Max
Location: Mercury Lighthouse (behind a waterfall)
HP +12 PP +0 ATK +3 DEF +0 AGL +0 LCK +1
57 Mist W Attack 130% No Puts the enemy to sleep.
Location: Xian
HP +11 PP +0 ATK +4 DEF +0 AGL +0 LCK +0
58 Spritz W Healing Yes Restore 30% Max HP.
Location: Altin Peak
HP +8 PP +4 ATK +0 DEF +0 AGL +3 LCK +0
59 Hail W Attack 40 Yes Lowers Defense by 25%, 50% Max
Location: World Map (SW of Altmiller Cave)
HP +9 PP +0 ATK +4 DEF +0 AGL +0 LCK +1
60 Tonic W Healing No Removes all bad statuses from party.
Location: Lunpa Fortress (defeat Toadonpa, then see Donpa)
HP +8 PP +3 ATK +0 DEF +2 AGL +0 LCK +2
61 Dew W Support Yes Revive a downed ally to 80% Max HP.
Location: Suhalla Gate
HP +13 PP +4 ATK +0 DEF +0 AGL +4 LCK +0
62 Fog W Attack 30 Yes Deludes enemies.
Location: Kandorean Temple
HP +9 PP +0 ATK +0 DEF +2 AGL +2 LCK +1
63 Sour W Attack 150% Yes Lowers Resistance by 25%, 50% Max
Location: World Map (NNE of Mikasalla)
HP +8 PP +4 ATK +3 DEF +0 AGL +0 LCK +0
64 Spring W Healing No Restores 70% Max HP.
Location: Kibombo (when Piers joins your party)
HP +11 PP +5 ATK +0 DEF +0 AGL +0 LCK +0
65 Shade W Support No Shield Up: Reduces damage by 60%.
Location: Kibombo (when Piers joins your party)
HP +9 PP +0 ATK +0 DEF +3 AGL +0 LCK +2
66 Chill W Attack 40 Yes Lowers Defense by 25%, 50% Max
Location: World Map (SSW of Naribwe)
HP +10 PP +3 ATK +0 DEF +2 AGL +0 LCK +0
67 Steam W Status Yes Raises Resistance by 40, 80 Max
Location: Aqua Rock (need Parch Psynergy)
HP +10 PP +0 ATK +5 DEF +0 AGL +0 LCK +0
68 Rime W Status No Blocks a foe's Psynergy.
Location: Ancient Lemuria (need Grind and Tremor Psynergies)
HP +10 PP +6 ATK +0 DEF +0 AGL +0 LCK +0
69 Gel W Attack 150% No Lowers Attack by 25%, 50% Max
Location: Kalt Island
HP +9 PP +0 ATK +5 DEF +0 AGL +2 LCK +0
70 Eddy W Support Yes All Djinn immediately recover by 1 turn.
Location: Shaman Village Cave (need Lift Psynergy from Isaac and Co.)
HP +9 PP +0 ATK +0 DEF +0 AGL +3 LCK +2
71 Balm W Support Yes Revives ALL downed allies to 60% HP.
Location: Mars Lighthouse
HP +13 PP +4 ATK +0 DEF +0 AGL +0 LCK +0
72 Serac W Attack 70 Yes May down the target instantly.
Location: Islet Cave
HP +12 PP +0 ATK +3 DEF +0 AGL +0 LCK +0

Table of Weapons and Armor (and Miscellaneous Items)

Weapons, then armor (then items).

Under Type: LB = Light Blade
LS = Long Sword
MA = Mace
AX = Axe
ST = Staff
CL = Clothing
RI = Ring
BT = Boots
AR = Armor
HE = Helmet
HA = Hat
MS = Mask
US = Undershirt
RO = Robe
SH = Shield
GL = Gloves
CR = Crown
CI = Circlet
BR = Bracelet
O = Other

Prefixes: B = Only for men
G = Only for ladies
C = Cursed Item
E = Normal attack is Earth-based
F = Normal attack is Fire-based
W = Normal attack is Water-based
A = Normal attack is Wind-based

Under Base:

"Normal" means that damage is calculated normally.

Under Sell:

0 means the item cannot be sold or dropped.

At this point I do not have data for the items you can get only with using a cheating device. Unless someone submits me this information, the items in question will be omitted from the table.

In my pre-converted version (MS Excel), I used a lot of color to illustrate things, like curses, artifacts, elements, etc. Because GameFAQs will not accept rich text format (.rtf), I had to figure out a way to get around this. I thought of putting the data in one table and the unleashes in the second, but that would be very inconvenient for you to have to look back and forth, so I merged the two tables into one. I apologize for any confusion this would cause, but I tried to balance size with convenience. Good luck :)

From Terrence Ferguson's FAQ:

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Each unleash has a base additional damage. Damage listed in the form of 'xxx' are unleashes that use a Mult Mod of 1.00, and an Add Mod of xxx. Damage listed in the form of 'xxx%' are unleashes that use an Add Mod of 0 and a Mult Mod of xxx%. The Swift Sword is marked '---' in the Dam stat; this just means it has a Mult Mod of 1.00 and an Add Mod of 0. All Weapon Specials are considered to be Elemental Physical Attacks.

The Rate of an unleash is the percentage chance it has of going off. This is worked out \*BEFORE\* chances for critical hits and other things are worked out. A few rare weapons have more than the default chance of unleash.

It is indeed possible to reach 100% chance to unleash.

End Copy & Paste

| Num     | Name           | Type | Price  | Sell   | ATK                               | DEF | AGL | LCK |
|---------|----------------|------|--------|--------|-----------------------------------|-----|-----|-----|
| Special |                |      |        |        |                                   |     |     |     |
| Unleash | Type           | Base | Rate   | Effect |                                   |     |     |     |
| 1       | Machete        | LB   | Found  | 22     | 6                                 | 0   | 0   | 0   |
| 2       | Short Sword    | LB   | 120    | 80     | 8                                 | 0   | 0   | 0   |
| 3       | Bandit's Sword | LB   | Found  | 525    | 12                                | 0   | 0   | 0   |
|         | Rapid Smash    | Wi   | 90%    | 35%    | Sometimes hits for 2x Damage      |     |     |     |
| 4       | Hunter's Sword | LB   | 520    | 390    | 28                                | 0   | 0   | 0   |
| 5       | Pirate's Sword | LB   | Found  | 1500   | 34                                | 0   | 0   | 0   |
|         | Dreamtide      | W    | 12     | 35%    | Puts the enemy to sleep.          |     |     |     |
| 6       | Elven Rapier   | ALB  | Found  | 1650   | 44                                | 0   | 0   | 0   |
|         | Vorpall Slash  | Wi   | 16     | 35%    |                                   |     |     |     |
| 7       | Hynos' Sword   | LB   | Found  | 2025   | 49                                | 0   | 0   | 0   |
|         | Moon Air       | Wi   | 18     | 35%    |                                   |     |     |     |
| 8       | Battle Rapier  | LB   | 2900   | 2175   | 58                                | 0   | 0   | 0   |
| 9       | Mystery Blade  | LB   | Found  | 4800   | 84                                | 0   | 0   | 0   |
|         | Life Nourish   | E    | 25     | 35%    | Adds damage to user's HP.         |     |     |     |
| 10      | Master Rapier  | LB   | 6800   | 5100   | 86                                | 0   | 0   | 0   |
| 11      | Assassin Blade | LB   | Found  | 5850   | 90                                | 0   | 0   | 0   |
|         | Mortal Danger  | E    | 28     | 35%    | Can instantly destroy the target. |     |     |     |
| 12      | Corsair's Edge | LB   | Found  | 4725   | 90                                | 0   | 0   | 0   |
|         | Lunar Slash    | Wi   | 25     | 35%    | Lowers Resistance by 40, 80 Max   |     |     |     |
| 13      | Ninja Blade    | LB   | 8800   | 6600   | 94                                | 0   | 0   | 0   |
|         | Cyclone Smash  | Wi   | 38     | 35%    | Lowers Resistance by 40, 80 Max   |     |     |     |
| 14      | Swift Sword    | LB   | 9400   | 7050   | 104                               | 0   | 0   | 0   |
|         | Sonic Smash    | Wi   | Normal | 35%    | Sometimes hits for 3x Damage      |     |     |     |
| 15      | Mist Sabre     | LB   | Found  | 6450   | 110                               | 0   | 0   | 0   |
|         | Searing Fog    | W    | 36     | 35%    | Deludes the target.               |     |     |     |
| 16      | Sylph Rapier   | LB   | Found  | 7575   | 124                               | 0   | 0   | 0   |
|         | Mad Zephyr     | Wi   | 40     | 35%    | Sometimes hits for 2x Damage      |     |     |     |
| 17      | Kikuichimonji  | LB   | Found  | 10050  | 128                               | 0   | 0   | 0   |
|         | Asura          | Wi   | 64     | 35%    | Sometimes pierces 50% Defense     |     |     |     |
| 18      | Pirate's Sabre | LB   | Found  | 7950   | 136                               | 0   | 0   | 0   |
|         | Scorpionfish   | F    | 43     | 35%    | Badly poisons the target.         |     |     |     |
| 19      | Burning Sword  | LB   | Found  | 10950  | 157                               | 0   | 0   | 0   |
|         | Blaze Rush     | F    | 54     | 35%    | Lowers Defense by 25%, 50% Max    |     |     |     |
| 20      | Masamune       | LB   | Found  | 12300  | 161                               | 0   | 0   | 0   |
|         | Rising Dragon  | W    | 62     | 40%    | Sometimes hits for 2x Damage      |     |     |     |

