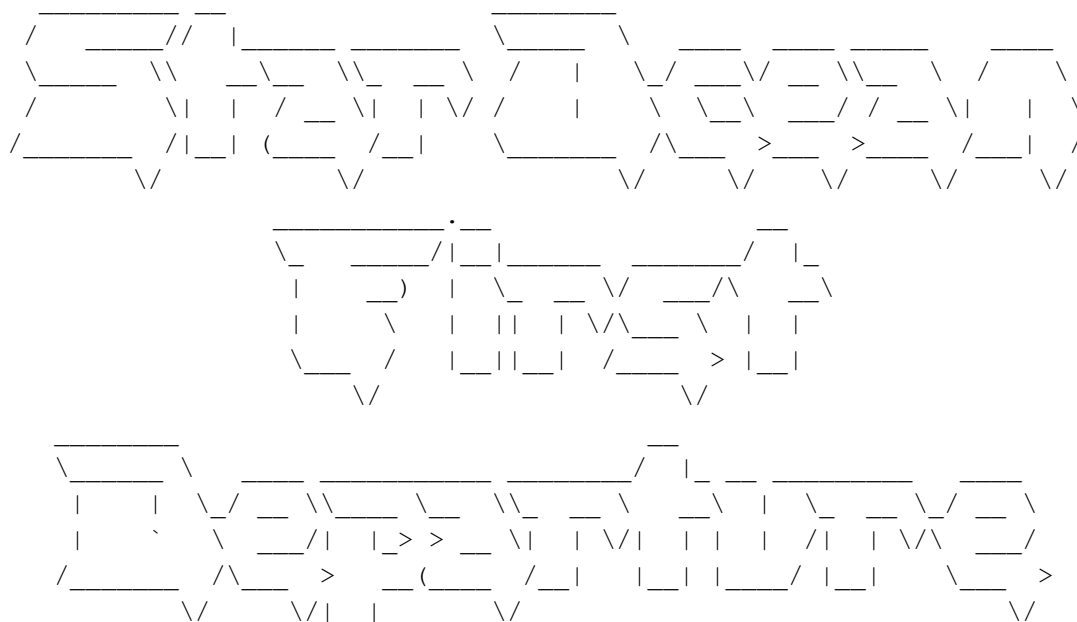


# Star Ocean: The First Departure Item List/Creation FAQ

by Rikki\_chan

Updated to v1.0 on May 16, 2010



## Item List/Item Creation FAQ for Star Ocean: First Departure for Playstation Portable

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	Introduction	[01.00]	
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This list contains all of the items (weapons, armors, accessories, herbs, cooking ingredients, and etc.) from Star Ocean: The First Departure.

I'm 100% sure this list is complete, with the only thing missing where to get some items.

The set up of most of the list is like the following:

Item Name  
- "Item Description"

- Second Item Description (Hitting SQUARE [])
- Where/How to get

Items will be in Alphabetical Order.

For the weapons/armors/accessories it will look like this:

WPN/AMR/ACC Name  
 "Item Description"  
 STATS - XX  
 Where/How to get

Most of the items will be missing the Where/How to get so if you have that information please let me know!

NOTE: For laughs you MUST go to WELCH's Weapon section [04.09]. Read the descriptions of her weapons IN ORDER. It will tell you a story and have you laughing out loud.

MISSING: Here's a list of the items I have no clue where/how to get.

Accessories:  
 Light Cross

If you know where/how to get any of these please let me know! Thanks a bunch.

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| Single-use Items                               [02.00] |
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Angel Statuette

- "A statuette of a beautiful angel imbued with mystical powers that heal the wounds of all party members."
- Restores HP 30%
- Art [Magic Clay]

Antidote

- "A magical pill that cures the user of poison and restores some HP"
- No additional description
- Buy at any item shop

Aquaberries

- "A special herbal fruit that cures poison."
- No additional description
- Buy at any item shop

Artemis Leaf

- "A crescent-shaped leaf named after the goddess of the hunt. Can cure poison"
- No additional description
- Buy at some item shops

Athelas

- "A legenday herb said to work on any type of wound and contain mystical powers. Can heal most wounds."
- Restores HP 2%
- Buy at some item shops

Blackberries

- "A special herbal fruit that restores MP."
- Restores MP 22%

- Buy at all item shops

#### Blueberries

- "A special herbal fruit that restores HP."
- Restores HP 22%
- Buy at all item shops

#### Faerie Cologne

- "A magical cologne that prevents enemies from approaching by releasing an odor that they may find unpleasant."
- No additional description
- Compounding [Mandrake+Wolfsbane]

#### Friut Syrup

- "A mystical potion that restores 45% of the user's HP and MP."
- Restores HP and MP 45%
- Compounding [Artemis Leaf+Wolfsbane] + [Lavander+Rose Hip]

#### Goddess Statuette

- "A statuette of a saintly goddess imbued with mystical powers that restore MP for all party members."
- Restores MP 30%
- Art [Magic Clay]

