

# Final Fantasy Tactics: The War of the Lions Item Encyclopedia

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Final Fantasy Tactics: The War of the Lions

Item Encyclopedia

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I. Updates  
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Future Update - Item Locations

7/21/11 - Item Transcriptions

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II. Weapons  
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IIa. Knives  
---

Equippable by Squire/Chemist/Thief/Orator/Ninja/Dancer

Name: Dagger

Attack Bonus: 3

Block Bonus: 5

Effect: N/A

Description: Used for self-defense. Although its blade is stronger than that of a normal knife, its attack power is rather low.

Name: Mythril Knife

Attack Bonus: 4

Block Bonus: 5

Effect: N/A

Description: A sturdy, well-balanced knife forged from the featherlight metal known as mythril.

Name: Blind Knife

Attack Bonus: 4

Block Bonus: 5

Effect: May inflict Blind

Description: A knife quenched in an insidious poison that robs its victim of sight.

Name: Mage Masher

Attack Bonus: 4

Block Bonus: 5

Effect: May inflict Silence

Description: Created especially for the purpose of fighting mages, this knife has the power to silence its target.

Name: Platinum Dagger

Attack Bonus: 5

Block Bonus: 10

Effect: N/A

Description: A knife with a blade made of lustrous white alloy of mythril and platinum.

Name: Main Gauche

Attack Bonus: 6

Block Bonus: 40

Effect: N/A

Description: This knife gives the weilder a good chance of blocking attacks, making it useful for both offense and defense.

Name: Orichalcum Dirk

Attack Bonus: 7

Block Bonus: 5

Effect: N/a

Description: A knife made of an exceedingly hard metal. Light and sharp.

Name: Assassin's Dagger

Attack Bonus: 7

Block Bonus: 5

Effect: May inflict Doom

Description: Popular among assassins, this dagger has the power to doom its victims to certain death.

Name: Air Knife

Attack Bonus: 10

Block Bonus: 5

Effect: Wind element

Description: This knife's special wave-shaped blade creates a vacuum when swung through the air, increasing its killing power.

Name: Zwilll Straightblade

Attack Bonus: 12

Block Bonus: 10

Effect: May inflict Sleep

Description: A knife manufactured in a region renowned for its blades.

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IIb. Ninja Blades

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Equippable by Ninja

Name: Ninja Blade

Attack Bonus: 8

Block Bonus: 5

Effect: N/A

Description: A sword specially tailored to the needs of ninjas. Its blade is shorter than that of the average sword.

Name: Kunai

Attack Bonus: 9

Block Bonus: 5

Effect: N/A

Description: A multipurpose sword for ninjas.

Name: Kodachi

Attack Bonus: 10

Block Bonus: 5

Effect: N/A

Description: This sword's short, lightweight blade makes it very easy to carry.

Name: Ninja Longblade

Attack Bonus: 12

Block Bonus: 5

Effect: N/A

Description: A sword with a longer blade than that of a normal ninja sword, making it more suitable for use in battle.

Name: Spellbinder

Attack Bonus: 13

Block Bonus: 5

Effect: May inflict Disable

Description: A sword with the power to stop its targets in their tracks, preventing them from taking any actions.

Name: Sasuke's Blade

Attack Bonus: 14

Block Bonus: 15

Effect: N/A

Description: A legendary ninja's sword.

Name: Koga Blade

Attack Bonus: 15

Block Bonus: 5

Effect: N/A

Description: A powerful ninja sword that was once used by a secret society.

Name: Iga Blade

Attack Bonus: 15

Block Bonus: 10

Effect: N/a

Description: An exquisitely crafted ninja sword that was once used by a secret society.

Name: Orochi

Attack Bonus: 20

Block Bonus: 5

Effect: N/A

Description: A katana that strikes like a savage serpent.

Name: Moonsilk Blade

Attack Bonus: 26

Block Bonus: 5

Effect: N/A

Description: The creator of this masterpiece learned the art of swordcraft in a faraway land.

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IIC. Swords

---

Equippable by Squire/Knight/Geomancer/Dark Knight

Name: Nagnarok

Attack Bonus: 1

Block Bonus: 50

Effect: May inflict Toad

Description: This dark blade is mentioned in legends about the end of the world.

Name: Broadsword

Attack Bonus: 4

Block Bonus: 5

Effect: N/A

Description: This broad-bladed sword is suited for large slashing strokes. It is inexpensive, but not particularly powerful.

Name: Longsword

Attack Bonus: 5

Block Bonus: 10

Effect: N/A

Description: This straight and sharp double-edged blade can be used for either stabbing or slashing.

Name: Iron Sword

Attack Bonus: 6

Block Bonus: 5

Effect: N/A

Description: This sword has a broad and sturdy blade, but its iron construction makes it very heavy.

Name: Mythril Sword

Attack Bonus: 7

Block Bonus: 8

Effect: N/A

Description: A sword forged from the metal known as mythril. Its brilliantly shining blade is incredibly lightweight.

Name: Blood Sword

Attack Bonus: 8

Block Bonus: 5

Effect: N/A

Description: The blade of this sword is a deep crimson, as if it were drenched in blood. It is cruelly sharp.

Name: Coral Sword

Attack Bonus: 8

Block Bonus: 5

Effect: Lightning element

Description: The handle of this single-edged sword has been decorated with intricate coral piecework.

Name: Sleep Blade

Attack Bonus: 9

Block Bonus: 5

Effect: May inflict Sleep

Description: A wide-bladed sword with a midnight blue handle.

Name: Ancient Sword

Attack Bonus: 9

Block Bonus: 5

Effect: May inflict Immobilize

Description: A sword constructed using ancient techniques that have long since perished from the world.

Name: Materia Blade

Attack Bonus: 10

Block Bonus: 10

Effect: Allows use of Limit

Description: A sword of extraplanar origin.

Name: Diamond Sword

Attack Bonus: 10

Block Bonus: 10

Effect: N/A

Description: The countless tiny diamonds embedded into this sword's blade saw into its victims, causing great damage.

Name: Platinum Sword

Attack Bonus: 12

Block Bonus: 10

Effect: N/A

Description: A shining sword made of a lustrous white alloy of mythril and platinum. Its broad blade is wickedly sharp.

Name: Icebrand

Attack Bonus: 13

Block Bonus: 10

Effect: Ice element; may cast Blizzara

Description: A sword with a transparent blade that resembles ice.

