

# Golden Sun: The Lost Age Item Guide

by Jasmine

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\*\*\*\*\*Golden Sun: The Lost

Age\*\*\*\*\*

English Version Item Guide

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\* About this Guide \*  
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Items are listed in order of their attack/defense power.  
This is for your convenience when you wish to compare items.  
The format is:  
Item name/ effect when equipped/ special effect (if any)  
Location you get it in GS:TLA

The mini guides at the end are for people who reached a certain point of the game,  
(such as Lemuria or Yallam)  
and don't want to search through the whole guide to see what he/she can get there.

Enough useless talk... Enjoy the guide!  
If you feel the description is not clear enough, or corrections are needed,  
feel free to e-mail me at [shiningshizuko@hotmail.com](mailto:shiningshizuko@hotmail.com)

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\* Weapon Guide \*  
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A.  
=Light Blades=  
=For Felix, Jenna, Piers, Isaac, Garet, and Ivan=

1. Short Sword/ Attack +8  
Felix's and Jenna's original equipment. Also sold in Daila and Madra.
2. Bandit's Sword/ Attack +12/ Unleashes 'Rapid Smash'  
Transferred from the first Golden Sun.
3. Hunter's Sword/Attack +28  
Sold in Alhafra and Garoh.
4. Pirate's Sword/ Attack +34/ Unleashes 'Dreamtide'  
Treasure chest in Osenia Cliffs.
4. Elven Rapier/ Attack +44/ Unleashes 'Vorpall Slash'  
Transferred from the first Golden Sun.
5. Hypno's Sword/ Attack +49/ Unleashes 'Moon Air'  
Treasure chest in Garoh.

Go underground, walk southwest, use Reveal to get through.  
You'll be able walk back to the cliff where you first meet the werewolf kid.

6. Battle Rapier/ Attack +58  
Sold in Naribwe, Kibombo, and Yallam.

7. Mystery Blade/ Attack +84/ Unleashes 'Life Nourish'  
Transferred from the first Golden Sun.  
P.S. This item can not be forged into anything or whatsoever! That's a rumor!

8. Master Rapier/ Attack +86  
Sold in Contigo.

9. Assassin Blade/ Attack +90/ Unleashes 'Mortal Danger'  
Transferred from the first Golden Sun.

10. Corsair's Edge/ Attack +90/ Unleashes 'Luna Slash'  
Rusty sword in Lemuria.

11. Ninja Blade/ Attack +94/ Unleashes 'Cyclone Attack'  
Sold as an artifact in Izumo.

12. Swift Sword/ Attack +104/ Wind Power +10/ Unleashes 'Sonic Smash'  
Sold as an artifact in Shaman Village.

13. Mist Saber/ Attack +110/ Unleashes 'Searing Fog'  
Treasure chest in Aqua Rock.

14. Sylph Rapier/ Attack +124/ Unleashes 'Mad Zephyr'  
Made from Sylph Feather.

15. Kikuichimonji/ Attack +128/ Unleashes 'Asura'  
Transferred from the first Golden Sun.

16. Pirate's Saber/ Attack +136/Unleashes 'Scorpionfish'  
Found in Great Western Sea, at the white spot east of Tundaria Tower,  
between Osenia and Tundaria.

17. Burning Sword/ Attack +157/ Unleashes 'Blaze Rush'  
Made from Salamander Tail.

18. Masamune/ Attack +161/ Unleashes 'Rising Dragon'  
Treasure chest in Yallam.  
After Isaac joined, use 'Force' to hit the stump in front of the blacksmith's house.

19. Tisiphone Edge/ Attack +178/ Unleashes Vengeance  
Dropped by Cruel Dragon in Islet cave.

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B.  
=Long Swords=  
=For Felix, Piers, Isaac, and Garet=

1. Long Sword/ Attack +14  
Sold in Delia, Madra, and Alhafra.

2. Broad Sword/ Attack +40  
Sold in Alhafa, Garoh, and Naribwe.

3. Arctic Blade/ Attack +55/ Unleashes 'Blizzard'  
Transferred from the first Golden Sun.
4. Storm Brand/ Attack + 60/ Unleashes 'Hurricane'  
Treasure chest at Airs Rock
5. Claymore/ Attack +70  
Sold in Kibombo and Yallam.
6. Great Sword/ Attack +90  
Sold in Contigo.
7. Shamshir/ Attack +99/ Unleashes 'Acid Bath'  
Sold as an artifact in Izumo.
8. Silver Blade/ Attack +108/ Unleashes 'Aqua Sock'  
Sold as an artifact in Shaman Village.
9. Robber's Blade/ Attack +101/ Unleashes 'Shred'  
Rusty sword in Aqua Rock.
10. Muramasa/ Attack +126/ It's cursed/ Unleashes 'Demon Fire'  
Transferred from the first Golden Sun.
11. Cloud Brand/ Attack +130/ Unleashes 'Raiden's Wrath'  
Gaia Rock. Use 'Sand' to get to the other side of the dragon, and look into the river.
12. Lightning Sword/ Attack +134/ Unleashes 'Flash Edge'  
Treasure chest in Tundaria Tower.
13. Gaia Blade/ Attack +135/ Venus Power +20/ Venus Resist +20/ Unleashes 'Titan Sword'  
Transferred from the first Golden Sun.
14. Soul Brand/ Attack +141/ Unleash 'Soul Shatter'  
Rusty sword in Great Western Sea, at the white spot west of Atteka Continent.
15. Hestia Blade/ Attack +145/ Unleashes 'Crucible Fire'  
A prize in Lemuria Spring.
16. Phaeton's Blade/ Attack +151/ Unleashes 'Light Surge'  
Treasure chest in Jupiter Lighthouse, 7th floor of East Tower.
17. Huge Sword/ Attack +155/ Unleashes 'Heavy Divide'  
Made from Golem Core.
18. Mithril Blade/ Attack +160/ Unleashes 'Lethe Albion'  
Made from Mithril.
19. Rune Blade/ Attack +162/ Unleashes 'Void Beam'  
Dropped by Lesser Demon in Magma Rock.
20. Levatine/ Attack +173/ Unleashes 'Radiant Fire'  
Made from Mithril.
21. Fire Brand +176/ Unleashes 'Purgatory'  
Treasure chest in Treasure Island.
22. Excalibur/ Attack +180/ Unleashes 'Legend'  
Made from Orihalcon.

23. Sol Blade/ Attack +200/ Unleashes 'Megiddo'  
Mars Lighthouse.

24. Darksword/ Attack +210/ Unleashes 'Acheron's Grief'  
Made from Dark Matter.

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C.

=Maces=

=For Felix, Sheba, Piers, Isaac, Garet, and Ivan=

1. Mace/Attack +6

Sold in Deila and Madra.

2. Heavy Mace/ Attack +26

Sold in Alhafra and Groh.

3. Blow Mace/ Attack +45/ Unleashes 'Boost Hack'

Treasure chest in Yampi Desert.

4. Battle Mace/ Attack +56

Sold in Naribwe, Kibombo, and Yallam.

5. War Mace/ Attack +84

Sold in Contigo.