#### Hazardous Heal

- "A potion that heals the user's wounds, but with some side effects."
- No additional description
- Compounding [Artemis Leaf+Mandrake] + [Rose Hip+Wolfsbane]

#### Herbal Potion

- "A magical potion that restores 30% of the user's MP."
- Restores MP 30%
- Compounding [Artemis Leaf+Athelas] + [Lavander+Lavander]

#### Holy Mist

- "A holy incense that restores 60% HP for all party members when used in battle."
- Restores HP 60%
- Compounding [Athelas+Lavander] + [Lavander+Rose Hip]

#### Hot Syrup

- "A mystical potion that restores 70% of either the user's HP or MP."
- No additional description
- Compounding [Artemis Leaf+Wolfsbane] + [Athelas+Mandrake]

#### Lavander

- "A flower in the mint family that acts as a sedative and a tonic. Can heal a few wounds."
- Restores HP 3%
- Can buy in some shops

#### Malodorous Potion

- "A potion that slightly restores the HP of a party member, but has a nauseous smell that makes it difficult to drink."
- No additional description
- Compounding [Wolfsbane+Wolfsbane]

#### Mandrake

- "A strange plant that when pulled from the earth emits a scream that drives all who hear it mad. Contains a deadly poison."

- No additional description
- Mandrakes drop

#### Maple Syrup

- "A mystical potion that restores 20% of the user's HP."
- Restores HP 20%
- Compounding [Lavender+Mandrake] + [Rose Hip+Rose Hip]

#### Medicine Bottle

- "A special potion that completely cures the user's status ailments."
- No additional description
- Buy at some shops, Eagle Familiar Shop,  
Compounding [Artemis Leaf+Artemis Leaf] + [Artemis Leaf+Athelas]  
[Artemis Leaf+Mandrake]

#### Mixed Syrup

- "A mystical potion that restores 30% of the user's HP and MP."
- Restores HP and MP 30%
- Compounding [Lavender+Lavender] + [Rose Hip+Rose Hip]

#### Murky Potion

- "A strange, cloudy potion that looks very suspicious. What effects could it have?"
- No additional description
- Killing the Chimera in Puffy's Roleplaying Game in Tatori. She's the white outfitted girl near the Inn.

#### Paralysis Cure

- "A magical pill that cures the user of paralysis and restores some HP."
- No additional description
- Buy at most shops

#### Potion of Merlin

- "A potion that completely restores MP when used."
- Restores MP 100%
- Compounding [Lavender+Mandrake]

#### Potion of Nightmares

- "A potion that can cure both status ailments and wounds, but produces some side effects if used in good health."
- No additional description
- Compounding [Lavender+Mandrake] + [Rose Hip+Wolfsbane]

#### Potion of Reversal

- "A mystical potion that swithces the HP and MP gauges."
- No additional description
- Compounding [Athelas+Lavender] + [Athelas+Mandrake]

#### Refreshing Syrup

- "A mystical potion that completely restores HP."
- Restores HP 100%
- Compounding [Athelas+Lavender] + [Lavender+Rose Hip]

#### Resurrection Elixir

- "A magical potion that resuscitates a party member."
- Restores HP 60%
- Buy at most shops, Stork/Eagle Familiar Shop  
Compounding [Athelas+Athelas] + [Lavender+Lavender]

#### Resurrection Mist

- "A magical incense that completely resuscitates a single party member when used."
- Restores HP 100%
- Compounding [Artemis Leaf+Lavender] + [Athelas+Lavender]

#### Risky Resurrection

- "A potion that resuscitates a party member, but with some side effects."
- No additional description
- Compounding [Athelas+Mandrake]

#### Rose Hip

- "A fruit produced only on roses. Highly nutritious and capable of curing small wounds."
- Restores HP 2%
- Buy at some shops

#### Smelling Salts

- "A powerful medicine that can be used to resuscitate a single party member."
- No additional description
- Compounding [Artemis Leaf+Lavender] + [Athelas+Athelas]

#### Sour Syrup

- "A mystical potion that restores 30% of the user's MP."
- Restores MP 30%
- Compounding [Artemis Leaf+Mandrake] + [Artemis Leaf+Wolfsbane]

#### Stone Cure

- "A magical pill that cures the user of petrification and restores some HP."
- No additional description
- Buy at most Item Shops

#### Strange Potion

- "A potion with a somewhat suspicious color. What effects lie in store for the user?"
- No additional description
- Acquired with a Goodie Box

#### Succubus Perfume

- "A magical perfume that brings enemies closer by producing an odor that they find pleasant."
- No additional description
- Compounding [Rose Hip+Wolfsbane]

#### Sweet Potion

- "A sweet-smelling potion that slightly restores the HP of all party members"
- Restores HP 20%
- Compounding [Rose Hip+Rose Hip]