Name: Runeblade

Attack Bonus: 14

Block Bonus: 15

Effect: Magick +2

Description: A sword inscribed with ancient runes.

Name: Moonblade

Attack Bonus: 20

Block Bonus: 15

Effect: Adds Haste

Description: A sword that glitters cruelly like a crescent moon.

Name: Onion Sword

Attack Bonus: 50

Block Bonus: 15

Effect: Onion Knight only

Description: A blade forged for swordsmen who have master every technique and achieved knighthood's most exalted rank.

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IIId. Knight's Swords

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Equippable by Knight/Dark Knight

Name: Defender

Attack Bonus: 16

Block Bonus: 60

Effect: N/A

Description: A broad-bladed knight's sword made from hardened steel. Jewels have been embedded in its rounded pommel.

Name: Save the Queen

Attack Bonus: 18

Block Bonus: 30

Effect: Adds Protect

Description: A knight's sword given as a symbol of an oath of fealty.

Name: Excalibur

Attack Bonus: 21

Block Bonus: 35

Effect: Adds Haste; Absorbs Holy; Boosts Holy

Description: It is said that only the true heir to the throne can wield this legendary knight's sword.

Name: Ragnarok

Attack Bonus: 24

Block Bonus: 20

Effect: Adds Shell

Description: This knight's sword is mentioned in tales about the end of the world.

Name: Durandal

Attack Bonus: 26

Block Bonus: 40

Effect: Adds Protect/Shell; Holy element

Description: A holy knight's sword said to have been forged by spirits.

Name: Chaos Blade

Attack Bonus: 40

Block Bonus: 20

Effect: Adds Regen; may inflict Stone

Description: This holy knight's sword is said to have been a gift from the gods themselves

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IIe. Katanas

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Equippable by Samurai

Name: Ashura

Attack Bonus: 7

Block Bonus: 15

Effect: N/A

Description: A katana with a brilliant white blade.

Name: Kotetsu

Attack Bonus: 8

Block Bonus: 15

Effect: N/A

Description: A katana whose blade is adorned with a breathtaking carving of a tiger.

Name: Osafune

Attack Bonus: 9

Block Bonus: 15

Effect: N/A

Description: A katana with a blade forged of the finest iron sand by master swordsmith Nagamitsu Osafune.

Name: Murasame

Attack Bonus: 10

Block Bonus: 15

Effect: N/A

Description: Referred to as a demon sword, this katana's keen blade showers blood upon the battlefield.

Name: Ama-no-Murakumo

Attack Bonus: 11

Block Bonus: 15

Effect: N/A

Description: This katana's design was inspired by a legendary blade said to have been plucked from the tail of a marauding dragon.

Name: Kiyomori

Attack Bonus: 12

Block Bonus: 15

Effect: N/A

Description: This exquisitely crafted katana has a beautifully patterned blade and an incredible cutting edge.

Name: Muramasa

Attack Bonus: 14

Block Bonus: 15

Effect: N/A

Description: Referred to as a demon sword, this katana was said to drink the blood of countless enemies.

Name: Kiku-ichimonji

Attack Bonus: 15

Block Bonus: 15

Effect: N/A

Description: A katana with a hilt in the shape of a chrysanthemum.

Name: Masamune

Attack Bonus: 18

Block Bonus: 15

Effect: N/A

Description: This katana's sheath is inlaid with beautiful patterns. It is the life's work of a master swordsmith.

Name: Chirijiraden

Attack Bonus: 25

Block Bonus: 15

Effect: N/A

Description: This katana is decorated with intricate designs.

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IIIf. Axes

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Equippable by Squire/Geomancer/Dark Knight

Name: Battle Axe

Attack Bonus: 9

Effect: N/A

Description: A battle axe with a long handle. Designed for two-handed use, it can easily chop off an enemy's limbs.

Name: Giant's Axe

Attack Bonus: 12

Effect: N/A

Description: An axe with a large head. Much bigger than the traditional woodman's axe, hence its name.

Name: Slasher

Attack Bonus: 16

Effect: May inflict Slow

Description: This axe not only as impressive destructive power, but can also



show the actions of its target.

Name: Francisca

Attack Bonus: 24

Effect: N/A

Description: This axe's small size belies its incredible destructive power.

Name: Golden Axe

Attack Bonus: 30

Effect: N/A

Description: An axe said to have been a gift from spirits inhabiting a spring. Only the righteous may wield it.

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IIg. Rods

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Equippable by Black Mage/Summoner/Mystic

Name: Rod

Attack Bonus: 3

Block Bonus: 20

Effect: N/A

Description: A rod fashioned from evergreen wood.

Name: Flame Rod

Attack Bonus: 3

Block Bonus: 20

Effect: Fire element; Boosts Fire; may cast Fire

Description: A rod imbued with the power of fire.

Name: Ice Rod

Attack Bonus: 3

Block Bonus: 20

Effect: Ice element; Boosts Ice; may cast Blizzard

Description: A rod imbued with the power of ice.

Name: Thunder Rod

Attack Bonus: 3

Block Bonus: 20

Effect: Lightning element; Boosts Lightning; may cast Thunder

Description: A rod imbued with the power of thunder.

Name: Poison Rod

Attack Bonus: 3

Block Bonus: 20

Effect: May inflict Poison

Description: A rod with a poisoned tip.

Name: Wizard's Rod

Attack Bonus: 4

Block Bonus: 20

Effect: Magick +2

Description: A rod that enhances the magickal potency of its wielder.

Name: Rod of Faith

Attack Bonus: 5

Block Bonus: 20

Effect: Adds Faith; may inflict Faith

Description: This rod purges doubt from those it touches, turning them into

pillars of faith.

Name: Stardust Rod

Attack Bonus: 5

Block Bonus: 20

Effect: Magick +3; may cast Gravity

Description: A rod tipped with a meteorite fragment.

Name: Crown Scepter

Attack Bonus: 5

Block Bonus: 20

Effect: Magick +2

Description: A magicked rod wielded by members of the royal guard.

Name: Dragon Rod

Attack Bonus: 5

Block Bonus: 20

Effect:

Description: A rod wielded by a dragon master. Its tip is made from carved dragon bone.

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IIh. Staves

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Equippable by White Mage/Time Mage/Summoner/Mystic

Name: Oak Staff

Attack Bonus: 3

Block Bonus: 15

Effect: N/A

Description: A staff made from sturdy oak.