6. Grievous Mace/ Attack +88/ Unleashes 'Terra Strike'

Transferred from the first Golden Sun.

7. Righteous Mace/ Attack +112/ HP recovery +3/ Unleashes 'Blinding Smog'

Sold as an artifact in Shaman Village.

8. Comet Mace/ Attack +105/ Unleashes 'Ice Crush'

Made from Star Dust.

9. Hagbone Mace/ Attack +108/ Unleashes 'Wyrd Curse'

Rusty mace in the Great Eastern Sea, at the white spot east of Treasure Isle,  
near the edge of the world.

10. Demon Mace/ Attack +115/ Unleashes 'Evil Eye'

Rusty mace in Gaia Rock.

11. Thanatos Mace/ Attack +125/ Unleashes 'Heartbreak'

Treasure chest in Tundaria Tower.

12. Blessed Mace/ Attack +126/ HP recovery +2

Transferred from the first Golden Sun.

Also dropped by Turtle Dragons in the Eastern Sea, Treasure Isle and Western Sea.

13. Wicked Mace/ Attack +130/ It's cursed/ Unleashes 'Poison Death'

Transferred from the first Golden Sun.

14. Rising Mace/ Attack +152/ Unleashes 'High Vitals'

Dropped by Blue Dragon in Jupiter LH.

15. Tunsten Mace/ Attack +159/ Unleashes 'Hammersphere'

Made from Golem's Core.

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D.

=Axes=

=For Felix, Piers, Isaac, and Garet=

1. Battle Axe/ Attack +24

Sold in Madra, Alhafra, and Garoh.

2. Themis' Axe/ Attack + 30/ Unleashes 'Stone Justice'

Treasure chest in Dehkan Plateau.

3. Broad Axe/ Attack +50

Sold in Mikasalla, Naribwe, Kibombo, and Yallam.

4. Great Axe/ Attack +80

Sold in Contigo.

5. Vulcan Axe/ Attack +76/ Unleashes 'Barrage'

Transferred from the first Golden Sun.

6. Disk Axe/ Attack + 76/ Unleashes 'Power Dive'

Treasure chest in Kibombo Mountains.

7. Burning Axe/ Attack +84/ Unleashes 'Broil'

Transferred from the first Golden Sun.

8. Captain's Axe/ Attack +95/ Use to boost defense

Rusty axe in the Great Eastern Sea, at the white spot southeast of Sea of Time.

9. Dragon Axe/ Attack +100/ Unleashes 'Heat Mirage'

Sold as an artifact in Apojii Islands.

10. Giant Axe/ Attack +114/ Unleashes 'Meltdown'

Transferred from the first Golden Sun.

Also dropped by Earth Golem.

11. Tartarus Axe/ Attack +127/ Unleashes 'Vein Tap'

Dropped by Minotarus in Angkor Ruins.

12. Demon Axe/ Attack +132/ It's cursed/ Unleashes 'Poison Cloud'

Transferred from the first Golden Sun.

13. Viking Axe/ Attack +137/ Unleashes 'Stun Bolt'

Rusty axe in Treasure Isle.

14. Mighty Axe/ Attack +142/ Unleashes 'Heat Shatter'

Prize in Lemuria Spring.

15. Apollo's Axe/ Attack +158/ Unleashes 'Flare Burst'

Made from Salamander Tail.

16. Gaia's Axe/ Attack +163/ Unleashes 'Mother Earth'

Made from Golem Core.

17. Stellar Axe/ Attack +171/ Unleashes 'Supernova'

Made from Orihalcon.

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E.

=Staffs=

=For Jenna, Sheba, Ivan, and Mia=

1. Wooden Stick/ Attack +4

Sheba's original equipment. Also sold in Daila.

2. Shaman's Rod/ Attack +10/ Important event item in Shaman Village

Comes with Felix.

3. Magic Rod/ Attack +16/ Unleashes 'Murk'

Sold as an artifact in Madra.

4. Witch's Wand/ Attack +32/ Unleashes 'Stun Voltage'

Sold as an artifact in Garoh.

5. Blessed Ankh/ Attack +46/ Unleashes 'Psyphon Seal'

Sold as an artifact in Mikasalla.

6. Psynergy Rod/ Attack +64/ Unleashes 'Psynergy Leech'

Sold as an artifact in Naribwe.

7. Frost Wand/ Attack +76/ Unleashes 'Frost Bite'

Sold as an artifact in Kibombo.

8. Angelic Ankh/ Attack +83/ Unleashes 'Life Leech'

Sold as an artifact in Apojii Islands.

8. Staff of Anubis/ Attack +83/ Unleashes 'Sacrophagus'

Dropped by Red Demon in Gabomba Statue.

9. Demonic Staff/ Attack +92/ It's cursed/ Unleashes 'Bad Omen'

Sold as an artifact in Champa.

10. Cloud Wand/ Attack +98/ Unleashes 'Stun Cloud'

Made from Tear Stone.

11. Zodiac Wand/ Attack +102/ Unleashes 'Shining Star'

Transferred from the first Golden Sun.

12. Crystal Rod/ Attack +106/ Unleashes 'Drown'

Sold as an artifact in Shaman Village.

13. Glower Staff/ Attack +126/ Unleashes 'Flash Force'

Rusty staff in Shrine of Sea God.

14. Dracomace/ Attack +128/ Unleashes 'Aging Gas'

Rusty staff in Islet Cave

15. Fireman's Pole/ Attack +130/ Use to resist elements

Prize in Lemuria Spring.

16. Goblin's Rod/ Attack +134/ Unleashes 'Sargasso'

Rusty staff in Great Western Sea, at the white spot northwest of Hesperia,  
near the edge of the world.

17. Meditation Rod/ Attack +150/ Unleash 'Nirvana'

Jupiter Lighthouse.

18. Salamander Rod/ Attack +156/ Unleashes 'Fire Dance'  
Made from Salamander Tail.

19. Nebula Wand/ Attack +165/ Unleashes 'Reverse Star'  
Made from Orihalcon.

20. Clotho's Distaff/ Attack +168/ Use to restore 1000HP  
Dropped by Minos Warrior in Mars LH.

21. Atropos' Rod/ Attack +169/ Unleashes 'Life Shear'  
Dropped by Fire Dragon in Yampi Desert Cave.

22. Lachesis' Rule/ Attack +177/ Unleashes 'Apocalypse'  
Dropped by Mad Demon in Anemos Sanctum.

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\*       Armor Guide       \*  
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F.  
=Hats=  
=For everyone=

1. Leather Cap/ Defense +3  
Feilx's and Jenna's original equipment. Also sold in Daila, Madra, and Alhafra.

2. Wooden Cap/ Defense +10  
Sold in Garoh and Naribwe.

3. Nurse Cap/ Defense +18/ Use to heal in battle  
Treasure chest in Madra.

4. Lure Cap/ Defense +20/ Increases random encounters  
Transferred fom the first Golden Sun. (Prize of Colosso.)

5. Mail Cap/ Defense +23  
Sold in Yallam.

6. Ninja Hood/ Defense +28/ Agility +20  
Transferred fom the first Golden Sun.

7. Thorn Crown/ Defense +28/ Attack +8  
Treasure chest in Naribwe Village.

8. Prophet's Hat/ Defense +30/ Predict enemy's death.  
Transferred fom the first Golden Sun. (Rare drop in GS.)

9. Lucky Cap/ Defense +33/ Raises rate of criticals/ PP recovery +3  
Transferred fom the first Golden Sun.

10. Floating Hat/ Defense +34/ Luck x1.2/ Wind Resist +20



Made from Sylph Feather.