#### Sweet Syrup

- "A mystical potion that restores 30% of the user's HP."
- Restores HP 30%
- Compounding [Artemis Leaf+Mandrake] + [Lavender+Rose Hip]

#### Violent Pill

- "A dangerous pill that creates an effect which can be either heavenly or hellish in nature."
- No additional description
- Compounding [Artemis Leaf+Wolfsbane] + [Mandrake+Mandrake]

#### Wolfsbane

- "A plant in the buttercup family, whose beautiful flowers hide the fact that its roots contain a suffocating poison."
- No additional description
- Buy at most shops

#### Wonder Drug

- "A magical pill that completely cures the user of any status ailments. Can also resuscitate a user."
- No additional description
- Compounding [Artemis Leaf+Athelas] + [Artemis Leaf+Lavender]

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| Food                                     [03.00] |
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\*\*\*\* For favorite food's search [NAME's Favorite Food] \*\*\*\*

#### 10 oz. Steak

- "It's a 10 oz. piece of sirloin steak. Restores HP (for one)."
- Restores HP 35%
- Cooking [Meat], Horned Wolf drops

#### 16 oz. Steak

- "It's a 16 oz. piece of sirloin steak. Restores HP (for one)."
- Restores HP 38%
- Cooking [Meat], Dire Wolf drops

#### Agar Drink

- "A refreshing health drink made with gelatinous agar. Restores MP (for one)"
- Restores MP 35%
- Cooking [Wobbly Slime]

#### Amazing Tenderloin

- "A delicious tenderloin steak, one bite of which makes one lean back in awe. Restores HP (for all)."
- Restores HP 70%
- Cooking [Sirloin], Shadow Beast drops

#### Apple Pie

- "A treat prepared by baking thin apple slices inside a pie crust. Restores HP (for one)."
- Restores HP 25%
- Cooking [Fruit]

#### Awful Cider

- "A cider accidentally made with salt instead of sugar. Now, who'd like to try it? Restores HP (for one)."
- Restores HP 1%
- Failed Cooking [Fruit]

#### Banana Frappe

- "A delicious blend of bananas, milk, and coffee. Restores HP (for one)."
- Restores MP 3%
- Failed Cooking [Grains]

#### Batter-fried Shrimp

- "Shrimps dipped in an egg mixture and then covered with crumbs before deep-frying in oil. Restores HP (for one)."
- Restores HP 10%
- Cooking [Seafood]

#### Bean Rice Cake

- "A rice cake containing soy beans and sweet red peas. Restores HP (for one)"
- Restores HP 56%
- Master Chef [Grains+Grains]

#### Beautiful Ice Cream

- "An ice cream so scrumptious, it can make anyone want to scream out loud. Restores HP and MP (for one)."
- Restores HP and MP 80%
- Cooking [Sweet Fruit]

#### Beef and Egg Bowl

- "A dish that looks like a chicken and egg rice bowl but actually uses beef. Restores HP (for one)."
- Restores HP 46%
- Master Chef [Eggs and Dairy+Meat]

#### Beef Rice Bowl

- "Strips of beef cooked in a sweet and spicy broth poured over a bowl of rice Restores HP (for one)."
- Restores HP 30%
- Master Chef [Grains+Meat]

#### Bitter Cake

- "Ack! \*Spit\* Did you follow the recipe properly? Restores HP (for one)."
- Restores HP 1%
- Failed Cooking [Eggs and Dairy]

#### Bitter Juice

- "Um..I don't think I should serve this..Restores MP (for one)."
- Restores MP 1%
- Failed Cooking [Grains]

#### Bloody Driver

- "A tangy mix of tomato juice, orange juice, lime juice, and soda water. Restores MP (for one)."
- Restores MP 30%
- Cooking [Grains]

#### Boiled King Crab

- "A crab with meat toughened by the rough waves. Restores HP (for one)."
- Restores HP 38%
- Cooking [Seafood]

#### Boiled Mushrooms [Ronyx's Favorite Food]

- "Boiled matsutake mushrooms. Restores HP (for one)."
- Restores HP 10%
- Cooking [Vegetables]

#### Bonito Rice Ball

- "A rice ball with bonito flakes inside. Restores HP (for one)."
- Restores HP 36%
- Cooking [Grains]

#### Cabbage Roll

- "Various ingredients wrapped in cabbage leaves boiled with salt and then cooked in broth. Restores HP (for one)."
- Restores HP 30%
- Cooking [Vegetables]



#### Cactus Cocktail

- "An unusual drink made by combining cactus juice, raspberry juice, and ginger ale. Restores HP and MP (for one)."
- Restores HP and MP 90%
- Cooking [Fruit]

#### Cheese Salad

- "A salad containing many different types of cheese. Restores HP and MP (for one)."
- Restores HP and MP 60%
- Master Chef [Eggs and Dairy+Vegetables]