Name: White Staff

Attack Bonus: 3

Block Bonus: 15

Effect: Heals Doom

Description: A staff carried by members of the clergy.

Name: Healing Staff

Attack Bonus: 4

Block Bonus: 15

Effect: Heals when used; deals damage to undead

Description: A staff imbued with the power of spirits. Has the power to restore HP to those it hits.

Name: Mage's Staff

Attack Bonus: 4

Block Bonus: 15

Effect: Magick +1

Description: This cypress staff increases the magick power of its owner.

Name: Nirvana

Attack Bonus: 5

Block Bonus: 15

Effect: Holy element; Magick +3

Description: A staff that can only be mastered by the enlightened.

Name: Dreamwalker

Attack Bonus: 5

Block Bonus: 15  
Effect: Magick +4  
Description: A powerful staff said to give life to its owner's dreams.

Name: Serpent Staff  
Attack Bonus: 5  
Block Bonus: 15  
Effect: N/A  
Description: A staff with a giant serpent scale embedded in its tip.

Name: Zeus Mace  
Attack Bonus: 6  
Block Bonus: 15  
Effect: Physical +2; Magick +2  
Description: A staff that increases the strength of its user.

Name: Golden Staff  
Attack Bonus: 6  
Block Bonus: 15  
Effect: N/A  
Description: A shiny staff decorated with gold.

Name: Staff of the Magi  
Attack Bonus: 7  
Block Bonus: 15  
Effect: N/A  
Description: An ordinary wooden staff that one might find anywhere.

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Iii. Flails

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Equippable by Squire/Ninja/Dark Knight

Name: Iron Flail  
Attack Bonus: 9  
Effect: N/A  
Description: A weapon comprised of a large iron head attached to a long wooden handle.

Name: Flame Mace  
Attack Bonus: 11  
Effect: Fire element; May cast Fira  
Description: The head of this large mace is enveloped in flames.

Name: Morning Star  
Attack Bonus: 16  
Effect: N/A  
Description: A large spiked metal ball attached by chain to a wooden pole.

Name: Scorpion Tail  
Attack Bonus: 23  
Effect: N/A  
Description: A large morning star with a single spike attached to it.

Name: Vesper  
Attack Bonus: 36  
Effect: N/A  
Description: A weapon named after the evenstar.

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IIj. Guns

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Equippable by Chemist/Orator

Name: Romandan Pistol

Attack Bonus: 6

Block Bonus: 5

Range: 8

Effect: N/A

Description: A firearm brought to Ivalice from the northern country of Romanda.

Name: Mythril Gun

Attack Bonus: 8

Block Bonus: 5

Range: 8

Effect: N/A

Description: The barrel of this firearm has been fashioned from mythril.

Name: Ras Algethi

Attack Bonus: 12

Block Bonus: 5

Range: 8

Effect: N/A

Description: A firearm named for Ras Algethi, the star that forms the Kneeler's head.

Name: Stoneshooter

Attack Bonus: 16

Block Bonus: 5

Range: 8

Effect: Adds Stone

Description:

Name: Fomalhaut

Attack Bonus: 18

Block Bonus: 5

Range: 8

Effect: N/A

Description: A firearm named for the brightest star in the Whale's Maw.

Name: Glacial Gun

Attack Bonus: 20

Block Bonus: 5

Range: 8

Effect: Ice element; May cast Blizzard/Blizzara/Blizzaga

Description: A firearm that shoots freezing bullets.

Name: Blaze Gun

Attack Bonus: 21

Block Bonus: 5

Range: 8

Effect: Fire element; May cast Fire/Fira/Firaga

Description: A firearm that shoots flaming bullets.

Name: Blaster

Attack Bonus: 22

Block Bonus: 5

Range: 8

Effect: Lightning element; May cast Thunder/Thundara/Thundaga

Description: A firearm that shoots electrically charged bullets.

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IIk. Crossbows

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Equippable by Archer

Name: Bowgun

Attack Bonus: 3

Block Bonus: 5

Range: 4

Effect: N/A

Description: A crossbow that can be fired with one hand. Uses shorter bolts than a traditional crossbow.

Name: Knightslayer

Attack Bonus: 3

Block Bonus: 5

Range: 4

Effect: May inflict Blind

Description: This crossbow fires specially fashioned bolts that contain a doze of blinding poison.

Name: Crossbow

Attack Bonus: 4

Block Bonus: 5

Range: 4

Effect: N/A

Description: The firing mechanism of this crossbow has been improved upon, increasing its attack power.

Name: Poison Bow

Attack Bonus: 4

Block Bonus: 5

Range: 4

Effect: May inflict Poison

Description: A crossbow that fires bolts dipped in poison. Includes a mechanism for handling the poisoned bolts.

Name: Hunting Bow

Attack Bonus: 6

Block Bonus: 5

Range: 4

Effect: N/A

Description: A crossbow mainly employed for hunting monsters.

Name: Gastrophetes

Attack Bonus: 10

Block Bonus: 5

Range: 4

Effect: N/A

Description: The most powerful crossbow ever created. Its unusual size gives it a very strong recoil.

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III. Bows

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Equippable by Archer

Name: Longbow

Attack Bonus: 4

Range: 5

Effect: N/A

Description: The most common type of bow. It has a long range and is quite durable.

Name: Silver Bow

Attack Bonus: 5

Range: 5

Effect: N/A

Description: A bow adorned with silver decorations. Thin metal plates help strengthen its wooden frame.

Name: Ice Bow

Attack Bonus: 5

Range: 5

Effect: Ice element

Description: A bow that shoots freezing arrows.

Name: Lightning Bow

Attack Bonus: 6

Range: 5

Effect: Lightning element; May cast Thundara

Description: This bow imbues arrows with the power and speed of lightning.

Name: Mythril Bow

Attack Bonus: 7

Range: 5

Effect: N/A

Description: A bow strengthened by thin plates of mythril.

Name: Windslash Bow

Attack Bonus: 8

Range: 5

Effect: Wind element

Description: Arrows shot by this bow fly at extremely high speeds. The vacuum created by their flight increases their damage.

Name: Artemis Bow

Attack Bonus: 10

Range: 5

Effect: N/A

Description: The bow of the goddess of the hunt.

Name: Yoichi Bow

Attack Bonus: 12

Range: 5

Effect: N/A

Description: The bow of a legendary archer. Its unusual size gives it incredible power.

