

# Golden Sun: The Lost Age Hidden Item Guide

by bbbbrain2000

Updated to v3.0 on Sep 29, 2004

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*Golden Sun: The Lost Age                               *
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*Version 1.25                                          *
*Written: June-September2003                          *
*Finished: 29 September 2003                          *
*Last Updated: 24 October 2003                        *
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====HIDDEN ITEM LOCATIONS IN TOWNS=====
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and

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=====BEST ITEMS GUIDE=====
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---1---Table of contents---1---
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Section 1:Table of Contents

- (You're reading it)

Section 2:Version info

Section 3:Intro

-a.-About Myself

-b.-Why I wrote this guide

-c.-Thanks

Section 4:Guide

-a.Venus Lighthouse

-b.Dalia

-c.Madra

-d.Mikasalla

-e.Garoh

-f.Alhafra

-g.Naribwe

-h.Kibombo

-i.Your ship

-j.N Osenia Islet

-k.Apojii Islands

-l.Sea of Time islet

-m.Izumo

-n.W Indra Islet

-o.Champa

-p.E Tundaria Islet

-q.SE Angara Islet

-r.Yallam

-s.Shaman Village

-t.Atteka Islet

- u.Contigo
- v.Gondowan settlement
- w.Loho
- x.Kalt Island
- y.Prox
- z.Other

Section 5:Best Items

- a.Intro
- b.Right Hand (Weapons)
- c.Heads (Helmets)
- d.Left Hand (Shields)
- e.Torso (Armour)
- f.Shirts
- g.Boots
- h.Rings
- i.Items

Section 6:My Characters

Section 7:Legal Junk

- a.Copyright
- b.Authorizations
- c.Contact Details

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---2---Version info---2---  
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Version 0.8: Wrote main body text-from Mikasalla to Prox  
July - September

Version 0.9: Turned into presentable document ie. Table of contents, intro etc.  
21 September 2003

Version 0.95 Wrote Weapon/Armour Guide.  
23-24 September 2003

Version 0.99 Filled in Venus Lighthouse to Madra  
26,29 September 2003

Version 1.0 Finished!!! Checked and posted on [www.gamefaqs.com](http://www.gamefaqs.com)  
Monday 29 September 2003 at 12:51 PM

Version 1.05 Posted on [www.ign.com](http://www.ign.com) - Updated GameFAQs  
Wednesday 1 October 2003

Version 1.2 Finished 'Best Item Guide' Added 'My Characters' Added some items.  
Tuesday 7-14 October 2003

Version 1.2 Updated on [www.ign.com](http://www.ign.com) and [www.gamefaqs.com](http://www.gamefaqs.com) Word count: 2400  
Wednesday 15 October 2003

Version 1.2 Posted on [www.neoseeker.com](http://www.neoseeker.com) - Updated GameFAQs and IGN  
Friday 17 October 2003

Version 1.25 Added more to My Charactors section.  
Friday 24 October 2003

Version 2.5 Added Gloria Helm. Added some 'best item' locations.Word count:2547  
Saturday 29 November 2003

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---3---Intro---3---

=====  
-a. Hi everyone, first of all thanks for reading my guide. It is my first and quite possibly my last. My name is Brayden and I live in Melbourne, Australia. I like McDonalds, reading, snow skiing, and video games.

-b. I wrote the main section of this because in the GS1 walkthrough I used, it said where all the hidden items were but unfortunately none of the GS2 walkthroughs I could find did. I don't know why but I just typed it up whenever I found an item and then I just decided to turn it into a guide to help everyone else. I only included the items in towns, not in dungeons, or other non-town places. (With the possible exception of Venus lighthouse)

If you don't understand something, notice an item that you think should go in the 'best item guide', see a spelling error, notice an item I've missed from a town, have a question, or if you just want to say what a great guide this is then e-mail me on [bbbbrain2004@yahoo.com.au](mailto:bbbbrain2004@yahoo.com.au)

-c. Thanks to DarthMarth  
For their info which I used in creating this Guide. Also a big thanks to Darth March for a fabulous Walkthrough which helped me throughout the game.

Thanks to Astral fire  
For their favourite weapons which helped me start my best item guide.

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---4---Guide---4---  
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-a. VENUS LIGHTHOUSE:  
Herb in chest. It is visible from the second last room.