9. Jeweled Crown/ Defense +35/ Luck +5  
Sold as an artifact in Contigo.

10. Otafuku Mask/ Defense +31/ Use to release water breath  
Dropped by Grassil.  
This mask can only be equipped by girls.

11. Hiotoko Mask/ Defense +33/ Use to release fire breath  
Dropped by Little Death in Magma Rock.  
This mask can only be equipped by boys.

12. Thunder Crown/ Defense +40/ PP recovery +4/ It's cursed  
Transferred from the first Golden Sun.

13. Crown of Glory/ Defense +40/ PP recovery +8  
Prize in Lemuria Spring.

14. Alaster's Hood/ Defense +47/ Use to haunt a foe.  
Treasure chest in Mars Lighthouse.

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G.

=Circlets=

=For Jenna, Sheba, Ivan, and Mia=

1. Circlet/ Defense +6  
Sheba's original equipment. Also sold in Madra, Alhafra, and Garoh.

2. Silver Circlet/ Defense +16  
Sold in Naribwe and Kibombo.

3. Clarity Circle/ Defense +21/ Wind power +15  
Treasure chest in Air's Rock.

4. Guardian Circlet/ Defense +25  
Sold in Apojii Islands.

5. Glittering Tiara/ Defense +27/ Prevents delutions  
Transferred from the first Golden Sun.

6. Platinum Circlet/ Defense +29  
Sold in Contigo.

7. Pure Circle/ Defense +29/ Water Power +20  
Made from Tear stone.

8. Astral Circle/ Defense +32/ Maximum PP +15  
Made from Star Dust.

9. Mythril Circlet/ Defense +34/ PP recovery +3  
Transferred from the first Golden Sun.

10. Brilliant Circle/ Defense +36/ Luck +10  
Prize in Lemuria Spring.

11. Psychic Circle/ Defense +39/ PP recovery +12

Made from Mithril Silver.

12. Berserker Band/ Defense +46/ Attack +15

Dropped by Druj in Islet Cave.

13. Demon Circle/ Defense +50/ Raises rate of Criticals/ It's cursed

Made from Dark Matter.

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H.

=Helms=

=For Felix, Piers, Isaac, and Garet=

1. Open Helm/ Defense +9

Sold in Alhafra and Garoh.

2. Bronze Helm/ Defense +14

Sold in Mikasalla and Naribwe.

3. Iron Helm/ Defense +20

Sold in Kibombo.

4. Steel Helm/ Defense +27

Sold in Apojii Islands.

5. Adept's Helm/ Defense +29/ Maximum PP x1.2

Transferred from the first Golden Sun.

6. Viking Helm/ Defense +30/ Water Resistance +30

Hidden treasure chest in Champa. Use reveal.

7. Silver Helm/ Defense +30

Sold in Champa.

8. Knight's Helm/ Defense +33

Sold in Contigo.

9. Warrior's Helm/ Defense +35/ Earth power +10/ Raises rate of criticals

Transferred from the first Golden Sun.

10. Dragon Helm/ Defense +42/ Water & Fire Resistance +20

Made from Dragon Skin.

11. Minerva Helm/ Defense +43/ Maximum PP +20

Prize in Lemuria Spring.

12. Mithril Helm/ Defense +44/ Raises rate of criticals

Made from Mithril Silver.

13. Millennium Helm/ Defense +45/ Maximum HP +20

Made from Orihalcon.

14. Fear Helm/ Defense +48/ Attack +10/ It's cursed

Made from Dark Matter

15. Gloria Helm/ Defense +49/ HP recovery +10

Dropped by Aka Manah in Mars Lighthouse.

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I.

=Gloves=

=For everyone=

1. Padded Gloves/ Defense +2

Sold in Daila and Marda.

2. Leather Gloves/ Defense +10

Sold in Alhafra and Garoh.

3. Gauntlets /Defense +23

sold in Kibombo.

4. Battle Gloves/ Defense +26/ Attack +8

Transferred from the first Golden Sun.

5. Vambrace /Defense +27/ Attack +5

Transferred from the first Golden Sun.

6. War Gloves/ Defense +32/ Attack +10

Sold as an artifact in Izumo.

7. Spirit Gloves/ Defense +34/ Resist all elements +5

Transferred from the first Golden Sun.

8. Crafted Gloves/ Defense +35/ attack +5

Prize in Lemuria Spring.

9. Aura Gloves/ Defense +36/ Use to resist elements

Transferred from the first Golden Sun.

10. Aerial Gloves/ Defense +37/ Agility +30/ Wind Power +20

Made from Sylph Feather.

11. Spirit Gloves/ Defense +40/ Maximum PP +20

Treasure chest in Shaman Village.

12. Titan Gloves/ Defense +43/ Maximum HP +30

Made from Golem Core.

13. Riot Gloves/ Defense +45/ Attack +15/ Raises sate of criticals

Dropped by Mino Knight in Yampi Desert Cave.

14. Big Bang Gloves/ Defense +47/ Fire Power +40

Made from Orihalcon.

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J.

=Bracelets=

=For Jenna, Sheba, Ivan, and Mia=

1. Leather Armlet/ Defense +7

Sold in Madra, Alhafra, and Garoh.

2. Armlet/ Defense +17

Sold in Mikasalla, Naribwe, and Kibombo.

3. Heavy Armlet/ Defense +25

Sold in Yallam

3. Guardian Armlet/ Defense +27/ Use as Elixir

Transferred from the first Golden Sun.

4. Silver Armlet/ Defense +30

Sold in Champa.

5. Bone Armlet/ Defense +30/ Use to haunt a foe

Treasure chest in Gabomba statue.

6. Spirit Armlet/ Defense +38/ Earth & Water Power +10/ use to cure ailments

Sold as an artifact in Loho.

7. Virtuous Armlet/ Defense +35/ Fire & Wind Power +10/ Use to restore 100 HP

Transferred from the first Golden Sun.

8. Clear Bracelet/ Defense +31/ Water Power +25

Made from Tear Stone.

9. Leda's Bracelet/ Defense +38/ Wind Power +30

Prize in Lemuria Spring.

10. Jester's Armlet/ Defense +39/ Maximum PP +30

Treasure chest in Treasure Isle.

11. Mithril Armlet/ Defense +46/ Raises rate of criticals

Made from Lithril Silver.

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K.

=Shields=

=For Felix, Piers, Isaac, and Garet=

1. Wooden Shield/ Defense +6

Sold in Daila, Madra, and Alhafra.

2. Bronze Shield/ Defense +14

Sold in Garoh.

3. Iron Shield/ Defense +20

Sold in Naribwe and Kibombo.