Name: Perseus Bow

Attack Bonus: 16

Range: 5

Effect: N/A

Description: The bow of a mythical hero. It is constructed entirely of

metal and requires great strength to pull back.

Name: Sagittarius Bow

Attack Bonus: 24

Range: 5

Effect: N/A

Description: An enormous bow that fires meteor-like arrows.

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IIm. Instruments

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Equippable by Bard

Name: Lamia's Harp

Attack Bonus: 10

Block Bonus: 10

Range: 3

Effect: May inflict Confuse

Description: The strains of this harp can affect one's very soul.

Causes confusion in the listener.

Name: Bloodstring Harp

Attack Bonus: 13

Block Bonus: 10

Range: 3

Effect: N/A

Description: A harp with a rich timbre and wide tonal range.

Name: Faerie Harp

Attack Bonus: 15

Block Bonus: 10

Range: 3

Effect: May inflict Charm

Description: The pure sound of this harp can charm its user's enemies.

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IIn. Books

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Equippable by Mystic/Arithmetician

Name: Battle Folio

Attack Bonus: 7

Block Bonus: 15

Range: 3

Description: A bood made for battle.

Name: Bestiary

Attack Bonus: 8

Block Bonus: 15

Range: 3

Description: A thick book describing various beasts.

Name: Papyrus Codex

Attack Bonus: 9

Block Bonus: 15

Range: 3

Description: An ancient text bound in stone.

Name: Omnilex  
Attack Bonus: 11  
Block Bonus: 15  
Range: 3  
Description: A book said to contain all words in all languages.

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IIo. Polearms  
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Equippable by Dragoon

Name: Javelin  
Attack Bonus: 8  
Block Bonus: 10  
Range: 2  
Effect: N/A  
Description: A light and inexpensive spear. Allows the wielder to attack enemies within a range of two tiles.

Name: Spear  
Attack Bonus: 9  
Block Bonus: 10  
Range: 2  
Effect: N/A  
Description: The most commonly used type of spear. Distinguished by its especially long reach.

Name: Mythril Spear  
Attack Bonus: 10  
Block Bonus: 10  
Range: 2  
Effect: N/A  
Description: The tip of this spear is made from the valuable metal known as mythril.

Name: Partisan  
Attack Bonus: 11  
Block Bonus: 10  
Range: 2  
Effect: N/A  
Description: A polearm tipped with a broad, double-edged blade. Its design increases the damage it causes.

Name: Obelisk  
Attack Bonus: 12  
Block Bonus: 10  
Range: 2  
Effect: N/A  
Description: A hefty spear fitted with an obelisk-shaped head.

Name: Holy Lance  
Attack Bonus: 14  
Block Bonus: 10  
Range: 2  
Effect: Holy element; May cast Holy  
Description: This sacred weapon shines a brilliant hue.

Name: Dragon Whisker  
Attack Bonus: 17



Block Bonus: 10

Range: 2

Effect: N/A

Description: A spear made from a mysterious material that is neither wood nor metal. Some say it is a dragon's whisker.

Name: Gae Bolg

Attack Bonus: 24

Block Bonus: 15

Range: 2

Effect: N/A

Description: A spear said to have been wielded by a child of the gods. Merely lifting it requires great strength.

Name: Gungir

Attack Bonus: 29

Block Bonus: 15

Range: 2

Effect: Lightning element

Description: A spear with the power to pierce anything.

Name: Javelin (II)

Attack Bonus: 30

Block Bonus: 10

Range: 2

Effect: N/A

Description: This spear has unmatched attack power.

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IIp. Poles

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Equippable by Mystic/Arithmetician

Name: Cypress Pole

Attack Bonus: 6

Block Bonus: 20

Range: 2

Effect: N/A

Description: A pole carved from the wood of a cypress.

Name: Battle Bamboo

Attack Bonus: 7

Block Bonus: 20

Range: 2

Effect: N/A

Description: A thin and supple bamboo pole that bends lithely when swung through the air.

Name: Musk Pole

Attack Bonus: 8

Block Bonus: 20

Range: 2

Effect: N/A

Description: A pole crafted from wood that emits a musky scent. It is in the shape of a large ladle.

Name: Iron Fan

Attack Bonus: 9

Block Bonus: 20

Range: 2

Effect: N/A

Description: The ribs of this enormous fan are made of iron. When folded up, it may be employed as a pole in battle.

Name: Gokuu Pole

Attack Bonus: 10

Block Bonus: 20

Range: 2

Effect: May inflict Atheist

Description: One strike from this pole can cause the target to lose his faith.

Name: Ivory Pole

Attack Bonus: 11

Block Bonus: 20

Range: 2

Effect: N/A

Description: A pole made from specially treated ivory. It is surprisingly strong, despite its fragile appearance.

Name: Eight-Fluted Pole

Attack Bonus: 12

Block Bonus: 20

Range: 2

Effect: May cast Esuna

Description: A shaft of boxwood, carved into a hexagonal shape and reinforced with metal plates.

Name: Whale Whisker

Attack Bonus: 16

Block Bonus: 20

Range: 2

Effect: N/A

Description: A pole made from a dark material that is neither wood nor metal. Some say it is a dire whale's whisker.

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IIq. Bags

---

Equippable by Females only

Name: Croakadile Bag

Attack Bonus: 10

Effect: Magick +1

Description: An expensive designer handbag made of croakadile skin.

Name: Pantherskin Bag

Attack Bonus: 12

Effect: Adds Regen

Description: The design of this handbag is simple, yet fashionable.

Name: Hydrascale Bag

Attack Bonus: 14

Effect: Speed +1

Description: A handbag studded with scales from a hydra.

Name: Fallingstar Bag

Attack Bonus: 20

Effect: N/A

Description: A custom-made handbag designed for battle.

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IIr. Cloths

---

Equippable by Dancer

Name: Damask Cloth

Attack Bonus: 8

Block Bonus: 50

Range: 2

Description: This cloth is thick and brilliantly colored, making it perfect for use in carpets.

Name: Cashmere

Attack Bonus: 10

Block Bonus: 50

Range: 2

Description: This warm and flexible woolen fabric is exquisitely soft to the touch.

Name: Wurmweave Silk

Attack Bonus: 15

Block Bonus: 50

Range: 2

Description: A special process has been used to make this thin, smooth silk exceptionally durable.