|    |                                |          |             |              |     |   |   |   |                                    |
|----|--------------------------------|----------|-------------|--------------|-----|---|---|---|------------------------------------|
| 21 | Tisiphone Edge<br>Vengeance    | LB<br>E  | Found<br>71 | 17250<br>35% | 178 | 0 | 0 | 0 | Randomly does 1x, 2x, or 3x Damage |
| 22 | Long Sword                     | LS       | 200         | 150          | 14  | 0 | 0 | 0 |                                    |
| 23 | Broad Sword                    | LS       | 1000        | 750          | 40  | 0 | 0 | 0 |                                    |
| 24 | Arctic Blade<br>Blizzard       | LS<br>W  | Found<br>18 | 1950<br>35%  | 55  | 0 | 0 | 0 | Lowers Attack by 25%, 50% Max      |
| 25 | Storm Brand<br>Hurricane       | LS<br>W  | Found<br>21 | 2925<br>35%  | 60  | 0 | 0 | 0 | Lowers Attack by 25%, 50% Max      |
| 26 | Claymore                       | LS       | 4000        | 3000         | 70  | 0 | 0 | 0 |                                    |
| 27 | Great Sword                    | LS       | 7000        | 5250         | 90  | 0 | 0 | 0 |                                    |
| 28 | Shamshir<br>Acid Bath          | LS<br>F  | 10000<br>34 | 7500<br>35%  | 99  | 0 | 0 | 0 | Lowers Attack by 25%, 50% Max      |
| 29 | Silver Blade<br>Aqua Sock      | LS<br>W  | 12000<br>42 | 9000<br>35%  | 108 | 0 | 0 | 0 |                                    |
| 30 | Robber's Blade<br>Shred        | LS<br>F  | Found<br>33 | 5700<br>35%  | 101 | 0 | 0 | 0 | Lowers Defense by 25%, 50% Max     |
| 31 | Muramasa<br>Demon Fire         | CLS<br>F | Found<br>60 | 10200<br>35% | 126 | 0 | 0 | 0 | Haunts the target.                 |
| 32 | Cloud Brand<br>Raiden's Wrath  | LS<br>Wi | Found<br>39 | 8850<br>40%  | 130 | 0 | 0 | 0 | Always pierces 100% Defense.       |
| 33 | Lightning Sword<br>Flash Edge  | LS<br>Wi | Found<br>46 | 8550<br>35%  | 134 | 0 | 0 | 0 | Deludes the target.                |
| 34 | Gaia Blade<br>Titan Blade      | ELS<br>E | Found<br>70 | 12750<br>35% | 135 | 0 | 0 | 0 |                                    |
| 35 | Soul Brand<br>Soul Shatter     | LS<br>F  | Found<br>50 | 8700<br>35%  | 141 | 0 | 0 | 0 | Adds 10% of damage to user's PP.   |
| 36 | Hestia Blade<br>Crucible Fire  | LS<br>F  | Found<br>48 | 9675<br>35%  | 145 | 0 | 0 | 0 | Lowers Agility by 50%, 50% Max     |
| 37 | Phaeton's Blade<br>Light Surge | LS<br>Wi | Found<br>51 | 10200<br>35% | 151 | 0 | 0 | 0 | Deludes the target.                |
| 38 | Huge Sword<br>Heavy Divide     | LS<br>E  | Found<br>60 | 10500<br>35% | 155 | 0 | 0 | 0 | Lowers Defense by 25%, 50% Max     |
| 39 | Mythril Blade<br>Lethe Albion  | LS<br>W  | Found<br>56 | 10950<br>35% | 160 | 0 | 0 | 0 | Blocks target's Psynergy.          |
| 40 | Rune Blade<br>Void Beam        | LS<br>Wi | Found<br>57 | 11250<br>35% | 162 | 0 | 0 | 0 | Blocks target's Psynergy.          |
| 41 | Levatine<br>Radiant Fire       | LS<br>F  | Found<br>66 | 14775<br>35% | 173 | 0 | 0 | 0 | Pierces 50% of enemy's defense.    |

|    |                                                   |          |               |              |     |   |   |   |                                  |
|----|---------------------------------------------------|----------|---------------|--------------|-----|---|---|---|----------------------------------|
| 42 | Fire Brand<br>Purgatory                           | FLS<br>F | Found<br>67   | 17550<br>35% | 176 | 0 | 0 | 0 | Puts the target to sleep.        |
| 43 | Excalibur<br>Legend                               | LS<br>Wi | Found<br>73   | 21900<br>35% | 180 | 0 | 0 | 0 | Sometimes hits for 3x Damage.    |
| 44 | Sol Blade<br>Megiddo                              | LS<br>E  | Found<br>300% | 23400<br>35% | 200 | 0 | 0 | 0 |                                  |
| 45 | Darksword<br>Acheron's Grief                      | CLS<br>E | Found<br>76   | 18150<br>35% | 210 | 0 | 0 | 0 | Badly poisons the target.        |
| 46 | Mace                                              | MA       | 80            | 60           | 6   | 0 | 0 | 0 |                                  |
| 47 | Heavy Mace                                        | MA       | 500           | 375          | 26  | 0 | 0 | 0 |                                  |
| 48 | Blow Mace<br>Boost Hack                           | MA<br>F  | Found<br>17   | 2100<br>35%  | 45  | 0 | 0 | 0 |                                  |
| 49 | Battle Mace                                       | MA       | 2600          | 1950         | 56  | 0 | 0 | 0 |                                  |
| 50 | War Mace                                          | MA       | 6200          | 4650         | 84  | 0 | 0 | 0 |                                  |
| 51 | Grievous Mace<br>Terra Strike                     | EMA<br>E | Found<br>20   | 5250<br>35%  | 88  | 0 | 0 | 0 |                                  |
| 52 | Righteous Mace<br>HP Recovery +3<br>Blinding Smog | MA<br>Wi | 8400<br>49    | 6300<br>35%  | 76  | 0 | 0 | 0 | Deludes the target.              |
| 53 | Comet Mace<br>Ice Crush                           | MA<br>W  | Found<br>34   | 6000<br>35%  | 105 | 0 | 0 | 0 | Lowers Defense by 25%, 50% Max   |
| 54 | Hagbone Mace<br>Wyrd Curse                        | MA<br>E  | Found<br>41   | 6300<br>35%  | 108 | 0 | 0 | 0 | Haunts the target.               |
| 55 | Demon Mace<br>Evil Eye                            | MA<br>E  | Found<br>38   | 6900<br>35%  | 115 | 0 | 0 | 0 | Deludes the target.              |
| 56 | Thanatos Mace<br>Heartbreak                       | MA<br>E  | Found<br>42   | 7800<br>35%  | 125 | 0 | 0 | 0 | May down the target instantly.   |
| 57 | Blessed Mace<br>HP Recovery +2                    | MA       | Found         | 10875        | 126 | 0 | 0 | 0 |                                  |
| 58 | Wicked Mace<br>Poison Death                       | CMA<br>E | Found<br>53   | 10350<br>35% | 130 | 0 | 0 | 0 | Badly poisons the target.        |
| 59 | Rising Mace<br>High Vitals                        | MA<br>Wi | Found<br>52   | 10425<br>35% | 152 | 0 | 0 | 0 | Damage is added to user's HP.    |
| 60 | Tungsten Mace<br>Hammersphere                     | MA<br>E  | Found<br>58   | 11025<br>35% | 159 | 0 | 0 | 0 | Sometimes Pierces 50% of defense |
| 61 | Battle Axe                                        | AX       | 280           | 210          | 24  | 0 | 0 | 0 |                                  |
| 62 | Themis' Axe<br>Stone Justice                      | AX<br>E  | Found<br>11   | 1425<br>35%  | 30  | 0 | 0 | 0 | Lowers Agility by 50%, 50% Max   |
| 63 | Broad Axe                                         | AX       | 1400          | 1050         | 50  | 0 | 0 | 0 |                                  |