4. Fujin Shield/ Defense +23/ Wind Resist +50

Treasure chest at the top of Air's Rock.

5. Dragon Shield/ Defense +26/ Fire Resist +30

Transferred from the first Golden Sun.

6. Knight's Shield/ Defense +28

Sold in contigo.

7. Earth Shield/ Defense +31/ Earth Resist +20

Transferred from the first Golden Sun.

8. Luna Shield/ Defense +33/ Earth Resist +30  
Made from Star Dust.
9. Mirrored Shield/ Defense +39/ Use to delude enemy.  
Sold as an artifact in Contigo.
10. Aegis Shield/ Defense +41/ Increases Criticals  
Prize in Lemuria Spring
11. Dragon Shield/ Defense +42/ Water & Fire Resist +15  
Transferred from the first Golden Sun.
12. Flame Shield/ Defense +44/ Fire Resist +60  
Made from Salamander Tail.
13. Terror Shield/ Defense +48/ Attack +5/ It's cursed  
Made from Dark Matter.
14. Cosmo Shield/ Defense +49/ Resist all elements +20

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L.

=Clothes=

=For everyone=

1. Cotton Shirt/ Defense +3  
Felix's original equipment. Also sold in Daila.
2. Travel Vest/ Defense +7  
Sheba's original equipment. Also sold in Madra and Alhafra.
3. Fur Coat/ Defense +16/ Water resistance +20  
Transferred from the first Golden Sun.
4. Adept's Clothes/ Defense +18/ Maximum PP +8  
Sold in Naribwe and Kibombo.
5. Elven Shirt/ Defense +22/ Agility x1.5  
Transferred from the first Golden Sun.
6. Full Metal Vest/ Defense +21  
Treasure chest in Dehkan Plateau.
7. Kimono/ Defense +25/ Fire resistance +10/ Agility +10  
Transferred from the first Golden Sun.
8. Silver Vest/ Defense +28  
Sold in Izumo.
9. Festival Coat/ Defense +28/ Luck +10  
Gaia Rock.
10. Water Jacket/ Defense +30/ Water resist +30/ Fire resist +20  
Transferred from the first Golden Sun.
11. Ninja Garb/ Defense +36/ Agility +30/ Wind resist +10  
Transferred from the first Golden Sun.

12. Wild Coat/ Defense +37/ Agility +40

Prize in Lemuria Spring

13. Floral Dress/ Defense +38/ Use to lure enemy into sleep

Prize in Lemuria Spring.

14. Faery Vest/ Defense +38/ Use to recover 200HP in battle

Made from Sylph Feather.

15. Storm Gear/ Defense +42/ Water, Fire, and Wind Resist +30

Transferred from the first Golden Sun.

16. Triton's Ward/ Defense +47/ Water Power +30/Water Resist +70

dropped by Ocean Dragon in Trespure Isle.

17. Erinyes Tunic/ Defense +45/ Attack +5/ Raises rate of criticals

Treasure chest in Jupiter Lighthouse. Solve the pillar puzzle.

18. Mithril Clothes/ Defense +49/ Raises rate of criticals

Made from Mithril Silver.

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M.

=Robes=

=For Jenna, Sheba, Ivan, and Mia=

1. One-Piece Dress/ Defense +4

Jenna's original equipment.

2. Travel Robe/ Defense +10

Sold in Garoh.

3. Silk Robe/ Defense +20

Sold in Naribwe and Kibombo.

4. China Dress/ Defense +19/ Use to drop enemy attack

Transferred from the first Golden Sun.

5. Jerkin/ Defense +26

Sold in Yallam.

6. Cocktail Dress/ Defense +29/ Max PP +15

Transferred from the first Golden Sun.

7. Blessed Robe/ Defense +36/ HP recovery +5

Sold in Champa.

8. Magical Cassock/ Defense +39/ PP recovery +2

Sold in Shaman Village.

9. Muni Robe/ Defense +39/ HP recovery +10

Treasure chest in Ankhhol Ruins.

10. Dragon Robe/ Defense +42/ Water and Fire Resist +18

Made from Dragon Skin.

11. Oracle's Robe/ Defense +43/ Water Resist +40/ HP recovery +10

Transferred from the first Golden Sun.

12. Ardagh Robe/ Defense +44/ Fire Power +20/ Fire Resist +40  
Made From Salamander Tail.

13. Feathered Robe/ Defense +45/ Wind Power +20/ Wind Resist +30/ Agility +30  
Transferred from the first Golden Sun. (Rare Drop)

14. Aeolian Cassock/ Defense +46/ Wind Power +15/ Wind Resist +50  
Dropped by Wyvern in Jupiter Lighthouse.

15. Iris Robe/ Defense +47/ Fire Resist +30/ Luck +15/ PP recovery +12  
Treasure chest in Treasure Isle.

16. Mysterious Robe/ Defense +48/ HP recovery +20/ PP recovery +10  
Sold as an artifact in Prox Village.

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N.

=Helms=

=For Felix, Piers, Isaac, and Garet=

1. Leather Armor/ Defense +12  
Sold in Garoh.

2. Psynergy Armor/ Defense +21/ Maximum PP +20  
Sold in Mikasalla.

3. Chain Mail/ Defense +25  
Piers' original equipment. Also sold in Kibombo.

4. Ixion Mail/ Defense +26/ Wind & Water Resist +20  
Treasure chest in Alhafra Cave.

5. Armored Shell/ Defense +30  
sold in Apojii Islands.

6. Spirit Armor/ Defense +32/ Resist all elements +15  
Transferred from the first Golden Sun.

7. Plate Mail/ Defense +33  
Sold in Champa Village.

8. Spiked Armor/ Defense +34/ Attack +10/ Raises rate of criticals  
Transferred from the first Golden Sun. (Rare drop.)

9. Steel Armor/ Defense +36  
Sold in Contigo.

10. Planet Armor/ Defense +36/ All element power +10  
Made from Star Dust.

11. Phantasmal Armor/ Defense +38/ Luck +7/ Use to delude enemy  
Treasure chest in Izumo Ruins.

12. Asura's Armor/ Defense +42/ attack +5/ HP recovery +8  
Transferred from the first Golden Sun.

13. Erebus Armor/ Defense +43/ HP recovery +6

Prize in Lemuria Spring.

14. Dragon Scales/ Defense +44/Water & Fire Resist +30  
Transferred from the first Golden Sun.

15. Dragon Armor/ Defense +44/Water & Fire Resist +15  
Made from Dragon skin.

16. Cronos Mail/ Defense +47/ Maximum HP +30  
Made from Golem Core.

17. Stealth Armor/ Defense +48 /Earth Resist -10/ It's cursed  
Made from Dark Matter

18. Demon Mail/ Defense +50/ Wind Resist -10/ It's cursed  
Transferred from the first Golden Sun.

19. Xylion Armor/ Defense +50/ Attack +12  
Made from Orihalcon

20. Valkyrie Mail/ Defense +53/ Raises rate of criticals  
Treasure chest in Mars Lighthouse.

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\* Accessories Guide \*

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O.  
=Shirts=  
=For everyone=

1. The following 3 shirts are from Contigo Slot Machine:
  - Mythril Shirt/ Defense +10/ Maximum HP +5
  - Silk Shirt/ Defense +6/ Luck +1/ Only for girls
  - Running Shirt/ Defense +1/ Agility +15

2. The following 3 shirts are only accessible through codes:
  - Divine Camisole/ Defense +10/ Luck +5
  - Herbed Shirt/ Defense +7/ Reduce enemy defense
  - Casual Shirt/ Defense +3/ HP recovery +5

3. Golden Shirt/ Defense +12/ Maximum HP +10  
Given by Colosso Warriors after defeating them.  
In the previous game: (NOT this one!)  
You have to win Colosso.  
If you did this in your transferred data, you'll meet them in Shaman Cave after Isaac joins.