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IIIs. Fellswords

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Equippable by Dark Knight

Name: Chaosbringer

Attack Bonus: 16

Effect: Dark element; May inflict Blind

Description: The wielder of this sword bears the sins of his previous lives, robbing him or her of all hope.

Name: Deathbringer

Attack Bonus: 20

Effect: Dark element; May inflict Doom

Description: This sword brings death to all those who kill in the name of truth and justice.

Name: Arondight

Attack Bonus: 24

Effect: Dark element; May inflict Slow

Description: It is said that a witch bestowed this sword to a knight who died an unnatural death.

Name: Balmung

Attack Bonus: 32

Effect: Dark element; May inflict Stop

Description: A sword said to have been wielded by a hero from the north. A blue jewel is embedded in its broad handle.

Name: Valhalla

Attack Bonus: 40

Effect: Dark element; May inflict KO

Description: A tainted blade spoken of in legends about the end of the world, said to feed upon the souls of its victims.

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IIt. Shields

---

Equippable by Knight/Archer/Geomancer/Dragoon/Dark Knight

Name: Escutcheon

Physical Evasion: 10

Magick Evasion: 3

Effect: N/A

Description: The most inexpensive shield available. As expected, its defensive abilities are lacking.

Name: Buckler

Physical Evasion: 13

Magick Evasion: 13

Effect: N/A

Description: A small shield for close-quarters fighting. Though easy to use, its ability to block attacks is lacking.

Name: Bronze Shield

Physical Evasion: 16

Magick Evasion: 0

Effect: N/A

Description: This bronze shield is rather small, allowing the user to deftly block his opponent's attacks.

Name: Round Shield

Physical Evasion: 19

Magick Evasion: 0

Effect: N/A

Description: The surface of this small, sturdy shield has been inlaid with a complex ornamental design.

Name: Mythril Shield

Physical Evasion: 22

Magick Evasion: 5

Effect: N/A

Description: A shield constructed of the featherlight metal known as mythril. It is surprisingly light and easy to wield.

Name: Golden Shield

Physical Evasion: 25

Magick Evasion: 0

Effect: N/A

Description: This mythril shield has been decorated with gold accents and provides excellent protection against physical attacks.

Name: Aegis Shield

Physical Evasion: 10

Magick Evasion: 50

Effect: Magick +1

Description: This shield resembles a breastplate worn by a god. It enhances the user's magickal capabilities.

Name: Ice Shield

Physical Evasion: 28

Magick Evasion: 0

Effect: Absorbs Ice; Halves Fire; Weak to Lightning

Description: This mythril shield is inlaid with pale blue gemstones that seem to emit a frigid aura.

Name: Flame Shield

Physical Evasion: 31

Magick Evasion: 0

Effect: Absorbs Fire; Halves Ice; Weak to Water

Description: This mythril shield is inlaid with deep crimson gemstones that seem to dance with the power of flame.

Name: Diamond Shield

Physical Evasion: 34

Magick Evasion: 15

Effect: N/A

Description: A shield adorned with brilliant, incredibly hard gems that help protect the user from magicks.

Name: Platinum Shield

Physical Evasion: 37

Magick Evasion: 10

Effect: N/A

Description: This brilliant shield has been forged from a lustrous white alloy of mythril and platinum.

Name: Crystal Shield

Physical Evasion: 40

Magick Evasion: 15

Effect: N/A

Description: This shield has been inlaid with crystalline jewels discovered deep within the earth.

Name: Genji Shield

Physical Evasion: 43

Magick Evasion: 0

Effect: N/A

Description: A pitch-black shield made by foreign craftsmen. It is made of iron and has a unique shape.

Name: Kaiser Shield

Physical Evasion: 46

Magick Evasion: 20

Effect: Boosts Fire/Lightning/Ice

Description: A shield bearing the name of an ancient emperor. It boosts the damage dealt by certain elemental magicks.

Name: Venetian Shield

Physical Evasion: 50

Magick Evasion: 25

Effect: Halves Fire/Lightning/Ice

Description: A shield that has been brilliantly colored using special dyes and pigments. It halves damage from the primary elements.

Name: Reverie Shield

Physical Evasion: 50

Magick Evasion: 25

Effect: Halves all elements

Description: A shield imbued with resistance to various attacks.

Name: Escutcheon (II)

Physical Evasion: 75

Magick Evasion: 50

Effect: N/A

Description: This shield's blocking capabilities are nearly unrivaled.

Name: Onion Shield

Physical Evasion: 80

Magick Evasion: 75

Effect: Onion Knight only

Description: A shield forged for swordsmen who have mastered every technique and achieved knighthood's most exalted rank.

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### III. Headgear

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#### IIIa. Helms

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Equippable by Knight/Dragoon/Samurai/Dark Knight

Name: Leather Helm

HP Bonus: +10

MP Bonus: 0

Effect: N/A

Description: This leather helm has been treated with a special resin, making it sturdy yet flexible.

Name: Bronze Helm

HP Bonus: +20

MP Bonus: 0

Effect: N/A

Description: An ordinary bronze helm.

Name: Iron Helm

HP Bonus: +30

MP Bonus: 0

Effect: N/A

Description: A sturdy iron helm.

Name: Barbut

HP Bonus: +40

MP Bonus: 0

Effect: N/A

Description: This helm covers the entire head, save for a T-shaped cutout for the wearer's face.

Name: Mythril Helm

HP Bonus: +50

MP Bonus: 0

Effect: N/A

Description: A helm made from the valuable metal known as mythril. It is very sturdy and surprisingly lightweight.

Name: Golden Helm

HP Bonus: +60  
MP Bonus: 0  
Effect: N/A  
Description: A mythrill helm with gold accents.

Name: Close Helmet  
HP Bonus: +70  
MP Bonus: 0  
Effect: N/A  
Description: This helm completely protects the head and neck, and its front guard protects the face as well.

Name: Diamond Helm  
HP Bonus: +80  
MP Bonus: 0  
Effect: N/A  
Description: A close helmet adorned with magickal jewels of extraordinary hardness.

Name: Platinum Helm  
HP Bonus: +90  
MP Bonus: 0  
Effect: N/A  
Description: This brilliant helm has been forged from a lustrous white alloy of mythrill and platinum.

Name: Circlet  
HP Bonus: +100  
MP Bonus: 0  
Effect: N/A  
Description: Jewels have been embedded around the front of this helm. The design exposes the wearer's ears, making it lighter.