#### Chicken and Egg Bowl

- "Chicken, onions, and whisked eggs cooked in a broth and then poured onto a bowl of rice. Restores HP (for one)."
- Restores HP 45%
- Master Chef [Eggs and Dairy+Grains]

#### Chicken Shish Kebab

- "High-quality chicken skewered with a wooded stick and grilled slowly over charcoal. Restores HP (for one)."
- Restores HP 15%
- Cooking [Meat]

#### Chocolate Banana [Welch's Favorite Food]

- "A delectable treat; a banana covered in chocolate sauce. Restores HP (for one)."
- Restores HP 28%
- Cooking [Fruit]

#### Christmas Turkey

- "A festive turkey prepared and eaten only once a year. Restores HP (for one)."
- Restores HP 60%
- Cooking [Sirloin]

#### Coffee Milk

- "Even the bitterest coffee acquires a gentler flavor with the addition of milk. Restores HP (for one)."
- Restores HP 15%
- Cooking [Eggs and Dairy]

#### Cola

- "Although its recipe is unknown, its refreshing taste is known all over the universe. Restores MP (for one)."
- Restores MP 35%
- Cooking [Grains]

#### Cold Soba

- "Plain buckwheat noodles eaten by dipping into tsuyu sauce. Can be served hot or cold. Restores HP (for one)."
- Restores HP 28%
- Cooking [Grains]

#### Collagen Jelly

- "A jelly made with collagen to give one that extra smooth skin that never grows old. Restores HP and MP (for one)."
- Restores HP and MP 60%
- Cooking [Gelatinous Slime]

#### Corn on the Cob

- "Corn cobs grilled in soy sauce. Gives off a delectable smell. Restores HP (for one)."
- Restores HP 28%
- Cooking [Vegetables]

#### Crazy Cow [Ilia's Favorite Food]

- "An unusual blend of milk and apple juice, which may be hard for some to stomach. Restores MP (for one)."
- Restores MP 30%
- Cooking [Grains]

#### Cream Soda

- "A carbonated soft drink flavored with vanilla. Restores HP (for one)."
- Restores HP 30%
- Cooking [Grains]

#### Custard of Life

- "A miraculous custard with enough power to even bring the dead back to life. Resuscitates (for one)."
- Restores HP 100%
- Cooking [Sweet Fruit]

#### Daikon Salad

- "A salad with plenty of daikon radish. Restores HP and MP (for one)."
- Restores HP and MP 70%
- Master Chef [Vegetables+Vegetables]

#### Delectable Cheese

- "A blend of rich cheeses that can keep any party in high spirits all through the night. Restore HP (for one)."
- Restores HP 70%
- Cooking [Creamy Cheese]

#### Deluxe Fruit Platter

- "A luxurious assortment of fruit, the price of which changes from location to location. Restores HP (for one)."
- Restores HP 60%
- Cooking [Sweet Fruit]

#### Deluxe Sushi

- "The finest in sushi cuisine, made from freshly caught fish. Restores HP (for one)."
- Restores HP 70%
- Master Chef [Seafood+Seafood]

#### Demonic Durian

- "A fruit from the demon world with an ugly stench that hides a mouthwatering flesh. Restores HP and MP (for one)."
- Restores HP and MP 80%
- Cooking [Sweet Fruit]

#### Devil's Ramen

- "A bowl of ramen noodles so good that people line up around the block just to have a taste. Restores HP (for all)."
- Restores HP 50%
- Cooking [Ingredients of Yarma]

#### Eel Soup

- "A miso soup cooked with eel. A delightfully rustic dish."

Restores HP (for one)."

- Restores HP 65%
- Cooking [Marenne Oysters]

#### Egg Fried Rice

- "A dome of egg fried rice, crispy on the outside and soft on the inside.  
Restores HP (for one)."
- Restores HP 26%
- Gotten from Mana the Maid in a PA of Tropp if you gave her some Creamy Cheese in a previous PA.

#### Egg Soup

- "Whisked eggs cooked in a soup, with a bit of corn flour added to give it a nice feel. Restores HP (for one)."
- Restores HP 30%
- Cooking [Eggs and Dairy]

#### Escargot [Ioshua's Favorite Food]

- "Edible snails sauteed in garlic. Restores HP (for one)."
- Restores HP 5%
- Cooking [Meat]

#### Fabulous Flan

- "A flan pudding so soft that it melts in your mouth.  
Restores MP (for one)."
- Restores MP 90%
- Master Chef [Eggs and Dairy+Eggs and Dairy]

#### Fiery Cyclops Cider

- "Orange juice and milk, blended. It's the addition of sugar that makes this mix drinkable. Restores MP (for one)."
- Restores MP 50%
- Cooking [Grains]

#### Fine Tuna Sashimi [Pericci's Favorite Food]

- "Sashimi made from highly fatty tuna. Has an exquisite texture that just melts in the mouth. Restores HP (for one)."
- Restores HP 45%
- Cooking [Seafood]