|    |                                                 |     |       |       |                                   |   |   |   |
|----|-------------------------------------------------|-----|-------|-------|-----------------------------------|---|---|---|
| 64 | Great Axe                                       | AX  | 5200  | 3900  | 80                                | 0 | 0 | 0 |
| 65 | Vulcan Axe                                      | FAX | Found | 3450  | 76                                | 0 | 0 | 0 |
|    | Barrage                                         | F   | 20    | 35%   | Stuns foes.                       |   |   |   |
| 66 | Disk Axe                                        | AX  | Found | 3525  | 76                                | 0 | 0 | 0 |
|    | Power Drive                                     | F   | 24    | 35%   |                                   |   |   |   |
| 67 | Burning Axe                                     | FAX | Found | 5625  | 84                                | 0 | 0 | 0 |
|    | Broil                                           | F   | 23    | 35%   |                                   |   |   |   |
| 68 | Captain's Axe                                   | AX  | Found | 5100  | 95                                | 0 | 0 | 0 |
|    | Use as an item to raise Defense by 25%, 50% Max |     |       |       |                                   |   |   |   |
| 69 | Dragon Axe                                      | AX  | 10300 | 7725  | 100                               | 0 | 0 | 0 |
|    | Heat Mirage                                     | F   | 21    | 35%   | Deludes the target.               |   |   |   |
| 70 | Giant Axe                                       | AX  | Found | 10500 | 114                               | 0 | 0 | 0 |
|    | Meltdown                                        | F   | 47    | 35%   | Lowers Defense by 25%, 50% Max    |   |   |   |
| 71 | Tartarus Axe                                    | AX  | Found | 8100  | 127                               | 0 | 0 | 0 |
|    | Vein Tap                                        | E   | 43    | 35%   | Adds 100% of damage to user's HP. |   |   |   |
| 72 | Demon Axe                                       | CAX | Found | 12000 | 132                               | 0 | 0 | 0 |
|    | Poison Cloud                                    | E   | 55    | 35%   | Poisons the target.               |   |   |   |
| 73 | Viking Axe                                      | AX  | Found | 8250  | 137                               | 0 | 0 | 0 |
|    | Stun Bolt                                       | Wi  | 47    | 35%   | Stuns the target.                 |   |   |   |
| 74 | Mighty Axe                                      | AX  | Found | 8925  | 142                               | 0 | 0 | 0 |
|    | Heat Shatter                                    | F   | 41    | 35%   | Lowers Resistance by 40, 80 Max   |   |   |   |
| 75 | Apollo's Axe                                    | AX  | Found | 11400 | 158                               | 0 | 0 | 0 |
|    | Flare Burst                                     | F   | 56    | 35%   | Adds 100% of damage to user's HP. |   |   |   |
| 76 | Gaia's Axe                                      | AX  | Found | 12300 | 163                               | 0 | 0 | 0 |
|    | Mother Earth                                    | E   | 59    | 35%   | Puts foes to sleep.               |   |   |   |
| 77 | Stellar Axe                                     | AX  | Found | 14775 | 171                               | 0 | 0 | 0 |
|    | Supernova                                       | Wi  | 63    | 35%   | Stuns the enemy.                  |   |   |   |
| 78 | Wooden Stick                                    | ST  | 40    | 30    | 4                                 | 0 | 0 | 0 |
| 79 | Shaman's Rod                                    | ST  | Found | 0     | 10                                | 0 | 0 | 0 |
| 80 | Magic Rod                                       | ST  | 380   | 285   | 16                                | 0 | 0 | 0 |
|    | Murk                                            | Wi  | 10    | 35%   | Puts the target to sleep.         |   |   |   |
| 81 | Witch's Wand                                    | ST  | 860   | 645   | 32                                | 0 | 0 | 0 |
|    | Stun Voltage                                    | Wi  | 12    | 35%   | Stuns the target.                 |   |   |   |
| 82 | Blessed Ankh                                    | ST  | 1600  | 1200  | 44                                | 0 | 0 | 0 |
|    | Psyphon Seal                                    | Wi  | 14    | 35%   | Blocks the target's Psynergy.     |   |   |   |
| 83 | Psynergy Rod                                    | ST  | 3800  | 2850  | 64                                | 0 | 0 | 0 |
|    | Psy Leech                                       | W   | 22    | 35%   | Adds 10% of damage to user's PP.  |   |   |   |
| 84 | Frost Wand                                      | WST | 5400  | 4050  | 76                                | 0 | 0 | 0 |
|    | Frost Bite                                      | W   | 28    | 35%   | Stuns the target.                 |   |   |   |

|     |                                                   |     |       |       |                                    |    |   |   |  |
|-----|---------------------------------------------------|-----|-------|-------|------------------------------------|----|---|---|--|
| 85  | Angelic Ankh                                      | ST  | 6400  | 4800  | 83                                 | 0  | 0 | 0 |  |
|     | Life Leech                                        | W   | 29    | 35%   | Adds 100% of damage to user's HP.  |    |   |   |  |
| 86  | Staff of Anubis                                   | ST  | Found | 4125  | 83                                 | 0  | 0 | 0 |  |
|     | Sarcophagus                                       | E   | 30    | 35%   | Haunts the target.                 |    |   |   |  |
| 87  | Demonic Staff                                     | CST | 10000 | 7500  | 92                                 | 0  | 0 | 0 |  |
|     | Bad Omen                                          | E   | 43    | 35%   | Haunts the target.                 |    |   |   |  |
| 88  | Cloud Wand                                        | ST  | Found | 5250  | 98                                 | 0  | 0 | 0 |  |
|     | Stun Cloud                                        | W   | 31    | 35%   | Stuns the target.                  |    |   |   |  |
| 89  | Zodiac Wand                                       | ST  | Found | 9550  | 102                                | 0  | 0 | 0 |  |
|     | Shining Star                                      | Wi  | 57    | 35%   | Deludes the target.                |    |   |   |  |
| 90  | Crystal Rod                                       | ST  | 13400 | 10050 | 106                                | 0  | 0 | 0 |  |
|     | Drown                                             | W   | 47    | 35%   | May destroy the target instantly.  |    |   |   |  |
| 91  | Glower Staff                                      | ST  | Found | 7575  | 126                                | 0  | 0 | 0 |  |
|     | Flash Force                                       | W   | 44    | 35%   | Blocks the target's Psynergy.      |    |   |   |  |
| 92  | Dracomace                                         | ST  | Found | 7875  | 128                                | 0  | 0 | 0 |  |
|     | Aging Gas                                         | Wi  | 45    | 35%   | Adds 100% of damage to user's HP.  |    |   |   |  |
| 93  | Fireman's Pole                                    | ST  | Found | 6150  | 130                                | 0  | 0 | 0 |  |
|     | Use as an item to raise Resistance by 40, 80 Max  |     |       |       |                                    |    |   |   |  |
| 94  | Goblin's Rod                                      | ST  | Found | 7350  | 134                                | 0  | 0 | 0 |  |
|     | Sargasso                                          | W   | 39    | 35%   | May destroy the target instantly.  |    |   |   |  |
| 95  | Meditation Rod                                    | ST  | Found | 10050 | 151                                | 0  | 0 | 0 |  |
|     | Nirvana                                           | Wi  | 50    | 35%   | Adds 10% of damage to user's PP.   |    |   |   |  |
| 96  | Salamander Rod                                    | ST  | Found | 10725 | 156                                | 0  | 0 | 0 |  |
|     | Fire Dance                                        | F   | 51    | 35%   | Lowers Attack by 25%, 50% Max      |    |   |   |  |
| 97  | Nebula Wand                                       | ST  | Found | 11400 | 165                                | 0  | 0 | 0 |  |
|     | Reverse Star                                      | W   | 58    | 35%   | Adds 10% of damage to user's PP.   |    |   |   |  |
| 98  | Clotho's Distaff                                  | ST  | Found | 12900 | 168                                | 0  | 0 | 0 |  |
|     | Use as an item to restore 1000 HP.                |     |       |       |                                    |    |   |   |  |
| 99  | Atropos' Rod                                      | ST  | Found | 14175 | 169                                | 0  | 0 | 0 |  |
|     | Life Shear                                        | F   | 114   | 40%   | May destroy the target instantly.  |    |   |   |  |
| 100 | Lachesis' Rule                                    | ST  | Found | 16275 | 177                                | 0  | 0 | 0 |  |
|     | Apocalypse                                        | Wi  | 125   | 40%   | Puts target on a 7-turn countdown. |    |   |   |  |
| 101 | Cotton Shirt                                      | CL  | 20    | 15    | 0                                  | 3  | 0 | 0 |  |
| 102 | Travel Vest                                       | CL  | 50    | 37    | 0                                  | 7  | 0 | 0 |  |
| 103 | Fur Coat                                          | CL  | Found | 300   | 0                                  | 16 | 0 | 0 |  |
|     | Water Resistance +15                              |     |       |       |                                    |    |   |   |  |
|     | NOTE: If you sell this, it cannot be repurchased. |     |       |       |                                    |    |   |   |  |
| 104 | Adept's Clothes                                   | CL  | 850   | 637   | 0                                  | 18 | 0 | 0 |  |
|     | Maximum PP +8                                     |     |       |       |                                    |    |   |   |  |