Name: Crystal Helm  
HP Bonus: +120  
MP Bonus: 0  
Effect: N/A  
Description: This platinum helm has been inlaid with crystalline jewels discovered deep within the earth.

Name: Genji Helm  
HP Bonus: +130  
MP Bonus: 0  
Effect: N/A  
Description: A helm forged by foreign craftsmen. It is made of iron and has a unique shape.

Name: Grand Helm  
HP Bonus: +150  
MP Bonus: 0  
Effect: Immune to Blind/Sleep  
Description: A helm that wards off certain status ailments.

Name: Vanguard Helm  
HP Bonus: +150  
MP Bonus: +20  
Effect: N/A  
Description: A helm passed down from one veteran warrior to the next. Every pit and scratch recalls a pitched battle.

Name: Onion Helm

HP Bonus: +200

MP Bonus: 0

Effect: Onion Knight only

Description: A helm forged for swordsmen who have mastered every technique and achieved knighthood's most exalted rank.

---

IIIb. Hats

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Equippable by Squire/Chemist/Archer/White Mage/Black Mage/Time Mage/Summoner Thief/Orator/Mystic/Geomancer/Ninja/Arithmetician/Bard/Dancer/Dark Knight

Name: Leather Cap

HP Bonus: +8

MP Bonus: 0

Effect: N/A

Description: A hat crafted from tanned leather.

Name: Plumed Hat

HP Bonus: +16

MP Bonus: +5

Effect: N/A

Description: A sturdy hat adorned with a fluffy white feather.

Name: Red Hood

HP Bonus: +24

MP Bonus: +8

Effect: N/A

Description: A hat made from deep red cloth.

Name: Headgear

HP Bonus: +32

MP Bonus: 0

Effect: Physical +1

Description: A leather hood that protects the wearer's head and ears.

Name: Wizard's Hat

HP Bonus: +40

MP Bonus: +12

Effect: Magick +1

Description: A hat adorned with a magick symbol.

Name: Green Beret

HP Bonus: +48

MP Bonus: 0

Effect: Speed +1

Description: A beret worn by units assigned to special missions.

Name: Headband

HP Bonus: +56

MP Bonus: 0

Effect: Physical +2

Description: Headgear made from a twisted towel. It seems to strengthen the wearer's resolve.

Name: Brass Coronet

HP Bonus: +60

MP Bonus: +100



Effect: Magick +3; Immune to Silence

Description: A crown that boosts the potency of the wearer's magicks.

Name: Celebrant's Miter

HP Bonus: +64

MP Bonus: +20

Effect: Magick +1

Description: An elaborately decorated hat employed by the clergy in religious ceremonies.

Name: Black Cowl

HP Bonus: +72

MP Bonus: 0

Effect: N/A

Description: A pitch-black cloth hat.

Name: Gold Hairpin

HP Bonus: +80

MP Bonus: +50

Effect: Immune to Silence

Description: A hairpin beautifully decorated with gold inlay.

Name: Lambent Hat

HP Bonus: +88

MP Bonus: +15

Effect: Magick +1; Speed +1

Description: The crystals decorating this hat increase the wearer's agility and magickal attack power.

Name: Thief's Cap

HP Bonus: +100

MP Bonus: 0

Effect: Speed +2; Immune to Immobilize/Disable

Description: A hat that increases agility and protects against certain status ailments.

Name: Acacia Helm

HP Bonus: +120

MP Bonus: +20

Effect: Speed +2; Immune to Confuse/Berserk/Charm

Description: A hat that increases agility and protects against certain status effects.

---

IIIc. Hair Adornments

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Equippable by Females only

Name: Ribbon

HP Bonus: +10

Effect: Immune to all status effects

Description: A ribbon that protects against status effects.

Name: Barette

HP Bonus: +20

Effect: Immune to KO/Stone/Traitor/Confuse/Vampire/Berserk/Stop/Charm/Sleep

Description: A hairpin that prevents an array of status effects.

Name: Cachusa

HP Bonus: +20

Effect: Immune to Undead/Blind/Silence/Toad/Poison/Slow/Immobilize/Disable/Doom

Description: A hairband that prevents an array of status effects.

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#### IV. Armor

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IVa. Armor

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Equippable by Knight/Dragoon/Samurai

Name: Leather Armor

HP Bonus: +10

Effect: N/A

Description: Armor made from layers of tanned leather.

Name: Linen Cuirass

HP Bonus: +20

Effect: N/A

Description: Linen armor with a bronze breastplate

Name: Bronze Armor

HP Bonus: +30

Effect: N/A

Description: Simply fashioned bronze armor.

Name: Chainmail

HP Bonus: +40

Effect: N/A

Description: Armor fashioned from countless interlocking metal rings.

Name: Mythril Armor

HP Bonus: +50

Effect: N/A

Description: Armor made from the valuable metal known as mythril. It is surprisingly light and sturdy.

Name: Plate Mail

HP Bonus: +60

Effect: N/A

Description: The unique design of this mythril armor greatly increases its protective qualities.

Name: Golden Armor

HP Bonus: +70

Effect: N/A

Description: Improved plate mail that has been decorated with gold.

Name: Diamond Armor

HP Bonus: +80

Effect: N/A

Description: Armor that has been reinforced with incredibly hard gemstones.

Name: Platinum Armor

HP Bonus: +90

Effect: N/A

Description: Brilliantly shining armor made of a lustrous white alloy of

mythril and platinum.

Name: Carabineer Mail

HP Bonus: +100

Effect: N/A

Description: Thick mythril armor designed to withstand even the most intense of shocks.

Name: Crystal Mail

HP Bonus: +110

Effect: N/A

Description: Platinum armor reinforced in places with crystalline gemstones found deep within the earth.

Name: Mirror Mail

HP Bonus: +130

Effect: Adds Reflect

Description: Armor with the power to reflect magick used on the wearer.

Name: Genji Armor

HP Bonus: +150

Effect: N/A

Description: Red enameled armor made by foreign craftsmen. It completely protects the torso and back.

Name: Maximillian

HP Bonus: +200

Effect: N/A

Description: Top-grade armor made with advanced techniques. The materials and design make it exceedingly strong.

---

IVb. Clothing

---

Equippable by Squire/Chemist/Archer/Monk/White Mage/Black Mage/Time Mage  
Summoner/Thief/Orator/Mystic/Geomancer/Ninja/Arithmetician/Bard  
Dark Knight

Name: Clothing

HP Bonus: +5

MP Bonus: 0

Effect: N/A

Description: Made for use in battle, this is sturdier than normal clothing.