\*\*\*\*\*

P.  
=Boots=



=For everyone=

1. The following 3 boots are from Contigo Slot Machine:

- Hyper Boots/ Defense +4/ Raises rate of criticals
- Quick Boots/ Defense +3/ Agility +20
- Fur Boots/ Defense +2/ WaterResist +15

2. Turtle Boots/ Defense +3/ Agility x0.5

Treasure chest in Islet Cave. (Doesn't require Teleport to enter this part.)

3. Leather Boots/ Defense +6

Sold in Madra, and Alhafra.

4. Safety Boots/ Defense +12/ Agility x0.7

Sold as an artifact in Garoh.

5. Dragon Boots/ Defense +13/ Earth, Water, and Fire Resist +10

Made from Dragon Skin.

6. The following 3 shirts are only accessible through codes:

- Knight Greave/ Defense +8/ Maximum HP +5
- Silver Greave/ Defense +11/ Luck +4
- Ninja's Sandals/ Defense +5/ Raise rate of criticals

7. Golden Boots/ Attack +15/ Defense +30

Given by Bandits after defeating them.

In the previous game: (NOT this one!)

After reaching Kalay, go back to Vault and talk to the mayor to learn the bandits escaped.

If you did this in your transferred data, you'll meet them in Madra after Piers joins.

\*Note\* This is a on time only event.

After Karst talks to you, the Bandits stops you when you're leaving Madra.

So if you enter you password later than this point, you will not see the Bandits again.

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Q.

=Rings=

=For everyone=

1. The following 3 rings are from Contigo Slot Machine:

- Adept Ring/ Use to restore 7PP
- War Ring / Use to boost attack
- Sleep Ring/ Use to lull enemies to sleep

2. Healing Ring/ Use to restore 70HP

Dropped by Nightmare.

3. Unicorn Ring/ Use to remove poison

Hidden treasure chest in Naribwe. (Use Reveal.)

Dropped by Sea Dragon in Aqua Rock.

4. Fairy Ring/ Acts like an Elixir in bottle

Transferred from the first Golden Sun.

5. Cleric's Ring/ Remove's the effects of Curse

Transferred from the first Golden Sun.

6. Guardian Ring/ Defense +4/ Maximum HP +20

7. Spirit Ring/ Restores 160 HP to all allies  
Made from Tear Stone.

8. Stardust Ring/ Use to seal enemy's psynergy  
Made from star Dust

9. The following 3 rings are only accessible through codes:

- Aroma Ring / Restores 100 HP to all allies
- Rainbow Ring/ Deludes multiple enemies
- Soul Ring / Use to raise downed ally

10. Golden Ring/ Raises elemental resistance  
Given by Feizhi.

In the previous game: (NOT this one!)

You have to go to Altin pass RIGHT AFTER learing Reveal.

Use Reveal to get through Altin Pass and Lift the rock that's on Hzu.

If you did this in your transferred data, you'll meet Feizhi in Champa.

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\* Item Guide \*

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#### R. Restore HP or PP

- Herb/ Restores 50 HP
- Nut/ Restores 200 HP
- Vial/ Restores 500 HP
- Potion/ Restores all HP
- Mist Potion/ Restores 300 HP to the whole party
- Psy Crystal/ Restores all PP

#### S. Removal of abnormal status

- Antidote/ Cures Poison and Venom
- Elixir/ Cures Delusion, Stun and Sleep
- Water of Life/ Revives downed party member

#### T. Status boost

- Power Bread/ Boosts max HP
- Cookie/ Boosts max PP
- Apple/ Boosts Attack
- Hard Nut/ Boosts Defense
- Mint/ Boosts Agility
- Lucky Pepper/ Boosts Luck

#### U. Misc

- Sacred Feather/ Lowers random encounters
- Smoke Bomb/ veil enemy's sight
- Sleep Bomb/ lulll enemy into sleep
- Oil Drops/ Use to attack with fire psynergy
- Weasel's Claw/ Use to attack with wind psynergy
- Bramble Seed/ Use to attack with earth psynergy
- Crystal Powder/ Use to attack with water psynergy

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## V. Psynergy Items

- Lash Pebble / Teaches 'Lash' / in Kandorean Temple
  - Pound Cube / Teaches 'Pound' / in Dehkan Plateau
  - Tremor Bit / Teaches 'Tremor' / in Madra Catacombs
  - Scoop Gem / Teaches 'Scoop' / in Yampi Desert
  - Cyclone Chip / Teaches 'Cyclone' / in Madra
  - Burst Booch / Teaches 'Burst' / in Tundaria Tower
  - Grindstone / Teaches 'Grind' / in Lemuria
  - Hover Jade / Teaches 'Hover' / in Shaman Village
  - Teleport Lapis/ Teaches 'Teleport' / in Mars Lighthouse
  - Carry Stone / Teaches 'Carry'
  - Catch Beads / Teaches 'Catch'
  - Douse Drop / Teaches 'Douse'
  - Frost Jewel / Teaches 'Frost'
  - Lifting Gem / Teaches 'Lift'
  - Halt Gem / Teaches 'Halt' / must transfer deta from GS to get this item!
  - Cloak Ball / Teaches 'Cloak' / must transfer deta from GS to get this item!
  - Orb of Force / Teaches 'Force' / must transfer deta from GS to get this item!
- (The last eight comes with Isaac & Co. )

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## W. Class Change Items

These items gives you Tetra-elemental Classes.

Which means you need to equip djinn that's different from your own element.

For example, if you have Sheba (a Jupiter Adept) equip the Mysterious Card, she'll need to equip Venus, Mars, and Mercury djinn to get the best status.

When she has 1 Venus, 1 Mars, and 1 Mercury, she'll get the 'level 1' classes.

When she has 2 Venus, 2 Mars, and 2 Mercury, she'll have 'level 2' classes.

When 3 of each, she'll get 'level 3' classes.

### 1. Mysterious Card/ in Kandorean Temple/ Changes your class to:

- level 1 - Harlequin
- level 2 - Punchinello
- level 3 - Acrobat

### 2. Trainer's Whip/ in Yampi Desert/ Changes your class to:

- level 1 - Trainer
- level 2 - Beastkeeper
- level 3 - Beast Lord

### 3. Tomegathericon/ in Gambomba Catacombs/ Changes your class to:

- level 1 - Crypt Lord
- level 2 - Necrolyte
- level 3 - Necromage

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## X. Event Items

### 1. Black Orb

The key to controlling a Lemurian Ship.