|     |                                                                                               |    |       |       |   |    |      |                      |
|-----|-----------------------------------------------------------------------------------------------|----|-------|-------|---|----|------|----------------------|
| 105 | Elven Shirt                                                                                   | CL | Found | 1275  | 0 | 22 | 150% | 0                    |
| 106 | Full Metal Vest                                                                               | CL | Found | 825   | 0 | 21 | 0    | 0                    |
| 107 | Kimono<br>Fire Reststance +10                                                                 | CL | Found | 2100  | 0 | 25 | 10   | 0                    |
| 108 | Silver Vest                                                                                   | CL | 3200  | 2400  | 0 | 28 | 0    | 0                    |
| 109 | Festival Coat                                                                                 | CL | Found | 2100  | 0 | 28 | 0    | 10                   |
| 110 | Water Jacket<br>Fire Resistance +20                                                           | CL | Found | 2250  | 0 | 30 | 0    | 0                    |
|     |                                                                                               |    |       |       |   |    |      | Water Resistance +30 |
| 111 | Ninja Garb<br>Wind Resistance +10                                                             | CL | Found | 5175  | 0 | 36 | 30   | 0                    |
| 112 | Wild Coat                                                                                     | CL | Found | 3000  | 0 | 37 | 40   | 0                    |
| 113 | Floral Dress<br>Use as an item to put the enemy to sleep.                                     | CL | Found | 4950  | 0 | 38 | 0    | 0                    |
| 114 | Faery Vest<br>Use as an item to restore 200 HP.                                               | CL | Found | 5175  | 0 | 38 | 0    | 0                    |
| 115 | Storm Gear<br>Fire. Wind, and Water Reststances +30 each.                                     | CL | Found | 8800  | 0 | 42 | 0    | 0                    |
| 116 | Triton's Ward<br>Water Power +30, Water Resistance +70                                        | CL | Found | 16200 | 0 | 47 | 0    | 0                    |
| 117 | Erinyes Tunic<br>Critical Hit/Weapon Unleash Rate +10%                                        | CL | Found | 7800  | 5 | 45 | 0    | 0                    |
| 118 | Mythril Clothes<br>Critical Hit/Weapon Unleash Rate +15%                                      | CL | Found | 11175 | 0 | 49 | 0    | 0                    |
| 119 | Adept Ring<br>Use as an item to restore 7 PP.                                                 | RI | Found | 2325  | 0 | 0  | 0    | 0                    |
| 120 | War Ring<br>Use as an item to raise Attack by 25%, 50% Max                                    | RI | Found | 1950  | 0 | 0  | 0    | 0                    |
| 121 | Sleep Ring<br>Use as an item to put foes to sleep.                                            | RI | Found | 1050  | 0 | 0  | 0    | 0                    |
| 122 | Healing Ring<br>Use as an item to restore 70 HP.                                              | RI | Found | 600   | 0 | 0  | 0    | 0                    |
| 123 | Unicorn Ring<br>Use as an item to cure poison or venom.                                       | RI | Found | 825   | 0 | 0  | 0    | 0                    |
| 124 | Fairy Ring<br>Use as an item to cure anything that can be cured with Elixir.                  | RI | Found | 2175  | 0 | 0  | 0    | 0                    |
| 125 | Cleric's Ring<br>Removes the in-battle effects of cursed items. You still cannot remove them. | RI | Found | 4800  | 0 | 0  | 0    | 0                    |
| 126 | Guardian Ring<br>Maximum HP +20                                                               | RI | Found | 1275  | 0 | 4  | 0    | 0                    |

|                                                                 |                  |    |       |       |    |    |     |   |
|-----------------------------------------------------------------|------------------|----|-------|-------|----|----|-----|---|
| 127                                                             | Spirit Ring      | RI | Found | 2700  | 0  | 0  | 0   | 0 |
| Use as an item to restore 160 HP to all allies.                 |                  |    |       |       |    |    |     |   |
| 128                                                             | Stardust Ring    | RI | Found | 1875  | 0  | 0  | 0   | 0 |
| Use as an item to block a foe's Psynergy.                       |                  |    |       |       |    |    |     |   |
| 129                                                             | Golden Ring      | RI | Found | 3000  | 0  | 0  | 0   | 0 |
| Use as an item to raise Resistance of whole party by 20, 80 Max |                  |    |       |       |    |    |     |   |
| 130                                                             | Hyper Boots      | BT | Found | 1800  | 0  | 4  | 0   | 0 |
| Critical Hit/Weapon Unleash Rate +12%                           |                  |    |       |       |    |    |     |   |
| 131                                                             | Quick Boots      | BT | Found | 1575  | 0  | 3  | 20  | 0 |
| 132                                                             | Fur Boots        | BT | Found | 900   | 0  | 2  | 0   | 0 |
| Water Resistance +15                                            |                  |    |       |       |    |    |     |   |
| 133                                                             | Turtle Boots     | BT | Found | 400   | 0  | 3  | 50% | 0 |
| 134                                                             | Leather Boots    | BT | 270   | 202   | 0  | 6  | 0   | 0 |
| 135                                                             | Safety Boots     | BT | 700   | 525   | 0  | 12 | 70% | 0 |
| 136                                                             | Dragon Boots     | BT | Found | 3150  | 0  | 13 | 0   | 0 |
| Earth, Fire, and Water Resistances +10 each                     |                  |    |       |       |    |    |     |   |
| 137                                                             | Golden Boots     | BT | Found | 3300  | 0  | 15 | 30  | 0 |
| 138                                                             | Leather Armor    | AR | 240   | 180   | 0  | 12 | 0   | 0 |
| 139                                                             | Psynergy Armor   | AR | 1000  | 750   | 0  | 21 | 0   | 0 |
| Maximum PP +20                                                  |                  |    |       |       |    |    |     |   |
| 140                                                             | Chain Mail       | AR | 2000  | 1500  | 0  | 25 | 0   | 0 |
| 141                                                             | Ixion Mail       | AR | Found | 975   | 0  | 26 | 0   | 0 |
| Wind, Water Resistances +20 Each                                |                  |    |       |       |    |    |     |   |
| 142                                                             | Armored Shell    | AR | 3600  | 2700  | 0  | 30 | 0   | 0 |
| 143                                                             | Spirit Armor     | AR | Found | 3000  | 0  | 32 | 0   | 0 |
| All Resistances +15 Each                                        |                  |    |       |       |    |    |     |   |
| 144                                                             | Plate Mail       | AR | 4400  | 3300  | 0  | 33 | 0   | 0 |
| 145                                                             | Spiked Armor     | AR | Found | 10500 | 10 | 34 | 0   | 0 |
| Critical Hit/Weapon Unleash Rate +6%                            |                  |    |       |       |    |    |     |   |
| 146                                                             | Steel Armor      | AR | 4900  | 3675  | 0  | 36 | 0   | 0 |
| 147                                                             | Planet Armor     | AR | Found | 3600  | 0  | 36 | 0   | 0 |
| All Powers +10 Each                                             |                  |    |       |       |    |    |     |   |
| 148                                                             | Phantasmal Armor | AR | Found | 4350  | 0  | 38 | 0   | 7 |
| Use as an item in battle to delude all enemies.                 |                  |    |       |       |    |    |     |   |
| 149                                                             | Asura's Armor    | AR | Found | 11250 | 5  | 42 | 0   | 0 |
| HP Recovery +8                                                  |                  |    |       |       |    |    |     |   |