Name: Leather Clothing

HP Bonus: +10

MP Bonus: 0

Effect: N/A

Description: Leather clothing made for battle.

Name: Leather Plate

HP Bonus: +18

MP Bonus: 0

Effect: N/A

Description: The many layers of leather used in this battle clothing make it very sturdy.

Name: Ringmail

HP Bonus: +24

MP Bonus: 0

Effect: N/A

Description: A shirt made of countless interlocking metal rings.

Name: Mythril Vest

HP Bonus: +30

MP Bonus: 0

Effect: N/A

Description: A vest with many small mythril plates sewn into it.

Name: Adamant Vest

HP Bonus: +36

MP Bonus: 0

Effect: N/A

Description: A vest with plates of an incredibly hard metal sewn into it.

Name: Wizard Clothing

HP Bonus: +42

MP Bonus: +15

Effect: N/A

Description: A hooded outfit often worn by mages.

Name: Brigandine

HP Bonus: +50

MP Bonus: 0

Effect: N/A

Description: A cloth garment reinforced with plates of mythril and platinum alloy.

Name: Jujitsu Gi

HP Bonus: +60

MP Bonus: 0

Effect: Physical +1; Immune to KO

Description: A singlet created by foreign craftsmen and favored by practitioners of the martial arts.

Name: Power Garb

HP Bonus: +70

MP Bonus: 0

Effect: Physical +2

Description: A supportive garment that enhances the wearer's fighting capabilities.

Name: Gaia Gear

HP Bonus: +85

MP Bonus: +10

Effect: Absorbs Earth; Boosts Earth

Description: Clothing made from brilliantly patterned material. It confers the protection of the earth to the wearer.

Name: Black Garb

HP Bonus: +100

MP Bonus: 0

Effect: Immune to Stop

Description: Pitch-black clothing made for battle.

Name: Ninja Gear

HP Bonus: +20

MP Bonus: 0

Effect: Speed +2; Adds Invisible

Description: This ninja clothing is suited to covert missions.

Name: Mirage Vest

HP Bonus: +120

MP Bonus: 0

Effect: Speed +1; Immune to Sleep/Poison/Stone

Description: A vest designed to increase the user's mobility. Prevents several status ailments.

Name: Rubber Suit

HP Bonus: +150

MP Bonus: +30

Effect: Negates Lightning

Description: Clothing made from an unusual resin that perfectly fits the contour of the wearer's body.

Name: Brave Suit

HP Bonus: +160

MP Bonus: +40

Effect: Adds Reraise/Regen

Description: This battle garb is rumored to prevent its wearer from defeat as long as he or she has the will to fight.

---

IVc. Robes

---

Equippable by Knight/White Mage/Black Mage/Time Mage/Summoner/Orator/Mystic  
Geomancer/Dragoon/Samurai/Arithmetician/Dark Knight

Name: Hempen Robe

HP Bonus: +10

MP Bonus: +10

Effect: N/A

Description: A simple robe made from a single sheet of linen cloth.

Name: Silken Robe

HP Bonus: +20

MP Bonus: +16

Effect: N/A

Description: A smooth robe made from layers of silk cloth.

Name: Wizard's Robe

HP Bonus: +30

MP Bonus: +22

Effect: Magick +2

Description: A hooded robe that completely covers the wearer's body.

Name: Chameleon Robe

HP Bonus: +40

MP Bonus: +28

Effect: Immune to KO; Absorbs Holy

Description: A robe dyed with pigments made from shining green stones.

Name: White Robe

HP Bonus: +50

MP Bonus: +34

Effect: Halves Fire/Lightning/Ice

Description: These pure white vestments halve damage taken from the primary elements.

Name: Black Robe

HP Bonus: +60

MP Bonus: +30

Effect: Boosts Fire/Lightning/Ice

Description: These pitch-black vestments increase damage inflicted by magicks of the primary elements.

Name: Luminous Robe

HP Bonus: +75

MP Bonus: +50

Effect: N/A

Description: The material in this robe has been woven from threads that glow faintly with magick.

Name: Lordly Robe

HP Bonus: +100

MP Bonus: +80

Effect: Physical +2; Magick +1; Adds Protect/Shell

Description: Luxurious robe worn by high-ranking nobles.

Name: Sage's Robe

HP Bonus: +120

MP Bonus: +100

Effect: Halves all elements

Description: A robe woven from threads that shimmer in all colors of the rainbow. Halves damage taken from elemental magick.

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## V. Accessories

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Name:

Effect:

Description:

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Va. Shoes

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Name: Battle Boots

Effect: Move +1

Description: Battle boots made from layers of leather.

Name: Spiked Boots

Effect: Jump +1

Description: The spikes along the bottoms of these boots improve the wearer's footing, allowing him or her to jump farther.

Name: Rubber Boots

Effect: Immune to Immobilize; Negates Lightning

Description: These resin boots conform perfectly to the shape of the wearer's feet, negating lightning-based magick damage.

Name: Winged Boots

Effect: Adds Float

Description: Lightweight boots decorated with fluffy feathers.

Name: Germinas Boots

Effect: Move +1; Jump +1

Description: Boots that fit the feet perfectly, increasing the wearer's mobility.

Name: Hermes Shoes

Effect: Speed +1

Description: Expensive shoes made by a famous cobbler.

Name: Red Shoes

Effect: Magick +1; Move +1

Description: Shoes that have been dyed a deep crimson.

---

Vb. Armguards

---

Name: Power Gauntlet

Effect: Physical +1

Description: A sturdy glove that increases weapon attack power.

Name: Magepower Glove

Effect: Magick +2

Description: A glove that boosts the wearer's magickal attack power.

Name: Bracer

Effect: Physical +3

Description: A thin leather bracer.

Name: Genji Glove

Effect: Physical +2; Magick +2

Description: A vermillion glove made by a foreign craftsman.

---

Vc. Rings

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Name: Magick Ring

Effect: Immune to Silence/Berserk

Description: A ring inlaid with a magickal gemstone.

Name: Protect Ring

Effect: Immune to Sleep/Doom

Description: A ring forged from metal imbued with magick.

Name: Reflect Ring

Effect: Adds Reflect

Description: A ring engraved with arcane symbols that can reflect magick cast upon the user.