### 2. Game ticket

Good for playing games in Contigo Village.

3. Lucky Medal

Good for playing games in Lemuria.

4. Large Bread

Find it in Alhafra, give it to a hungry child, and collect your reward.

5. Healing Mushroom

Find a green mushroom in Gondowan Cliffs.

Give it to an old man in Madra in exchange for a Mars Djinn.

6. Laughter Mushroom

Useless item.

Give it to an old man in Madra to hear "thank you very much but this isn't what I need".

7. Ruin Key

Key for the last room in Madra Catacombs.

8. Sea God's Tear

Key to Shrine of the Sea God.

9. Right Prong, Left Prong, Center Prong

Parts of the Trident.

10. Dancing Idol

It's at the top of Gaia Rock.

After finishing Gaia Rock, go back to Izumo and give it to Master Uzume to get a djinn.

11. Aquarius Stone

The stone that leads to the chosen one.

Use it to open the door to the heart of Aqua Rock.

12. Pretty Stone

A gift from penguins of East Tundarian Islet.

Give it to the bird to get the Red Cloth.

13. Red Cloth

A gift from the bird on Southeast Angara Islet.

Give it to the cow to get some Milk.

14. Milk

A gift from the cow on North Osenia Islet.

Give the milk to the dog to get a Li'l Turtle.

15. Li'l Turtle

A gift from the dog on West Indra Islet.

Give it to the lonely turtle on Sea of Time Islet to collect your reward.

16. Trident/ Water Resist +20/ Use in battle

Important item in your journey to Lemuria.

17. Bone

Useless item.

18. Red Key & Blue Key

Keys to East Tower and West Tower of Jupiter Lighthouse.

19. Jupiter Star

Jewel with power of Jupiter sealed inside. You need this to light the beacon.

Must be kept in a Mithril Bag.

20. Mars Star

Jewel with power of Mars sealed inside. You need this to light the beacon.

Must be kept in a Mithril Bag.

21. Mithril Bag.

Comes with Felix and sticks to him all the time.

Holds the Jupiter Star (From the beginning) and Mars Star (for a short while).

22. Magma Ball

Important item in your journey to Northern Reaches.

23. Tear Stone/ raw material for forging

Found in treasure chests, or

Dropped by Gillman Lord in Treasure Isle. Its weakness is Fire.

24. Star Dust/ raw material for forging

Found in treasure chests, or

Dropped by Sand Scorpion Yampi Desert Cave. Its weakness is Wind.

25. Sylph Feather/ raw material for forging

Found in treasure chests, or

Dropped by Great Seagull in Treasure Isle. Its weakness is Wind.

26. Dragon Skin/ raw material for forging

Found in treasure chests, or

Dropped by Winged Lizard in Yampi Desert Cave. Its weakness is Wind.

27. Salamander Tail/ raw material for forging

Found in treasure chests, or

Dropped by Pyrodra in Treasure Isle. Its weakness is Fire.

28. Golem Core/ raw material for forging

Found in treasure chests, or

Dropped by Bombander in Anemos Sanctum. Its weakness is water.

29. Mythril Silver/ raw material for forging

Found in treasure chests, or

Dropped by Soul Army in Yampi Desert Cave. Its weakness is wind.

30. Dark Matter/ raw material for forging

Dropped by Wonder Bird in Islet Cave. Its weakness is water.

31. Orihalcon/ raw material for forging

Found in treasure chests, or

Dropped by Sky Dragon in Anemos Sanctum. Its weakness is wind.

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\* Best Weapons \*  
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=Best Swords & Blades=

<<1st place>>

Tisiphone Edge/ Attack +178/ Unleashes Vengeance

Dropped by Cruel Dragon in Islet cave.

The unleash of Tisiphone Edge is a goddess firing arrows at your enemy.

The damage she does depends on how many arrows hits.

If all 7 arrows hit, the damage points will be even larger than Sol Blade!

<<2nd place>>

Excalibur/ Attack +180/ Unleashes 'Legend'/ Made from Orihalcon.

The unleash of Excalibus is shooting either 1 sword or 3 swords.

If shooting 3 swords the damage point is also very high.

<<3rd place>>

Sol Blade/ Attack +200/ Unleashes 'Megiddo'/ Mars Lighthouse.

It rules. 'Nuff said.

<<4th place>>

Darksword/ Attack +210/ Unleashes 'Acheron's Grief'/ Made from Dark Matter.

Although Darksword's attack power is the highest in the game, its unleash is not as good.

=Best Axe or Mace=

Ranking is about the same as its attack power.

The difference in unleash is not as obvious as the swords.

=Best Staff=

Ranking is about the same as its attack power.

The difference in unleash is not as obvious as the swords.

Note that the last three staffs are know as "The Fates" in myths.

Check it out if you're interested.

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\* Mini Guide for Lemuria Spring \*

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1. Brilliant Circlet/ 4575 coins/ Defense +36/ Luck +10
2. Crown of Glory/ 5550 coins/ Defense +40/ PP recovery +8
3. Minerva Helm/ 6525 coins/ Defense +43/ Max PP +20
4. Floral Dress/ 4950 coins/ Defense +38/ Put enemy to sleep
5. Wild Coat/ 3000 coins/ Defense +37/ Agility +40
6. Erebus Armor/ 6750 coins/ Defense +43/ HP recovery +6
7. Leda's Bracelet/ 4350 coins/ Defense +38/ Wind Power +30
8. Crafted Gloves/ 3450 coins/ Defense +35/ Attack +5

9. Aegis Shield/ 5025 coins/ Defense +41/ Increases Criticals
10. Fireman's Pole/ 6150 coins/ Attack +130/ Use to resist elements
11. Mighty Axe/ 8925 coins/ Attack +142/ Unleashes Heat Shatter
12. Hestia Blade/ 9675 coins/ Attack +145/ Unleashes Crucible Fire
13. Water of Life/ Revive downed character
14. Psy Crystal/ Replenishes all PP
15. Potion/ Replenishes all HP
16. Summon Tablet fot Eclipse

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 \*       Mini Guide for Forged Equipment       \*  
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[Orihalcon]

Nebula Wand  
 -----

Staff: for Ivan, Mia, Jenna, and Sheba  
 Worth 11300 coins  
 Attack +165  
 Unleashes Reverse Star

Stellar Axe  
 -----

Axe: for Isaac, Garet, Felix, and Piers  
 Worth 14775 coins  
 Attack +171  
 Unleashes Supernova

Excalibur  
 -----

Long Sword: for Isaac, Garet, Felix, and Piers  
 Worth 21900 coins  
 Attack +180  
 Unleashes Legend (There's a possiblity of getting triple damage points if 3 swords  
 appeared instead of 1)

Millenium Helm  
 -----

Helm: for Isaac, Garet, Felix, and Piers  
 Worth 8550 coins  
 Defense +45  
 Max HP +20

Big Bang Gloves  
 -----

Gloves: for everyone  
Worth 7650 coins  
Defense +47  
Fire Power +40

Cosmo Shield

-----  
Shield: for Isaac, Garet, Felix, and Piers  
Worth 9150 coins  
Defense +49  
Resistance of all elements +20