|     |                                       |     |       |       |      |    |    |   |                                       |
|-----|---------------------------------------|-----|-------|-------|------|----|----|---|---------------------------------------|
| 150 | Erebus Armor                          | AR  | Found | 6750  | 0    | 43 | 0  | 0 |                                       |
|     | HP Recovery +6                        |     |       |       |      |    |    |   |                                       |
| 151 | Dragon Scales                         | AR  | Found | 12750 | 0    | 44 | 0  | 0 |                                       |
|     | Water and Fire Resistances +30 Each   |     |       |       |      |    |    |   |                                       |
| 152 | Dragon Mail                           | AR  | Found | 7275  | 0    | 44 | 0  | 0 |                                       |
|     | Water and Fire Resistances +15 Each   |     |       |       |      |    |    |   |                                       |
| 153 | Chronos Mail                          | AR  | Found | 9825  | 0    | 47 | 0  | 0 |                                       |
|     | Maximum HP +20                        |     |       |       |      |    |    |   |                                       |
| 154 | Stealth Armor                         | CAR | Found | 10500 | 0    | 48 | 0  | 0 |                                       |
|     | Earth Resistance -10                  |     |       |       |      |    |    |   |                                       |
| 155 | Demon Mail                            | CAR | Found | 12750 | 0    | 50 | 0  | 0 |                                       |
|     | Wind Resistance -10                   |     |       |       |      |    |    |   |                                       |
| 156 | Xylion Armor                          | AR  | Found | 16875 | 12   | 50 | 0  | 0 |                                       |
| 157 | Valkyrie Mail                         | AR  | Found | 19125 | 0    | 53 | 0  | 0 |                                       |
|     | Critical Hit/Weapon Unleash Rate +20% |     |       |       |      |    |    |   |                                       |
| 158 | Open Helm                             | HE  |       | 180   | 135  | 0  | 9  | 0 | 0                                     |
| 159 | Bronze Helm                           | HE  |       | 600   | 450  | 0  | 16 | 0 | 0                                     |
| 160 | Iron Helm                             | HE  |       | 1600  | 1200 | 0  | 20 | 0 | 0                                     |
| 161 | Steel Helm                            | HE  |       | 3100  | 2325 | 0  | 27 | 0 | 0                                     |
| 162 | Adept's Helm                          | HE  | Found | 2775  |      | 0  | 29 | 0 | 0                                     |
|     | Maximum PP x120%                      |     |       |       |      |    |    |   |                                       |
| 163 | Viking Helm                           | HE  | Found | 3000  |      | 0  | 30 | 0 | 0                                     |
|     | Water Resistance +30                  |     |       |       |      |    |    |   |                                       |
| 164 | Silver Helm                           | HE  |       | 3900  | 2925 | 0  | 30 | 0 | 0                                     |
| 165 | Knight's Helm                         | HE  |       | 4600  | 3450 | 0  | 33 | 0 | 0                                     |
| 166 | Warrior's Helm                        | HE  | Found | 7500  |      | 0  | 35 | 0 | 0                                     |
|     | Earth Power +10                       |     |       |       |      |    |    |   | Critical Hit/Weapon Unleash Rate +10% |
| 167 | Dragon Helm                           | HE  | Found | 6675  |      | 0  | 42 | 0 | 0                                     |
|     | Water and Fire Resistances +20 Each   |     |       |       |      |    |    |   |                                       |
| 168 | Minerva Helm                          | HE  | Found | 6525  |      | 0  | 43 | 0 | 0                                     |
|     | Maximum PP +20                        |     |       |       |      |    |    |   |                                       |
| 169 | Mythril Helm                          | HE  | Found | 8550  |      | 0  | 44 | 0 | 0                                     |
|     | Critical Hit/Weapon Unleash Rate +12% |     |       |       |      |    |    |   |                                       |
| 170 | Millenium Helm                        | HE  | Found | 8550  |      | 0  | 45 | 0 | 0                                     |
|     | Maximum HP +20                        |     |       |       |      |    |    |   |                                       |
| 171 | Fear Helm                             | CHE | Found | 9600  | 10   | 48 | 0  | 0 |                                       |
| 172 | Gloria Helm                           | HE  | Found | 10350 |      | 0  | 49 | 0 | 0                                     |
|     | HP Recovery +10                       |     |       |       |      |    |    |   |                                       |

|     |                                                  |     |       |      |   |    |    |                                      |
|-----|--------------------------------------------------|-----|-------|------|---|----|----|--------------------------------------|
| 173 | Leather Cap                                      | HA  | 30    | 22   | 0 | 3  | 0  | 0                                    |
| 174 | Wooden Cap                                       | HA  | 400   | 300  | 0 | 10 | 0  | 0                                    |
| 175 | Nurse Cap                                        | HA  | Found | 900  | 0 | 18 | 0  | 0                                    |
|     | Use as an item to restore 70 HP.                 |     |       |      |   |    |    |                                      |
| 176 | Lure Cap                                         | HA  | Found | 2250 | 0 | 20 | 0  | 0                                    |
|     | Increases random battles.                        |     |       |      |   |    |    |                                      |
| 177 | Mail Cap                                         | HA  | 2000  | 1500 | 0 | 23 | 0  | 0                                    |
| 178 | Ninja Hood                                       | HA  | Found | 2100 | 0 | 28 | 20 | 0                                    |
| 179 | Thorn Crown                                      | HA  | Found | 2475 | 8 | 28 | 0  | 0                                    |
| 180 | Prophet's Hat                                    | HA  | Found | 3450 | 0 | 30 | 0  | 0                                    |
|     | Use as an item to inflict Countdown on an enemy. |     |       |      |   |    |    |                                      |
| 181 | Lucky Cap                                        | HA  | Found | 3900 | 0 | 33 | 0  | 0                                    |
|     | PP Recovery +2                                   |     |       |      |   |    |    |                                      |
|     |                                                  |     |       |      |   |    |    | Critical Hit/Weapon Unleash Rate +8% |
| 182 | Floating Hat                                     | HA  | Found | 4275 | 0 | 34 | 0  | 120%                                 |
|     | Wind Resistance x120%                            |     |       |      |   |    |    |                                      |
| 183 | Alaster's Hood                                   | HA  | Found | 8850 | 0 | 47 | 0  | 0                                    |
|     | Use as an item to haunt a foe.                   |     |       |      |   |    |    |                                      |
| 184 | Jeweled Crown                                    | CR  | Found | 3000 | 0 | 35 | 0  | 5                                    |
| 185 | Thunder Crown                                    | CCR | Found | 5625 | 0 | 40 | 0  | 0                                    |
|     | PP Recovery +4                                   |     |       |      |   |    |    |                                      |
| 186 | Crown of Glory                                   | CR  | Found | 5550 | 0 | 40 | 0  | 0                                    |
|     | PP Recovery +8                                   |     |       |      |   |    |    |                                      |
| 187 | Otafuku Mask                                     | GMK | Found | 2925 | 0 | 31 | 0  | 0                                    |
|     | Use as an item to perform a Water Breath attack. |     |       |      |   |    |    |                                      |
|     | Water Breath                                     | W   | 50    |      |   |    |    | ---% <Target 3>                      |
| 188 | Hiotoko Mask                                     | BMK | Found | 4950 | 0 | 33 | 0  | 0                                    |
|     | Use as an item to perform a Fire Breath attack.  |     |       |      |   |    |    |                                      |
|     | Fire Breath                                      | F   | 85    |      |   |    |    | ---% <Target 3>                      |
| 189 | Mythril Shirt                                    | US  | Found | 2175 | 0 | 10 | 0  | 0                                    |
|     | Maximum HP +5                                    |     |       |      |   |    |    |                                      |
| 190 | Silk Shirt                                       | GUS | Found | 1350 | 0 | 6  | 0  | 1                                    |
| 191 | Running Shirt                                    | US  | Found | 300  | 0 | 1  | 15 | 0                                    |
| 192 | Golden Shirt                                     | US  | Found | 1800 | 0 | 12 | 0  | 0                                    |
|     | Maximum HP +10                                   |     |       |      |   |    |    |                                      |
| 193 | One-Piece Dress                                  | RO  | 25    | 17   | 0 | 4  | 0  | 0                                    |
| 194 | Travel Robe                                      | RO  | 200   | 150  | 0 | 10 | 0  | 0                                    |
| 195 | Silk Robe                                        | RO  | 1400  | 1050 | 0 | 20 | 0  | 0                                    |