#### Fire in the Sky

- "A sweet concoction of cola, orange juice, and just a touch of grenadine.  
Restores MP (for one)."
- Restores MP 30%
- Cooking [Grains]

#### Fish Ball Soup

- "A soup cooked with balls of ground fish. Cures paralysis, petrification, and poison; resuscitates (for one)."
- No additional descriptions
- Master Chef [Seafood+Vegetables]

#### Fish Soup

- "Miso soup made with a broth using deep-sea bass. Restores HP (for one)."
- Restores HP 10%
- Cooking [Seafood]

#### Fresh Juice

- Made from 100% fruit juice. Not from concentrate! Restores MP (for all)."
- Restores MP 70%

- Cooking [Creamy Cheese]

#### Fresh Orange Juice

- "Freshly squeezed orange juice, with a slightly bitter taste.  
Restores MP (for one)."
- Restores MP 40%
- Master Chef [Fruit+Fruit]

#### Fresh Spring Roll

- "A dish made by wrapping rice paper around shrimps and vegetables.  
Restores HP (for one)."
- Restores HP 38%
- Cooking [Vegetables]

#### Fried Egg

- "A whole egg fried on just one side. Restores HP (for one)."
- Restores HP 18%
- Cooking [Eggs and Dairy]

#### Fruit Cake

- "A cake filled with generous amounts of fruit. Restores HP (for one)."
- Restores HP 40%
- Cooking [Fruit]

#### Fruit Parfait [Millie's Favorite Food]

- "Various fruits and chocolate layered over ice cream.  
Restores HP (for one)."
- Restores HP 20%
- Cooking [Fruit]

#### Fruit Punch

- "A sweet drink made by soaking bite-sized bits of various fruit in a bowl full of soda water. Restores HP (for one)."
- Restores HP 40%
- Cooking [Fruit]

#### Fruit Sandwich

- "A sandwich generously filled with fruit and whipped cream.  
Restores MP (for all)."
- Restores MP 50%
- Master Chef [Fruit+Grains]

#### Golden Natto

- "A rare dish made by fermenting golden soybeans, which appear only once every 10,000 beans. Restores HP (for one)."
- Restores HP 45%
- Cooking [Grains]

#### Golden Stew

- "A stew made with seafood. On a side note, some think clams taste best fried  
Restores MP (for all)"
- Restores MP 90%
- Cooking [Organic Vegetables]

#### Golden Stir-Fry

- "Meat and vegetables stir-fried at the perfect temperature by a true artisan  
Restores HP (for one)."
- Restores HP 60%
- Cooking [Sirloin]

#### Granadallia Juice

- "A drink made from the sweet, highly aromatic flesh of passion fruit. Restores MP (for one)."
- Restores MP 30%
- Cooking [Fruit]

#### Grilled Turban Shell [Phia's Favorite Food]

- "Edible snails grilled over charcoal. The delicious flavor can make a grown man cry. Restores HP (for one)."
- Restores HP 10%
- Cooking [Seafood]

#### Ham and Eggs

- "Ham and eggs fried together for a greasy but tasty breakfast. Restores HP (for one)."
- Restores HP 25%
- Cooking [Eggs and Dairy]

#### Hamburg Steak

- "Ground beef and diced onions formed into a round patty and grilled until brown. Restores HP (for one)."
- Restores HP 32%
- Cooking [Meat]

#### Handmade Soba

- "High-quality buckwheat noodles handmade by an artisan. Restores HP (for one)."
- Restores HP 38%
- Cooking [Grains]

#### Healthy Juice

- "A juice made from several vegetables. Pretty nutritious but not all that tasty. Restores MP (for one)."
- Restores MP 60%
- Cooking [Organic Vegetables]

#### Hogplum Juice

- "A drink made from the fruit of the aromatic hogplum tree. Restores MP (for one)."
- Restores MP 50%
- Cooking [Fruit]

#### Hot Pot of Shadows

- "A murky stew made from unknown ingredients. Restores HP (for all)."
- Restores HP 70%
- Cooking [Ingredients of Yarma]

#### Howling Fox Cider

- "A sweet concoction of three types of fruit juice mixed with grenadine and vanilla syrup. Restores MP (for one)."
- Restores MP 70%
- Cooking [Grains]

#### Jowful Bandit Cider

- "A rich cider given a twist with a dash of chocolate syrup. Restores MP (for one)."
- Restores MP 30%
- Cooking [Grains]

#### Kimchi

- "Napa cabbage dipped in soy sauce and drenched in chili pepper and garlic. Restores HP (for one)."
- Restores HP 40%
- Cooking [Organic Vegetables]

#### Kimchi Hot Pot

- "A hot pot with a spicy broth made from kimchi. The perfect summer dish, strangely enough. Restores HP (for all)."
- Restores HP 70%
- Master Chef [Meat+Seafood]

#### Ladyfingers

- "A sponge cake shaped like the dainty fingers of a lady. Restores HP and MP (for one)."
- Restores HP and MP 8%
- Goodie Box drops.