Xylion Armor

-----  
Armor: for Isaac, Garet, Felix, and Piers  
Worth 16875 coins  
Defense +50  
Attack +12

[Dark Matter]

Darksword

-----  
Cursed Sword: for Isaac, Garet, Felix, and Piers  
Worth 18150 coins  
Attack +210  
Unleashes Acheron's Grief

Demon Circlet

-----  
Cursed Circlet: for Ivan, Mia, Jenna, and Sheba  
Worth 11850 coins  
Defense +50  
Increases Criticals  
Raises Evade

Fear Helm

-----  
Cursed Helm: for Isaac, Garet, Felix, and Piers  
Worth 9600 coins  
Defense +48  
Attack +10

Terra Shield

-----  
Cursed Shield: for Isaac, Garet, Felix, and Piers  
Worth 8400 coins  
Defense +48  
Attack +5

Stealth Armor

-----  
Cursed Armor: for Isaac, Garet, Felix, and Piers  
Worth 10500 coins  
Defense +48  
Earth Resist -10

[Mythril Silver]



Levatine

-----

Long Sword: for Isaac, Garet, Felix, and Piers  
Worth 14775 coins  
Attack +173  
Unleashes Radiant Fire

Mythril Blade

-----

Long Sword: for Isaac, Garet, Felix, and Piers  
Worth 10950 coins  
Attack +160  
Unleashes Lethe Albion

Psychic Circlet

-----

Circlet: for Ivan, Mia, Jenna, and Sheba  
Worth 6600 coins  
Defense +39  
PP Recovery +12

Mythril Helm

-----

Helm: for Isaac, Garet, Felix, and Piers  
Worth 8550 coins  
Defense +44  
Increases Criticals

Mythril Armlet

-----

Armlet: for Ivan, Mia, Jenna, and Sheba  
Worth 7275 coins  
Defense +46  
Increases Criticals

Mythril Clothes

-----

Clothes: for everyone  
Worth 11175 coins  
Defense +49  
Increases Criticals

[Golem Core]

Tungsten Mace:

-----

Mace: for everyone except Ivan and Jenna  
Worth 11025 coins  
Attack +159  
Unleashes Hammersphere

Gaia's Axe

-----

Axe: for Isaac, Garet, Felix, and Piers  
Worth 12300 coins  
Attack +163  
Unleashes Mother Earth

Huge Sword

-----

Long Sword: for Isaac, Garet, Felix, and Piers  
Worth 10500 coins  
Attack +155  
Unleashes Heavy Divide

Titan Gloves

-----

Gloves: for everyone  
Worth 6075 coins  
Defense +43  
Max HP +30

Chronos Mail

-----

Armor: for Isaac, Garet, Felix, and Piers  
Worth 9825 coins  
Defense +47  
Max HP +20

[Salamander Tail]

Salamander Rod

-----

Staff: for Ivan, Mia, Jenna, and Sheba  
Worth 10725 coins  
Attack +156  
Unleashes Fire Dance

Apollo's Axe

-----

Axe: for Isaac, Garet, Felix, and Piers  
Worth 11400 coins  
Attack +158  
Unleashes Flare Burst

Burning Sword

-----

Light Blade: for everyone except Mia and Sheba  
Worth 10950 coins  
Attack +157  
Unleashes Blaze Rush

Flame Shield

-----

Shield: for Isaac, Garet, Felix, and Piers  
Worth 6450 coins  
Defense +44  
Fire Resist +60

Ardagh Robe

-----

Robe: for Ivan, Mia, Jenna, and Sheba  
Worth 7425 coins  
Defense +44  
Fire Power +20  
Fire Resist +40

[Dragon Skin]

Dragon Helm

-----

Helm: for Isaac, Garet, Felix, and Piers

Worth 6675 coins

Defense +42

Water Resist +20

Fire Resist +20

Dragon Shield

-----

Shield: for Isaac, Garet, Felix, and Piers

Worth 5550 coins

Defense +42

Water Resist +15

Fire Resist +15

Dragon Robe

-----

Robe: for Ivan, Mia, Jenna, and Sheba

Worth 6675 coins

Defense +42

Water Resist +18

Fire Resist +18

Dragon Armor

-----

Armor: for Isaac, Garet, Felix, and Piers

Worth 7275 coins

Defense +44

Water Resist +15

Fire Resist +15

Dragon Boots

-----

Boots: for everyone

Worth 3150 coins

Defense +13

Earth Resist +10

Water Resist +10

Fire Resist +10

[Sylph Feather]

Sylph Rapier

-----

Light Blade: for everyone except Mia and Sheba

Worth 7575 coins

Attack +124

Unleashes Mad Zephyr

Floating Hat

-----

Hat: for everyone

Worth 4275 coins

Defense +34

Luck x1.2

Wind Resist +20

Aerial Gloves

-----

Gloves: for everyone

Worth 4050 coins

Defense +37

Agility +30

Wind Power +20

Faery Vest

-----

Clothes: for everyone

Worth 5175 coins

Defense +38

Use to restore 200HP. It might break if used in battle.

[Star Dust]

Comet Mace

-----

Mace: for everyone except Ivan and Jenna

Worth 6000 coins

Attack +105

Unleashes Ice Crush

Astral Circlet

-----

Circlet: for Ivan, Mia, Jenna, and Sheba

Worth 3450 coins

Defense +32

Max PP +15

Luna Shield

-----

Shield: for Isaac, Garet, Felix, and Piers

Worth 2925 coins

Defense +33

Earth Resist +30

Planet Armor

-----

Armor: for Isaac, Garet, Felix, and Piers

Worth 3600 coins

Defense +36

Resistance of all elements +10

Star Dust Ring

-----

Ring: for everyone

Worth 1875 coins

Use to seal enemy's Psynergy. It might break if used in battle.

[Tear Stone]

Pure Circlet

-----

Circlet: for Ivan, Mia, Jenna, and Sheba

Worth 2755 coins  
Defense +29  
Water Power +20

Clear Bracelet  
-----

Bracelet: for Ivan, Mia, Jenna, and Sheba  
Worth 2625 coins  
Defense +31  
Water Power +25

Cloud Wand  
-----

Staff: for Ivan, Mia, Jenna, and Sheba  
Worth 5250 coins  
Attack +98  
Unleashes Stun Cloud

Spirits Ring  
-----

Ring: for everyone  
Worth 2700 coins  
Restores 160 HP to all allies. It might break if used in battle.

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\* Mini Guide for Rusty Weapons \*  
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Goblin's Rod  
-----

Staff: for Ivan, Mia, Jenna, and Sheba  
Worth 7350 coins  
Attack +134  
Unleashes Sargasso  
Found as Rusty Staff (Worth 360 coins, Attack +11)  
Found in Great Western Sea, at the white spot northwest of Hesperia, near the edge of the world.

Glower Staff  
-----

Staff: for Ivan, Mia, Jenna, and Sheba  
Worth 7575 coins  
Attack +126  
Unleashes Flash Force  
Found as Rusty Staff (Worth 375 coins, Attack +12) in Shrine of the Sea God.