-b. DALIA:  
Smoke bomb in barrel south west of inn.  
Sleep bomb in barrel just inside inn door.  
Herb in jar North of North east house.  
12 coins in jar in North east house.  
3 coins in jar in house north of item shop.  
Psy Crystal in puddle (After puddles drain)

-c. MADRA:  
Antidote in wooden box just above east most house.  
Smoke bomb in barrel in east most house.  
Sleep bomb in jar on top floor of inn.  
Nurses cap in chest. Exit top floor of inn and walk over the shops.  
15 coins in box in Elder's house.  
Elixir in jar in door behind item shop.

-d. MIKASALLA:  
Elixir in barrel below first house.  
Herb in green pot in first house.  
Lucky pepper in box in inn.  
Nut in box outside south west house. (near sheep)  
82 Coins in chest. Climb halfway up watchtower and jump to ledge on right, then head north.

-e. Ghoroh:

Smoke bomb in barrel outside inn.  
Nut in barrel outside old mans hose (above/left of sanctum)  
Sleep bomb in old mans house

-f. Alhafra:

Apple in water filled jar on top floor of inn.  
Elixir in barrel. Second room of the first house north of you when you walk in.  
Sleep bomb in jar outside Alhafran cave door.  
Psy Crystal in chest in circle of gravestones. (use reveal)  
32 coins in box right of Mayor's mansion.  
Smoke bomb in jar above 4 boxes on the wharf.  
7 coins in water filled jug in mayor's mansion(lower right room).  
Power Bread in jar in Brig's cell.Feed bun to boy(After ship)

-g. Naribwe:

Elixir in pot outside weapons shop.  
18 coins in green pot in house north west of fire.  
Unicorn ring in chest in circle of totem poles.(use reveal)

-h. Kibombo:

Luck pepper in jar outside house North west of weapon shop.

-i. Your ship:

(\*very minor spoiler\*)  
Outside where you get the ship there is a box containing a cookie(freeze water)  
Elixir in bottom barrel in south west corner of first room.  
Potion in chest in second room.(use frost on jelly puddle)  
Mist poition in chest in room that you fight aquahydra in.(use parch on water)  
Antidote in box in one of the squid rooms.  
\*(Note: To re-enter your ship after you have \*the wings\*, dock your ship  
in Atteka inlet or Lemauria)

-j. N Osenia Islet:

Lucky Medal in barrel on west wall of first house.

-k. Apojii Islands:

32 coins in barrel in small house to the east of weapons shop.  
182 coins in jar out side house south of inn.  
Mint under grass(use cyclone)from the tear drop, walk 5 squares S, 14 east  
(where the man is), then south 7. The mint is under the grass.

-l. Sea of Time islet:

Lucky medal in barrel left of house.

-m. Izumo:

Festival Coat in wooden box behind old man in south east house.  
Elixir in jar outside large house.  
Water of life in jar. Jump across river and head north.

-n. W Indra Islet:

Lucky Medal in barrel on dock right of ship

-o. Champa:

Viking helm in chest in graveyard. (use reveal)

12 coins in box south of sanctum.

Sleep bomb in barrel in right hand bedroom on 1st level of cave.

Lucky medal in jar outside 3rd level of cave.

Smoke Bomb in box outside house across tightrope.

-p. E Tundaria Islet:

Lucky medal in blue jar in house.

-q. SE Angara Islet:

Lucky Medal in box on deck east of entrance.

-r. Yallam:

16 coins in jar next to inn.

Elixir in wooden box in inn.

-s. Shaman Village:

Elixir in jar in right hand room on lower floor of inn.

Weasel claw in barrel on lower floor of chiefs house.

Lucky medal in jar on roof of east house.

Lucky pepper in jar in fortune tellers tend on right screen.

-t. Atteka Islet:

Vial in chest. Climb ladder left of house and cross ledge to the right.

-u. Contigo:

Power Bread in barrel next to sanctum.

-v. Gondowan settlement:

Lucky medal in gravestone in center of graveyard.

Star dust in chest under ground under western most tuff of grass.

-w. Loho:

Crystal powder in barrel below house south of the wall.

Golum core in dirt north of wall. (dig) (you need to destroy the wall first)

Another golem core under rock north of wall. (lift and dig) (" " " " " " ")

Mithril silver in dirt southwest of wall. (dig) (" " " " " " ")

-x. Kalt Island:

Apple in tree. (use catch when standing next to the fence)

-y. Prox:

Potion in green jar underneath inn.

Cookie in jar below inn.