#### Leaping Titan Cider

- "A refreshing blend of lemonade, grapefruit and pineapple juices, orange sherbet, and raspberries. Restores MP (for one)."
- Restores MP 70%
- Cooking [Grains]

#### Legendary Otoro

- "A tuna sashimi so exquisite, its existence is known by only a handful of gourmet chefs. Restores HP and MP (for one)."
- Restores HP and MP 70%
- Cooking [Top-Quality Tuna]

#### Liver Stir-Fry

- "Liver stir-fried with leek. Restores HP (for one)."
- Restores HP 32%
- Cooking [Meat]

#### Lobster Soup

- "A soup brimming with the rich flavors of lobster. Remember, it's not polite to slurp. Restores HP (for one)."
- Restores HP 32%
- Cooking [Seafood]

#### Lord's Ozoni

- "A luxury soup that uses pheasant meat for the broth and contains other rich ingredients. Restores HP and MP (for one)."
- Restores HP and MP 60%
- Cooking [Marenne Oysters]

#### Luscious Gratin

- "A dish made with such skill that one bite will send shivers down one's spine. Restores HP (for one)."
- Restores HP 68%
- Unknown how to cook. Gotten from Mana the Maid in a PA of Tropp if you gave her some Creamy Cheese in a previous PA.

#### Luxury Grape Juice

- "A rich grape juice, the price of which rises as time goes by. Buy it early as an investment! Restores HP and MP (for one)."
- Restores HP and MP 90%
- Cooking [Ingredients of Yarma]

#### Macaroni Gratin

- "A creamy white sauce poured over some boiled macaroni and then baked. Restores HP (for one)."
- Restores HP 10%
- Cooking [Eggs and Dairy]

#### Mango Lassi

- "The perfect drink for a hot day. A refreshing blend of yogurt, mango, and surgar. Restores MP (for one)."
- Restores MP 30%
- Cooking [Grains]

#### Mango Shake

- "Although sweet and refreshing, shakes tend to make one thirsty. This one's made from mangoes. Restores HP (for one)."
- Restores HP 21%
- Cooking [Fruit]

#### Mangosteen Juice

- "A sweet juice made from the white flesh of this tropical fruit. Restores MP (for one)."
- Restores MP 55%
- Cooking [Fruit]

#### Mesona Jelly [Ashlay's Favorite Food]

- "Slices of jelly made from mesona mint covered in a sauce flavored with muscovado sugar. Restores HP (for one)."
- Restores HP 40%
- cooking [Vegetables]

#### Milk Shake

- "Milk, ice, and other ingredients blended into a cold drink. Restores HP (for one)."
- Restores HP 30%
- Cooking [Eggs and Dairy]

#### Mixed Fruit Juice

- "Juices of several fruits mixed in a blender with milk. Restores MP (for all)."
- Restores MP 40%
- Master Chef [Eggs and Dairy+Fruit]

#### Mixed Meat Hamburg

- "A hamburger steak made with both ground beef and pork. Restores HP and MP (for one)."
- Restores HP and MP 40%
- Master Chef [Meat+Meat]

#### Mutton BBQ

- "Mutton grilled over charcoal. Sometimes steamed while laid on top of vegetables. Restores HP and MP (For one)."
- Restores HP and MP 45%
- Master Chef [Meat+Vegetables]

#### Nata de Coco

- "Coconut milk fermented into a jelly-like dessert. Restores MP (for one)."
- Restores MP 30%
- Cooking [Wobbly Slime]

#### Natto

- "Fermented soybeans that have a sticky texture. People either love it or

hate it. Restores HP (for one)."

- Restores HP 25%
- Cooking [Grains]

#### Nectar

- "The legendary drink of the Nordic gods...but who knows what it tastes like? Restores HP and MP (for one)."
- Restores HP and MP 100%
- Master Chef [Meat+Seafood]

#### Old Milk

- "Oh...my...god...My...stomach... Restores MP (for one)."
- Restores MP 1%
- Failed Cooking [Eggs and Dairy]

#### Ooze Cocktail

- "A slightly bitter cocktail that on first sight looks like sludge poured into a glass. Restores MP (for all)."
- Restores MP 30%
- Cooking [Gelatinous Slime]

#### Orange Shake

- "A viscous drink made by blending orange juice with cream and sugar. Restores HP (for one)."
- Restores HP 15%
- Cooking [Fruit]

#### Plum Rice Ball

- "A rice ball with a pickled plum inside. Restores HP (for one)."
- Restores HP 36%
- Cooking [Grains]

#### Pork Soup

- "Miso soup cooked with generous portions of sliced pork and vegetables. Restores HP (for one)."
- Restores HP 15%
- Cooking [Meat]

#### Prehistoric Meat

- "Anyone who's ever fantasized about living as a caveman will be delighted by this food item. Restores HP (for one)."
- Restores HP 50%
- Cooking [Meat]

#### Pure Rice Ball

- "A rice ball made from rice cooked in a metal pot. Each grain seems to be full of life. Restores HP (for one)."
- Restores HP 60%
- Cooking [Magic Rice]

#### Rice Omelet [Erys' Favorite Food]

- "Flavored rice and other toppings wrapped in a thin omelet. Restores HP (for one)."
- Restores HP 20%
- Cooking [Eggs and Dairy]

#### Root Bear

- "A slightly bitter soft drink flavored with the roots of sassafras tree. Restores HP (for one)."