|                                                                                           |                 |    |       |       |   |    |    |    |
|-------------------------------------------------------------------------------------------|-----------------|----|-------|-------|---|----|----|----|
| 196                                                                                       | China Dress     | RO | 1600  | 1200  | 0 | 19 | 0  | 0  |
| Use as an item to lower enemy's Attack by 25%, 50% Max                                    |                 |    |       |       |   |    |    |    |
| 197                                                                                       | Jerkin          | RO | 2400  | 1800  | 0 | 26 | 0  | 0  |
| 198                                                                                       | Cocktail Dress  | RO | Found | 3000  | 0 | 29 | 0  | 0  |
| Maximum PP +15                                                                            |                 |    |       |       |   |    |    |    |
| 199                                                                                       | Blessed Robe    | RO | 7000  | 5250  | 0 | 36 | 0  | 0  |
| HP Recovery +5                                                                            |                 |    |       |       |   |    |    |    |
| 200                                                                                       | Magical Cassock | RO | 9000  | 6750  | 0 | 39 | 0  | 0  |
| PP Recovery +2                                                                            |                 |    |       |       |   |    |    |    |
| 201                                                                                       | Muni Robe       | RO | Found | 4725  | 0 | 39 | 0  | 0  |
| HP Recovery +10                                                                           |                 |    |       |       |   |    |    |    |
| 202                                                                                       | Dragon Robe     | RO | Found | 6675  | 0 | 42 | 0  | 0  |
| Water and Fire Resistances +18 Each                                                       |                 |    |       |       |   |    |    |    |
| 203                                                                                       | Oracle's Robe   | RO | Found | 10125 | 0 | 43 | 0  | 0  |
| Water Resistance +40<br>HP Recovery +10                                                   |                 |    |       |       |   |    |    |    |
| 204                                                                                       | Ardagh Robe     | RO | Found | 7425  | 0 | 44 | 0  | 0  |
| Fire Power +20<br>Fire Resistance +40                                                     |                 |    |       |       |   |    |    |    |
| 205                                                                                       | Feathered Robe  | RO | Found | 10500 | 0 | 45 | 30 | 0  |
| Wind Power +20<br>Wind Resistance +30                                                     |                 |    |       |       |   |    |    |    |
| 206                                                                                       | Aeolian Cassock | RO | Found | 8550  | 0 | 46 | 0  | 0  |
| Wind Power +15<br>Wind Resistance +50                                                     |                 |    |       |       |   |    |    |    |
| 207                                                                                       | Iris Robe       | RO | Found | 12450 | 0 | 47 | 0  | 15 |
| Fire Resistance +30<br>PP Recovery +12                                                    |                 |    |       |       |   |    |    |    |
| 208                                                                                       | Mysterious Robe | RO | 36500 | 27375 | 0 | 48 | 0  | 0  |
| HP Recovery +20<br>PP Recovery +10                                                        |                 |    |       |       |   |    |    |    |
| 209                                                                                       | Wooden Shield   | SH | 40    | 30    | 0 | 6  | 0  | 0  |
| 210                                                                                       | Bronze Shield   | SH | 500   | 375   | 0 | 14 | 0  | 0  |
| 211                                                                                       | Iron Shield     | SH | 1200  | 900   | 0 | 20 | 0  | 0  |
| 212                                                                                       | Fujin Shield    | SH | Found | 1050  | 0 | 23 | 0  | 0  |
| Wind Resistance +50                                                                       |                 |    |       |       |   |    |    |    |
| 213                                                                                       | Dragon Shield   | SH | Found | 1800  | 0 | 26 | 0  | 0  |
| Fire Resistance +30                                                                       |                 |    |       |       |   |    |    |    |
| NOTE: There are 2 different Dragon Shields in the game. The other one is item number 219. |                 |    |       |       |   |    |    |    |
| 214                                                                                       | Knight's Shield | SH | 3000  | 2250  | 0 | 28 | 0  | 0  |
| 215                                                                                       | Earth Shield    | SH | Found | 3050  | 0 | 31 | 0  | 0  |
| Earth Resistance +20<br>Use as an item to restore 150 HP.                                 |                 |    |       |       |   |    |    |    |
| 216                                                                                       | Luna Shield     | SH | Found | 2925  | 0 | 33 | 0  | 0  |
| Earth Resistance +30                                                                      |                 |    |       |       |   |    |    |    |

217 Mirrored Shield SH 5200 3900 0 39 0 0  
Use as an item to delude the enemy.

218 Aegis Shield SH Found 5025 0 41 0 0  
Critical Hit/Weapon Unleash Rate +10%

219 Dragon Shield SH Found 5550 0 42 0 0  
Water Resistance +30, Fire Resistance +30  
NOTE: There are 2 different Dragon Shields in the game. The other  
one is item number 213.