Sacred feather in box underneath northern house.

Dark matter in snow east of igloo. (lift rock)

-z. Other:

In lemaria you can dig up some interesting things near the dog that thinks about digging stuff up. A bone is one useless item that you can dig. (Thanks to whoever told me this but I've forgotten your name :-[ Sorry)  
(Tell me if you know of anything else that should go in this section)

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---5---Best Items---5---  
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-a. INTRO

I removed all cursed items from my guide because then RNGs do not work and you need RNGs to get some of the best items.  
Just a note: This table is pretty hard to understand. I still get confused even though I wrote it!The legend provided should make it a bit easier to understand

Legend:

Note: In weapons, the element refers to the unleash.

^V^ = (Venus)      ch =(Critical Hits%)      / = (Element Resistance)  
^J^ = (Jupiter)    pp =(Power-Points/Magic) X = (Element Power)  
^M^ = (Mars)        L =(Luck)                    hp= (Hit Points[may be recovery])  
^Me^ =(Mercury)    Ag =(Agility)                A = (Attack)

'\*Oriclion\* 15%' means that the item is forged from oriclion. The chance of forging it is 15%

In the weapons the first number is the attack, and the rest relates to the unleash.

In the armour the first number is the defence, and the rest is other stat changes.

So, If it says:

Superdupershiny shield      70+ag100+ch75%+hp50+^J^X50+^M^/60

That translates into:

Superdupershiny shield adds 70 more defence, 100 more agility, a 75% increased critical hit factor, 50 more Jupiter power and 60 more Mars Resistance to your character.(Wow, that would be a good shield!)

Try to get the best possible items for your characters, and if you can't then go for the second best. Use cursed items or items not on the list only as a LAST RESORT!!!

Got that?...Well anyway here are the items, in order from best to very good:

-b. Right Hand:

1st Sol Blade	200	^V^	Does 3X normal attack	
2nd Excalibur	180	^J^	May do 1X or 3X damage	*Orihalcon* 5%
3rd Tisiphone Edge	178	^V^	May do 1X or 2X or 3X damage	
4th Fire Brand	176	^M^	May inflict "Sleep"	
5th Lachesis' Rule	177	^J^	"May inflict countdown"	
6th Levatine	173	^M^	"May pierce 50% of targets defence"	*Mith* 10%
7th Atropos' Rod	169	^M^	"May down target"	
8th Nebula Wand	165	^Me^	"May restore 10% of inflicted damage as pp"	*O*
9th Masamune	161	^Me^	May do 1X or 2X damage	

-c. Heads:

1st Gloria Helm	49+hp (recovery)10	
2nd Alastor's Hood	47	
3rd Beserker Band	46+A15	
4th Millennium Helm	45+20hp	*Orihalcon* 20%
5TH Mythril Helm	44+ch12%	*Mythril Silver* 15%
6TH Dragon Helm	42+^M^/20+^Me^/20	*Dragon skin* 25%
7TH Crown of Glory	40+pp8	
8th Floating Hat	34+LX1.2	*Sylph feather* 25%
9th Psychic Circlet	39+pp12	*Mythril Silver* 15%
10th Brilliant Circlet	36+L10	
11th Warriors Helmate	35+^V^X10	
12th Jewelled Clown	35+L5	
13th Thorn Crown	28+A8	
14th Ninja Hood	28+Ag20	

-d. Left Hand:

1st Cosmos Shield	49+^Me,V,M,J^/20	*Orihalcon* 15%
2nd Riot Gloves	45+A15 +ch20%	
3rd Big Bang Gloves	47+^M^X40	*Orihalcon* 15%
4th Mythril Armlet	46+ch10%	*Mythril Silver* 20%
5th Flame Shield	44+^M^/60	*Salamanda Tail* 25%
6th Titan's Gloves	43+hp30	*Golem Core* 25%
7th Aerial Gloves	37+Ag30+^J^X20	*Sylph feather* 25%
8th Leda's Bracelet	38+^J^X30	
9th Mirrored Shield	39	
9th Clear Bracelet	32+^Me^X25	
10th Fujin Shield	23+^J^/50	

-e. Body:

1st Valkyrie Mail	53+ch20%	
2nd Mythril Clothes	49+ch15%	*Mythril Silver* 20%
3rd Xylion Armour	50+A12	*Orihalcon* 20%
4th Mysterious Robe	48+hp20+pp10	
5th Iris Robe	47+L15+^M^/30+pp12	
6th Chronos Mail	47+hp20	*Golem Core* 30%
7th Triton's Ward	47+^M^X30+^M^/30	
8th Aeolian Cassock	46+^J^X15+J/50	
9th Erinyes Tunic	45+A5+ch10%	
10th Oracles Robes	43+HP (recovery)10+^Me^40	
11th Ardagh Robe	44+^M^X20+^M^/40	*Salamanda Tail* 25%
12th Dragon Scales	44+^Me,M^/15	
13th Dragon mail	44+^Me,M^/15	*Dragon skin* 20%
14th Storm Gear	42+^J,M,Me^/30	
15th Muni Robe	39+HP (recovery)10	
16th Phantasmal Armour	38+L7	
17th Planet Armour	36+^J^X10	*Stardust* 20%

-f. Shirts:

1st Golden Shirt	12+hp10	
2nd Mythril Shirt	10+hp5	
3rd Silk Shirt	6+L1	
4th Running Shirt	1+Ag15	

-g. Boots:

1st Golden Boots	15+ag30	
2nd Dragon Boots	13+^V,M,Me^/10	*Dragon skin* 15%
3rd Hyper Boots	4+ch12%	
4th Quick boots	4+Ag20	

-h. Rings:  
1st Guardian Ring           4hp+20,  
2nd Golden Ring  
2nd Cleric's Ring           (only use if you have a cursed member in your party,  
                                  though you shouldn't as none of the items I have listed  
                                  here are cursed.) When using cursed item(even when using  
                                  this ring) RNG methods do not work! (And you need RNG's  
                                  to get some of these items!!!)  
3rd All other rings

-i. Also, some useful items to have in battle are:  
1 Mist Potion  
2 Potion  
3 Water of Life  
4 Elixir  
5 Antidote  
6 Psy Crystal

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---6---My Characters---6---  
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This is the layout of my characters. I have included their weapons, armour, class(yet to come), and djini(yet to come). The numbers indicate the placing in the ratings sheet above. The lower the total number, the better. I have listed them in my favourite order.

1 Isaac: Sol Blade(1), Millennium helm(3), riot gloves(2), valkri mail(1),  
Mithril shirt(2) Golden boots(1)  
(Clerics ring)  
Total = 11

2 Felix: Excalibur(2), Millinenium helm(3), cosmos shield(1),xylon armour(3),  
Golden shirt(1), Dragon boots(2)  
(Guardian ring, Trident, Mithril bag, Grind stone)  
Total = 10

3 Garet: Fire Brand(4), Millennium helm(3), riot gloves(2), Chronos Mail(6)  
Mithril shirt(2), Dragon Boots(2)  
(Fairy ring)  
Total = 19

4 Piers: Excalibur(2), Millennium Helm(3), Riot gloves(2), Chronos Mail(6)  
Mithril Shirt(2), Hyper boots(3)  
(Unicorn ring)  
Total = 18

5 Jenna: Tisiphone Edge(3), Alastor Hood(1), Riot Gloves(2), mithril cloths(2),  
Silk shirt(3), Hyper boots(3)  
(war Ring)  
Total = 16

6 Sheeba: Lachesis Rule(5), Beserker Band(2), Riot Gloves(2), mithril cloths(2)  
Silk Shirt(3), Quick boots(4)  
(Hover Jade, Burst Brooch, Cyclone chip, scoop bit, tremor bit, catch beads,  
Pound cube, lash pebble)  
Total = 18

7 Ivan: Tisiphone Edge(3), Beserker Band(2), Riot Gloves(2), Mysterious robe(4)



Running shirt(3), Quick Boots(3).  
Total = 17

8 Mia: Lachesis Rule(5), Beserker Band(2), Riot Gloves(2), Iris Robe(5),  
Running Shirt(3), Quick boots(3).  
(Teleport Lapis, Carry Stone, Cloak ball, Halt Gem, Lifting gem, frost Jewel,  
Douse drop, Orb of Force)  
Total = 20

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---7---Legal Junk---7---  
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And no saying you wrote this :P

Items in quotation marks are quotes taken directly from darthmarch's guide

If you don't understand something, notice an item that you think should go in  
the 'best item guide', see a spelling error, notice an item I've missed from a  
town, have a question, or if you just want to say what a great guide this is  
then e-mail me on bbbbrain2004@yahoo.com.au or bbbbrain2000@hotmail.com

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