- Restores HP 30%
- Cooking [Grains]

#### Rotting Sashimi

- "Um...This smells a bit fishy. Poison effect (for one)."
- No additional description
- Failed Cooking [Seafood]

#### Sachertorte

- "A sponge cake covered with a thick layer of chocolate. Slightly bitter.  
Restores HP (for one)."
- Restores HP 36%
- Cooking [Eggs and Dairy]

#### Salad

- "A side dish consisting mainly of fresh vegetables. Restores HP (for one)."
- Restores HP 22%
- Cooking [Vegetables]

#### Salmon Rice Ball

- "A rice ball with slightly spicy salmon bits inside. Restores HP (for one)."
- Restores HP 36%
- Cooking [Grains]

#### Salt Rice Ball [T'nique's Favorite Food]

- "A triangular rice ball flavored only with salt. Restores HP (for one)."
- Restores HP 30%
- Cooking [Grains]

#### Saucy Noodles

- "A think, slightly sweet sauce poured over crispy noodles.  
Restores HP (for one)."
- Restores HP 65%
- Cooking [Gelatinous Slime]

#### Saucy Rice

- "A think and slightly sweet sauce poured over brown rice. Cures paralysis, petrification, and poison; resuscitates (for one)."
- No additional description
- Master Chef [Grains+Vegetables]

#### Sauteed Sweet Bream

- "A dish with sweet bream sauteed in an orange sauce. Restores MP (for one)."
- Restores MP 50%
- Master Chef [Fruit+Seafood]

#### Scrumptious Pizza

- "A pizza topped with the finest meats from across the world.  
Restores HP (for one)."
- Restores HP 68%
- Unknown how to cook. Gotten from Mana the Maid in a PA of Tropp if you gave her some Creamy Cheese in a previous PA.

#### Sea Bream Sashimi

- "Slices of raw sea bream, with a slightly crunchy texture.  
Restores HP (for one)."
- Restores HP 19%
- Cooking [Seafood]

#### Sea Yogurt

- "A yogurt made by fermenting milk with both aerobic and anaerobic bacteria. Restores MP (for one)."
- Restores MP 35%
- Cooking [Eggs and Dairy]

#### Seafood Gratin

- "A gratin containing seafood such as squid, clams, and shrimp. Restores HP (for one)."
- Restores HP 50%
- Master Chef [Eggs and Dairy+Seafood]

#### Seafood Pasta

- "It's a pasta dish with a sauce containing mostly seafood. Restores HP (for one)."
- Restores HP 30%
- Cooking [Seafood]

#### Seafood Rice Bowl

- "Generous portions of seafood loaded onto a bowl of rice. Restores HP (for one)."
- Restores HP 60%
- Master Chef [Grains+Seafood]

#### Seafood Salad

- "A salad made with seaweed and other aquatic plants, as well as shrimp and salmon. Restores HP (for one)."
- Restores HP 35%
- Cooking [Seafood]

#### Seaweed Rice Ball

- "A rice ball with seaweed inside. Restores HP (for one)."
- Restores HP 36%
- Cooking [Grains]

#### Shark's Fin Bun

- "A deluxe steamed savory bun filled with shark's fin. Restores HP (for one)."
- Restores HP 30%
- Cooking [Seafood]

#### Sherbet

- "Fruit juice mixed with sugar and other flavoring agents frozen into solid form. Restores HP (for one)."
- Restores HP 10%
- Cooking [Fruit]

#### Slimy Gelatin

- "A slightly bitter jelly more suited for adults. Restores MP (for one)."
- Restores MP 60%
- Cooking [Gelatinous Slime]

#### Sole in Wine Sauce [Mavelle's Favorite Food]

- "A lean serving of sole, steamed and then cooked in a vintage white wine. Restores HP (for one)."
- Restores HP 60%
- Cooking [Fruit]

#### Spicy Beef Soup

- "A spicy soup containing beef and vegetables. Restores HP (for one)."
- Restores HP 30%

- Cooking [Meat]

#### Steak of the Demons

- "A successful attempt at grilling a steak without letting any of its flavors seep out. Restores HP (for all)."
- Restores HP 90%
- Cooking [Ingredients of Yarma]