220 Flame Shield SH Found 6450 0 44 0 0  
Fire Resistance +60

221 Terror Shield CSH Found 8400 5 48 0 0

222 Cosmos Shield SH Found 9150 0 49 0 0  
All Resistances +20 Each

223 Padded Gloves GL 10 7 0 2 0 0

224 Leather Gloves GL 220 165 0 10 0 0

225 Gauntlets GL 1600 1200 0 23 0 0

226 Battle Gloves GL Found 1575 8 26 0 0

227 Vambrace GL Found 1350 5 27 0 0

228 War Gloves GL Found 3000 10 32 0 0

229 Spirit Gloves GL Found 3900 0 34 0 0  
All Elemental Power +5

230 Crafted Gloves GL Found 3450 5 35 0 0

231 Aura Gloves GL Found 4875 0 36 0 0  
Use as an item to raise Resistance by 40, 80 Max

232 Aerial Gloves GL Found 4050 0 35 30 0  
Wind Power +20

233 Titan Gloves GL Found 6075 0 43 0 0  
Maximum HP +30

234 Riot Gloves GL Found 7800 15 45 0 0  
Critical Hit/Weapon Unleash Rate +20%

235 Big Bang Gloves GL Found 7650 0 47 0 0  
Fire Power +40

236 Circlet CI 120 90 0 6 0 0

237 Silver Circlet CI 1300 975 0 16 0 0

238 Clarity Circlet CI Found 1125 0 21 0 0  
Wind Power +15

239 Guardian Circlet CI 3400 2550 0 25 0 0

|     |                   |     |       |           |    |    |   |    |                                                                            |
|-----|-------------------|-----|-------|-----------|----|----|---|----|----------------------------------------------------------------------------|
| 240 | Glittering Tiara  | GCI | Found | 2700      | 0  | 27 | 0 | 0  | Protects the wearer from delusions.                                        |
| 241 | Platinum Circlet  | CI  |       | 4200 3150 | 0  | 29 | 0 | 0  |                                                                            |
| 242 | Pure Circlet      | CI  | Found | 2775      | 0  | 29 | 0 | 0  | Water Power +20                                                            |
| 243 | Astral Circlet    | CI  | Found | 3450      | 0  | 32 | 0 | 0  | Maximum PP +15                                                             |
| 244 | Mythril Circlet   | CI  | Found | 5250      | 0  | 34 | 0 | 0  | PP Recovery +3                                                             |
| 245 | Brilliant Circlet | CI  | Found | 4575      | 0  | 36 | 0 | 10 |                                                                            |
| 246 | Psychic Circlet   | CI  | Found | 6600      | 0  | 39 | 0 | 0  | PP Recovery +12                                                            |
| 247 | Berserker Band    | CI  | Found | 10275     | 15 | 46 | 0 | 0  |                                                                            |
| 248 | Demon Circlet     | CCI | Found | 11850     | 0  | 50 | 0 | 0  | Critical Hit/Weapon Unleash Rate +15%                                      |
| 249 | Leather Armlet    | BR  |       | 180 135   | 0  | 7  | 0 | 0  |                                                                            |
| 250 | Armlet            | BR  |       | 900 675   | 0  | 17 | 0 | 0  |                                                                            |
| 251 | Heavy Armlet      | BR  |       | 2000 1500 | 0  | 23 | 0 | 0  |                                                                            |
| 252 | Guardian Armlet   | BR  | Found | 1950      | 0  | 27 | 0 | 0  | Use as an item to raise Defense by 25%, 50% Max                            |
| 253 | Silver Armlet     | BR  |       | 4000 3000 | 0  | 30 | 0 | 0  |                                                                            |
| 254 | Bone Armlet       | BR  | Found | 2250      | 0  | 30 | 0 | 0  | Use as an item to haunt an enemy.                                          |
| 255 | Spirit Armlet     | BR  | Found | 6750      | 0  | 38 | 0 | 0  | Earth Power +10, Water Power +10<br>Use as an item to cure bad conditions. |
| 256 | Virtuous Armlet   | BR  | Found | 5250      | 0  | 35 | 0 | 0  | Fire Power +10, Wind Power +10<br>Use as an item to restore 100 HP.        |
| 257 | Clear Bracelet    | BR  | Found | 2625      | 0  | 31 | 0 | 0  | Water Power +25                                                            |
| 258 | Leda's Bracelet   | BR  | Found | 4350      | 0  | 38 | 0 | 0  | Wind Power +30                                                             |
| 259 | Jester's Armlet   | BR  | Found | 3825      | 0  | 39 | 0 | 0  | Maximum PP +30                                                             |
| 260 | Mythril Armlet    | BR  | Found | 7275      | 0  | 46 | 0 | 0  | Critical Hit/Weapon Unleash Rate +10%                                      |
| 261 | Trident           | O   | Found | 0         | 0  | 0  | 0 | 0  |                                                                            |

Equip: Anyone

Water Resistance +20

<Trident Unleash> WI 120% ---% Used to break Poseidon's forcefield

Misc. Items

262 Herb 10 7

Restores 50 HP.

263 Nut 200 150

Restores 200 HP.

264 Vial 500 375

Restores 500 HP.

265 Potion Found 750

Restores 9999 HP.

266 Psy Crystal Found 1125

Restores 9999 PP.

267 Water of Life Found 2250

Revives a downed ally to 100% of maximum HP.

268 Corn Found 9

Restores 100 HP.

269 Mist Potion 9000 6750

Restores 300 HP to all party members.

270 Antidote 20 15

Cures Poison and Venom status.

271 Elixir 30 22

Curse Delusion, Stun, and Sleep. Also dispels the Reaper and breaks Psynergy seals.

272 Power Bread Found 375

Increases maximum HP.

273 Cookie Found 375

Increases maximum PP.

274 Apple Found 375

Increases Attack.

275 Hard Nut Found 375

Increases Defense.

276 Mint Found 375

Increases Agility.

277 Lucky Pepper Found 375

Increases Luck.

278 Sacred Feather 70 52

Reduces random battles. The item equivalent of Avoid.

279 Smoke Bomb Found 22

Deludes one enemy.

|                                                                                       |                |       |    |
|---------------------------------------------------------------------------------------|----------------|-------|----|
| 280                                                                                   | Sleep Bomb     | Found | 45 |
| Puts one enemy to sleep.                                                              |                |       |    |
| 281                                                                                   | Oil Drop       | Found | 22 |
| Damages 3 foes. Uses standard Magical Attack damage with 80 Add Mod.<br>Fire-based.   |                |       |    |
| 282                                                                                   | Crystal Powder | Found | 22 |
| Damages 5 foes. Uses standard Magical Attack damage with 90 Add Mod.<br>Water-based.  |                |       |    |
| 283                                                                                   | Weasel's Claw  | Found | 22 |
| Damages 5 foes. Uses standard Magical Attack damage with 120 Add Mod.<br>Wind-based.  |                |       |    |
| 284                                                                                   | Bramble Seed   | Found | 22 |
| Damages 5 foes. Uses standard Magical Attack damage with 140 Add Mod.<br>Earth-based. |                |       |    |
| 285                                                                                   | Lash Pebble    | Found | 0  |
| Contains Lash Psynergy                                                                |                |       |    |
| 286                                                                                   | Pound Cube     | Found | 0  |
| Contains Pound Psynergy                                                               |                |       |    |
| 287                                                                                   | Tremor Bit     | Found | 0  |
| Contains Tremor Psynergy                                                              |                |       |    |
| 288                                                                                   | Scoop Gem      | Found | 0  |
| Contains Scoop Psynergy                                                               |                |       |    |
| 289                                                                                   | Cyclone Chip   | Found | 0  |
| Contains Cyclone Psynergy                                                             |                |       |    |
| 290                                                                                   | Burst Brooch   | Found | 0  |
| Contains Burst Psynergy                                                               |                |       |    |
| 291                                                                                   | Grindstone     | Found | 0  |
| Contains Grind Psynergy. Only Felix or Isaac can use it.                              |                |       |    |
| 292                                                                                   | Hover Jade     | Found | 0  |
| Contains Hover Psynergy                                                               |                |       |    |
| 293                                                                                   | Teleport Lapis | Found | 0  |
| Contains Teleport Psynergy                                                            |                |       |    |
| 294                                                                                   | Carry Stone    | Found | 0  |
| Contains Carry Psynergy                                                               |                |       |    |
| 295                                                                                   | Catch Beads    | Found | 0  |
| Contains Catch Psynergy                                                               |                |       |    |
| 296                                                                                   | Douse Drop     | Found | 0  |
| Contains Douse Psynergy                                                               |                |       |    |
| 297                                                                                   | Frost Jewel    | Found | 0  |
| Contains Frost Psynergy                                                               |                |       |    |
| 298                                                                                   | Lifting Gem    | Found | 0  |

Contains Lift Psynergy

299 Halt Gem Found 0

Contains Halt Psynergy

300 Cloak Ball Found 0

Contains Cloak Psynergy

301 Orb of Force Found 0

Contains Force Psynergy

302 Mysterious Card Found 250

Equip to receive Pierrot class.

303 Trainer's Whip Found 500

Equip to receive Tamer class.

304 Tomegathericon Found 750

Equip to receive Dark Mage class.

305 Black Orb Found 0

Controls your ship, useless otherwise.

306 Game Ticket Found 37

Use these in Contigo/Tolbi slot machines to win prizes.

307 Lucky Medal Found 75

Use these in Lemuria Spring/Tolbi Spring to win armor.

308 Large Bread Found 9

Give this to a hungry kid in Alhafra.

309 Healing Fungus Found 300

Someone in Madra will trade a Djinni for this.

310 Laughing Fungus Found 525

Sell it for needed funds.

311 Ruin Key Found ??

Key to the room in Madra Catacomb. It leads to a summon tablet.

312 Sea God's Tear Found 300

Use this to get to the Trident Prong in the Shrine.

313 Right Prong Found 0

314 Center Prong Found 0

315 Left Prong Found 0

316 Dancing Idol Found ??

Used to open the "dragon" passages in Gaia Rock. Give it to Uzume and you receive a Djinni.

317 Aquarius Stone Found 0

Used to get to the tablet in Aqua Rock.