DracoMace  
-----

Staff: for Ivan, Mia, Jenna, and Sheba  
Worth 8025 coins  
Attack +128  
Unleashes Aging Gas

Found as Rusty Staff (Worth 397 coins, Attack+13) in Islet Cave.

#### Hagbone Mace

-----

Mace: for everyone except Ivan and Jenna

Worth 6300 coins

Attack +108

Unleashes Wyrd Curse

Found as Rusty Mace (Worth 315 coins, Attack +11)

Found in the Great Eastern Sea, at the white spot east of Treasure Isle, near the edge of the world.

#### Demon Mace

-----

Mace: for everyone except Ivan and Jenna

Worth 6900 coins

Attack +115

Unleashes Evil Eye

Found as Rusty Mace (Worth 345 coins, Attack +12) in Gaia Rock.

#### Viking Axe

-----

Axe: for Isaac, Garet, Felix, and Piers

Worth 8250 coins

Attack +137

Unleashes Stun Bolt

Found as Rusty Axe (Worth 412 coins, Attack +14) in Treasure Isle.

#### Captain's Axe

-----

Axe: for Isaac, Garet, Felix, and Piers

Worth 5100 coins

Attack +95

Use to boost defense. It might break if used in battle.

Found as Rusty Axe (Worth 255 coins, Attack +10)

Found in the Great Eastern Sea, at the white spot near Sea of Time.

#### Soul Brand

-----

Long Sword: for Isaac, Garet, Felix, and Piers

Worth 8700 coins

Attack +141

Unleashes Soul Shatter

Found as Rusty Long Sword (Worth 435 coins, Attack +14)

Found in Great Western Sea, at the white spot west of Atteka Continent.

#### Pirate's Sabre

-----

Light Blade: for everyone except Mia and Sheba

Worth 7950 coins

Attack +136

Unleashes Scorpionfish

Found as Rusty Light Blade (Worth 390 coins, Attack +13)

Found in Great Western Sea, at the white spot east of Tundaria Tower, between Osenia and Tundaria.

#### Robber's Blade

-----

Long Sword: for Isaac, Garet, Felix, and Piers

Worth 5700 coins

Attack +101

Unleashes Shred

Found as Rusty Long Sword (Worth 277 coins, Attack +10) in Aqua Rock.

Corsair's Edge

-----

Light Blade: for everyone except Mia and Sheba

Worth 4725 coins

Attack +90

Unleashes Lunar Slash

Found as Rusty Light Blade (Worth 240 coins, Attack +9) in front of Lunpa's Mansion.

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\* Mini Guide for Rare Drop \*

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#### a. Misc

- Unicorn Ring/ Use to remove poison.  
Dropped by Sea Dragon in Aqua Rock.
- Staff of Anubis/ Attack +83/ Unleashes 'Sacrophagus'  
Dropped by Red Demon in Gabomba Statue.
- Tartarus Axe/ Attack +127/ Unleashes 'Vein Tap'  
Dropped by Minotarus in Angkor Ruins.
- Otafuku Mask/ Defense +31/ Use to release water breath  
Dropped by Grassil.

#### b. Jupiter Lighthouse

- Vial/ Restores 500 HP.  
Dropped by Macetail. Weakness= water.
- Antidote/ Cures Poison and Venom.  
Dropped by Devil Scorpion. Weakness= fire.
- Mist Potion/ Restores 300 HP to the whole party.  
Dropped by Ghost Army. Weakness is wind.
- Aeolian Cassock/ Defense +46/ Wind Power +15/ Wind Resist +50  
Dropped by Wyvern. Weakness= wind.
- Rising Mace/ Attack +152/ Unleashes 'High Vitals'  
Dropped by Blue Dragon. Weakness= fire.

#### c. Magma Rock

- Vial/ Restores 500 HP  
Dropped by Raging Rock. Weakness= water.
- Mist Potion/ Restores 300 HP to the whole party.  
Dropped by Grand Chimera. Weakness= water.
- Psy Crystal/ Restores all PP.  
Dropped by Wise Gryphon. Weakness= wind.
- Psy Crystal/ Restores all PP.  
Dropped by Lich. Weakness= wind.
- Water of Life/ Revives downed party member.  
Dropped by Phoenix. Weakness= water.
- Hiotoko Mask/ Defense +33/ Use to release fire breath.  
Dropped by Little Death. Weakness= wind.
- Rune Blade/ Attack +162/ Unleashes 'Void Beam'

Dropped by Lesser Demon. Weakness =wind.

d. Mars Lighthouse

- Smoke Bomb/ Veil enemy's sight.  
Dropped by Doodle Bug. Weakness= water.
- Elixir/ Cures Delusion, Stun and Sleep.  
Dropped by Devil Frog. Weakness= fire.
- Water of Life/ Revives downed party member.  
Dropped by Firebird. Weakness= water.
- Gloria Helm/ Defense +49/ HP recovery +10  
Dropped by Aka Manah. Weakness= fire.
- Clotho's Distaff/ Attack +168/ Use to restore 1000HP.  
Dropped by Minos Warrior. Weakness= wind.

e. Treasure Isle

- Psy Crystal/ Restores all PP  
Dropped by Puppetwarrior. Weakness= wind.
- Sylph Feather/ raw material for forging  
Dropped by Great Seagull. Weakness= wind.
- Tear Stone/ raw material for forging  
Dropped by Gillman Lord. Weakness= fire
- Salamander Tail/ raw material for forging  
Dropped by Pyrodra. Weakness= fire
- Triton's Ward/ Defense +47/ Water Power +30/Water Resist +70  
Dropped by Ocean Dragon. Weakness= fire

f. Islet Cave

- Water of Life/ Revive downed party member.  
Dropped by Chimera Worm. Weakness= fire.
- Dark Matter/ raw material for forging.  
Dropped by Wonderbird. Weakness= water.
- Berserker Band/ Defense +46/ Attack +15  
Dropped by Druj. Weakness= fire.
- Tisiphone Edge/ Attack +178/ Unleashes Vengeance.  
Dropped by Cruel Dragon. Weakness=fire.

g. Yampi Desert Cave

- Star Dust/ raw material for forging.  
Dropped by Sand Scorpion. Weakness= wind.
- Dragon Skin/ raw material for forging.  
Dropped by Winged Lizard. Weakness= wind.
- Mythril Silver  
Dropped by Soul Army. Weakness= wind.
- Riot Gloves/ Defense +45/ Attack +15/ Raises sate of criticals.  
Dropped by Mino Knight. Weakness= wind.
- Atropos' Rod/ Attack +169/ Unleashes 'Life Shear'  
Dropped by Fire Dragon. Weakness= water.

h. Anemos Sanctum

- Psy Crystal/ Restores all PP  
Dropped by Grave Wight. Weakness= fire.
- Golem Core/ Raw material for forging  
Dropped by Bombander. Weakness= water
- Orihalcon/ Raw material for forging  
Dropped by Sky Dragon. Weakness= wind



- Lachesis' Rule/ Attack +177/ Unleashes 'Apocalypse'  
Dropped by Mad Demon. Weakness= wind

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\* Thanks \*

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