Name: Cursed Ring

Effect: Physical +1; Magick +1; Speed +1; Adds Undead; Immune to Traitor

Description: A ring forged from metal inhabited by spirits.

Name: Sage's Ring

Effect: Boosts all elements; Absorbs all elements

Description: A ring bearing a magickal jewel.

Name: Angel Ring

Effect: Adds Reraise; Immune to KO/Blind

Description: A ring that bestows an angel's aegis upon its owner.

---

Vd. Armlets

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Name: Jade Armband

Effect: Immune to Stone/Stop

Description: A bracelet embedded with well-polished green jewels.

Name: Nu Khai Armband

Effect: Immune to Confuse/Charm; Halves Dark

Description: An armband worn during a ceremony to worship gods of darkness.

Name: Japa Mala

Effect: Immune to Undead/Vampire/Toad/Poison; Boosts all elements

Description: A string of prayer beads made from 108 fruits of the sacred fig tree.

Name: Guardian Bracelet

Effect: Immune to Immobilize/Disable

Description: A bracelet embedded with deep crimson jewels.

Name: Diamond Bracelet

Effect: Physical +1; Magick +1; Immune to Slow

Description: A bracelet embedded with shining magickal jewels.

---

Ve. Cloaks

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Name: Shoulder Cape

Physical Evasion: 10

Magick Evasion: 10

Effect: N/A

Description: A small woolen cape.

Name: Leather Cloak

Physical Evasion: 15

Magick Evasion: 15

Effect: N/A

Description: A sturdy leather cloak.

Name: Mage's Cloak

Physical Evasion: 18

Magick Evasion: 18

Effect: Magick +1

Description: A hooded cloak often worn by mages.

Name: Elven Cloak

Physical Evasion: 25

Magick Evasion: 25

Effect: N/A

Description: A short cloak made of thin material that has been imbued with magickal power.

Name: Vampire Cloak

Physical Evasion: 28

Magick Evasion: 28



Effect: N/A

Description: The outside of this cloak is black, while the inside is deep crimson.

Name: Featherweave Cloak

Physical Evasion: 40

Magick Evasion: 30

Effect: N/A

Description: This cloak is as light and soft as a feather.

Name: Invisibility Cloak

Physical Evasion: 35

Magick Evasion: 0

Effect: Adds Invisible

Description: This cloak makes the wearer invisible - until he or she is discovered.

---

Vf. Perfumes

---

Equippable by Females

Name: Cherche

Effect: Adds Float/Reflect

Description: A perfume with a refreshing fragrance.

Name: Septi鑪e

Effect: Magick +1; Adds Haste/Invisible

Description: A perfume with an otherworldly aroma.

Name: Sortil馮e

Effect: Adds Protect/Shell

Description: A perfume with a rich redolence.

Name: Chantage

Effect: Adds Reraise/Regen

Description: A perfume with a soothing scent.

---

Vg. Lip Rouge

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Name: Tynar Rouge

Effect: Physical +3; Magick +3; Boosts Holy; Adds Protect/Shell/Haste

Description: Magickal lip rouge from the popular Feyforge brand. It is a limited-edition product, making it difficult for even the richest noblewomen to obtain.

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VI. Items  
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Name:

Effect:

Description:

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VIa. Medicine

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Name: Potion

Effect: Restores 30 HP

Description: Medicine that restores HP. Deals damage when used against the undead.

Name: Hi-Potion

Effect: Restores 70 HP

Description: Medicine that restores HP. More effective than a standard potion.

Name: X-Potion

Effect: Restores 150 HP

Description: Medicine that restores HP. More effective than a hi-potion.

Name: Ether

Effect: Restores 20 MP

Description: Medicine that restores MP.

Name: Hi-Ether

Effect: Restores 50 MP

Description: Medicine that restores MP. More effective than a standard ether.

Name: Antidote

Effect: Heals Poison

Description: Medicine that neutralizes poison from enemy attacks.

Name: Eye Drops

Effect: Heals Blind

Description: Medicine that restores sight to those blinded by magick or other causes.

Name: Echo Herbs

Effect: Heals Silence

Description: Medicine that restores the power of speech to silenced units, allowing them to cast spells.

Name: Maiden's Kiss

Effect: Heals Toad

Description: Medicine that restores a unit who has been transformed into a toad.

Name: Gold Needle

Effect: Heals Stone

Description: A tool that restores a unit who has been turned to stone. It breaks after one use.

Name: Holy Water

Effect: Heals Undead/Vampire

Description: Holy water that restores life to a unite who has been touched by the curse of undeath.

Name: Remedy

Effect: Heals Stone/Blind/Confuse/Silence/Oil/Toad/Poison/Sleep

Description: A nostrum that cures all manner of status effects.

Name: Phoenix Down

Effect: Heals KO

Description: Down feathers with the power to restore a unit who has fallen in battle. Consumed after one use.

Name: Elixir

Effect: Restores HP/MP

Description: Valuable medicine that fully restores both HP and MP.

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VIb. Bombs

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Name: Flameburst Bomb

Attack: 8

Effect: Fire element

Description: An explosive sphere that deals fire damage when thrown.

Name: Snowmelt Bomb

Attack: 8

Effect: Water element

Description: An explosive sphere that deals water damage when thrown.

Name: Spark Bomb

Attack: 8

Effect: Lightning element

Description: An explosive sphere that deals lightning damage when thrown.

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VIc. Shurikens

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Name: Shuriken

Attack: 4

Description: A throwing weapon for ninjas. It spins in the air before hitting a target.

Name: Fuma Shuriken

Attack: 7

Description: A pinwheel-shaped throwing star that flies at very high speeds.

Name: Yagyu Darkrood

Attack: 10

Description: A cross-shaped throwing star used by a famous ninja school. Its blades are serrated for maximum damage.

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VII. Credits, Thanks and Legal Information  
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Square-Enix           - Porting this great game  
GameFAQs            - The boards and the FAQs  
Nataku956            - Game save file for multiplayer items

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Lastly, Kyle Johnston is a busy man. He rushed this guide out for its first version. Please, please, please do him a favor and contact him if you notice any mistakes (even if it's only one tiny grammatical error). If you would like to assist him in any way or add to the FAQ itself, please contact him. Again, his e-mail address is Gilgamesh1095@gmail.com, and can also be reached via the Chrono Trigger DS messageboard on GameFAQs.com.

#####

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