318 Pretty Stone Found ??

First item of the trade sequence.



|     |                 |       |     |                                                                                                      |
|-----|-----------------|-------|-----|------------------------------------------------------------------------------------------------------|
| 319 | Red Cloth       | Found | ??  | Second item of the trade sequence.                                                                   |
| 320 | Milk            | Found | ??  | Third item of the trade sequence.                                                                    |
| 321 | Li'l Turtle     | Found | ??  | Fourth and final item of the trade sequence.                                                         |
| 322 | Bone            | Found | 0   | You can drop this item, but not sell. Give this to a dog in Vault and he shows you a secret passage. |
| 323 | Red Key         | Found | 0   | Key to Jupiter Lighthouse's Red Door.                                                                |
| 324 | Red Key         | Found | 0   | Key to Crossbone Isle's Red Door.                                                                    |
| 325 | Blue Key        | Found | 0   | Key to Jupiter Lighthouse's Blue Door.                                                               |
| 326 | Blue Key        | Found | 0   | Key to one of Crossbone Isle's Blue Doors. There are four keys and four doors.                       |
| 327 | Venus Star      | Found | 0   |                                                                                                      |
| 328 | Mercury Star    | Found | 0   |                                                                                                      |
| 329 | Jupiter Star    | Found | 0   |                                                                                                      |
| 330 | Mars Star       | Found | 0   |                                                                                                      |
| 331 | Mythril Bag     | Found | 0   | Holds an Elemental Star.                                                                             |
| 332 | Small Jewel     | Found | 0   | Opens a passage in Sol Sanctum.                                                                      |
| 333 | Cell Key        | Found | 22  | Opens locked doors in Lunpa Fortress.                                                                |
| 334 | Magma Ball      | Found | 800 | Use to break through ice in Northern Reaches.                                                        |
| 335 | Tear Stone      | Found | ??  |                                                                                                      |
| 336 | Star Dust       | Found | ??  |                                                                                                      |
| 337 | Sylph Feather   | Found | ??  |                                                                                                      |
| 338 | Dragon Skin     | Found | ??  |                                                                                                      |
| 339 | Salamander Tail | Found | ??  |                                                                                                      |
| 340 | Golem Core      | Found | ??  |                                                                                                      |
| 341 | Mythril Silver  | Found | ??  |                                                                                                      |
| 342 | Dark Matter     | Found | ??  |                                                                                                      |

## Drop Items:

| Enemy           | Location           | Item             | Rarity     |
|-----------------|--------------------|------------------|------------|
| Emu             | Air's Rock         | Sacred Feather   | Common     |
| Sea Dragon      | Aqua Rock          | Unicorn Ring     | Super Rare |
| Red Demon       | Gabomba Statue     | Staff of Anubis  | Ultra Rare |
| Minotaurus      | Ankohl Ruins       | Tartarus Axe     | Ultra Rare |
| Grassil         | Izumo Ruins        | Otafuku Mask     | Ultra Rare |
| Blue Dragon     | Jupiter Lighthouse | Rising Mace      | Ultra Rare |
| Raging Rock     | Magma Rock         | Vial             | Common     |
| Grand Chimera   | Magma Rock         | Mist Potion      | Rare       |
| Wise Gryphon    | Magma Rock         | Psy Crystal      | Rare       |
| Lich            | Magma Rock         | Psy Crystal      | Rare       |
| Phoenix         | Magma Rock         | Water of Life    | Rare       |
| Little Death    | Magma Rock         | Hiotoko Mask     | Super Rare |
| Lesser Demon    | Magma Rock         | Rune Blade       | Ultra Rare |
| Doddle Bug      | Mars Lighthouse    | Smoke Bomb       | Common     |
| Devil Frog      | Mars Lighthouse    | Elixir           | Common     |
| Fire Bird       | Mars Lighthouse    | Water of Life    | Rare       |
| Aka Manah       | Mars Lighthouse    | Gloria Helm      | Ultra Rare |
| Minos Warrior   | Mars Lighthouse    | Clotho's Distaff | Ultra Rare |
| Earth Golem     | Treasure Isle      | Giant Axe        | Ultra Rare |
| Puppet Warrior  | Treasure Isle      | Psy Crystal      | Rare       |
| Great Seagull   | Treasure Isle      | Sylph Feather    | Super Rare |
| Gillman Lord    | Treasure Isle      | Tear Stone       | Super Rare |
| Pyrodra         | Treasure Isle      | Salamander Tail  | Super Rare |
| Ocean Dragon    | Treasure Isle      | Triton's Ward    | Ultra Rare |
| Chimera Worm    | Islet Cave         | Water of Life    | Rare       |
| Wonder Bird     | Islet Cave         | Dark Matter      | Ultra Rare |
| Druj            | Islet Cave         | Berserker Band   | Ultra Rare |
| Cruel Dragon    | Islet Cave         | Tisiphone Edge   | Ultra Rare |
| Sand Scorpion   | Yampi Desert Cave  | Star Dust        | Super Rare |
| Winged Lizard   | Yampi Desert Cave  | Dragon Skin      | Super Rare |
| Soul Army       | Yampi Desert Cave  | Mythril Silver   | Super Rare |
| Minotaur Knight | Yampi Desert Cave  | Riot Gloves      | Ultra Rare |
| Fire Dragon     | Yampi Desert Cave  | Atropos' Rod     | Ultra Rare |
| Grave Wight     | Anemos Sanctum     | Psy Crystal      | Super Rare |
| Bombander       | Anemos Sanctum     | Golem Core       | Ultra Rare |
| Sky Dragon      | Anemos Sanctum     | Orihalcon        | Ultra Rare |
| Mad Demon       | Anemos Sanctum     | Lachesis' Rule   | Ultra Rare |

## My Game Status

| Isaac           | Garet         | Ivan              | Mia              |
|-----------------|---------------|-------------------|------------------|
| Level 99 Slayer | Level 99 Hero | Level 99 Sorcerer | Level 99 Angel   |
| HP: 1719        | HP: 1748      | HP: 1213          | HP: 1332         |
| PP: 329         | PP: 308       | PP: 550           | PP: 484          |
| Attack: 859     | Attack: 788   | Attack: 639       | Attack: 673      |
| Defense: 442    | Defense: 514  | Defense: 399      | Defense: 397     |
| Agility: 597    | Agility: 394  | Agility: 779      | Agility: 444     |
| Luck: 5         | Luck: 6       | Luck: 9           | Luck: 15         |
| Exp: 8987430    | Exp: 8791969  | Exp: 8619696      | Exp: 8601160     |
| Next: 0         | Next: 0       | Next: 0           | Next: 0          |
| Djinn: 9 Venus  | Djinn: 9 Mars | Djinn: 9 Jupiter  | Djinn: 9 Mercury |
| Felix           | Jenna         | Sheba             | Piers            |
| Level 70 Slayer | Level 73 Hex  | Level 69 Sorcerer | Level 71 Admiral |

|                |               |                  |                  |
|----------------|---------------|------------------|------------------|
| HP: 1267       | HP: 1120      | HP: 958          | HP: 1318         |
| PP: 234        | PP: 356       | PP: 405          | PP: 280          |
| Attack: 730    | Attack: 644   | Attack: 526      | Attack: 628      |
| Defense: 422   | Defense: 379  | Defense: 353     | Defense: 332     |
| Agility: 472   | Agility: 470  | Agility: 510     | Agility: 348     |
| Luck: 7        | Luck: 7       | Luck: 13         | Luck: 6          |
| Exp: 3887530   | Exp: 4502901  | Exp: 3953949     | Exp: 4426387     |
| Next: 125053   | Next: 86912   | Next: 144747     | Next: 4062       |
| Djinn: 9 Venus | Djinn: 9 Mars | Djinn: 9 Jupiter | Djinn: 9 Mercury |

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#### Credits:

Myself - For writing the original document and converting it to text.

Terrence Ferguson - For his Battle Mechanics FAQ.

Nintendo Power Advance Volume 3 - For some of the info on Djinni locations.

Nintendo's GS:TLA Player's Guide - For a LOT of the information on weapons, classes, and Psynergy.

God - I wouldn't be here if it weren't for Him.

GameFAQs.com - For hosting this document.

Neoseeker.com - For hosting this document.

All who have submitted me information/corrections.

You - For reading this.

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#### Version History

3.00b- My email changed, so I had to make this minor update.

3.00 - Converted from MS Excel. First publicly available version.

2.70 - Boss Walkthroughs complete through Star Magician.

2.50 - Corrected errors in Djinni locations.

2.45 - Rare Drop Items section added.

2.40 - Boss Walkthroughs added.

2.35 - Summons' secondary effects corrected.

2.30 - Summons list added.

2.20 - Table of Items added.

2.10 - Missing Psynergies put in Psynergy List.

2.00 - Golden Sun: The Lost Age initial update.

1.70 - Secondary effects of weapons were given types.

1.60 - Locations of Djinn added.

1.50 - Added buy/sell prices in Item Table.

1.40 - Djinn you have to fight have been clarified.

1.20 - Various errors corrected.

1.00 - Initial version.

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What's in version 3.10

Finished Boss Walkthroughs.  
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Problems with it?

Questions related to this game?

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