#### Stew

- "A simple dish prepared by slowly cooking assorted meats and vegetables in a pot. Restores HP (for one)."
- Restores HP 36%
- Cooking [Vegetables]

#### Stinky Bean Cake

- "Ew. Is it just me, or does this smell funny? Restores HP (for one)."
- Restores HP 1%
- Failed Cooking [Grains]

#### Stir-Fry

- "Meat and vegetables fried in oil before being mixed with a broth thickened with corn flour. Restores HP (for one)."
- Restores HP 35%
- Cooking [Vegetables]

#### Sugar Crepe

- "A simple crepe with only sugar sprinkled inside. Restores HP (for one)."
- Restores HP 10%
- Cooking [Eggs and Dairy]

#### Super-Spicy Stew

- "A soup with a spiciness level that is beyond nuclear. Not for the faint of heart. Restores HP (for one)."
- Restores HP 80%
- Cooking [Marenne Oysters]

#### Super Rice Ball

- "A rice ball with several types of ingredients inside. Only one way to find out which! Restores HP (for one)."
- Restores HP 38%
- Cooking [Grains]

#### Sweet and Sour Pork

- "Deep fried pork cooked in a sweet and sour sauce with vegetables. Restores HP (for one)."
- Restores HP 40%
- Master Chef [Fruit+Meat]

#### Sweet Curry

- "A curry with a sweet flavor more suited for small children. Restores HP and MP (for one)."
- Restores HP and MP 100%
- Cooking [Magic Rice]

#### Tasteless Stew

- "So...What did you put in this thing? Restores MP (for one)."
- Restores MP 1%
- Failed Cooking [Meat]

#### Tearful Risotto

- "The warmth of this rice dish is enough to make anyone nostalgic for Mother's cooking. Restores HP and MP (for one)."
- Restores HP and MP 80%
- Cooking [Magic Rice]

#### Tofu Pudding

- "An eastern dessert made from soy milk. Has a mouthwatering, bouncy texture. Restorse MP (for one)."
- Restores MP 30%
- Cooking [Wobbly Slime]

#### Tomato Salad

- "A salad filled with plenty of cold tomato slices. Restores HP (for one)."
- Restores HP 50%
- Master Chef [Fruit+Vegetables]

#### Treasured Gorgonzola

- "A Gorgonzola cheese matured for ages, bound to make any cheese lover drool in anticipation. Restores HP (for one)."
- Restores HP 78%
- Unknown how to cook. Gotten from Mana the Maid in a PA of Tropp if you gave her some Creamy Cheese in a previous PA.

#### Tropical Melody [Cyuss' Favorite Food]

- "A blend of orange, grapefruit, and lemon juice, sweetened with a dash of grenadine. Restores HP (for one)."
- Restores HP 30%
- Cooking [Grains]

#### Tuna Belly Rice Bowl

- "The fattiest tuna belly meat piled up on a bowl of rice. Melts right in the mouth. Resuscitates (for one)."
- Restores HP 100%
- Cooking [Top-Quality Tuna]

#### Tuna Platter

- "A mouthwatering platter of tuna meat, from red meat to the fattiest belly meat. Restores HP (for one)."
- Restores HP 60%
- Cooking [Top-Quality Tuna]

#### Tuna Sashimi

- "Sashimi made from fatty tuna. Has a smooth texture that can even astound seasoned critics. Restores HP (for all)."
- Restores HP 20%
- Cooking [Seafood]

#### Twice-cooked Pork [Roddick's Favorite Food]

- "Meat and vegetables fried in oil on high-heat. Good stir-fry always has better vegetables. Restores HP (for one)."
- Restores HP 35%
- Cooking [Vegetables]

#### Umai-bo Candy 1

- "A puffed corn snack in the shape of a cylindrical stick. Fish roe flavor. Restores HP (for one)."
- Restores HP 5%
- Master Chief [Seafood x Seafood]

#### Umai-bo Candy 2

- "A puffed corn snack in the shape of a cylindrical stick. Salami flavor. Restores HP (for one)."
- Restores HP 11%
- Master Chief [Meat x Meat]

#### Umai-bo Candy 3

- "A puffed corn snack in the shape of a cylindrical stick. Garden salad flavor. Restores HP (for one)."
- Restores HP 11%
- Master Chief [Fruit x Vegetables]

#### Umai-bo Candy 4

- "A puffed corn snack in the shape of a cylindrical stick. Teriyaki flavor. Restores HP (for one)."
- Restores HP 15%
- Master Chief [Meat x Vegetables]

#### Umai-bo Candy 5

- "A puffed corn snack in the shape of a cylindrical stick. Cheese flavor. Restores HP (for one)."
- Restores HP 20%
- Master Chief [Eggs and Dairy x Meat]

#### Umai-bo Candy 6

- "A puffed corn snack in the shape of a cylindrical stick. Cream of corn flavor. Restores HP (for one)."
- Restores HP 21%
- Master Chief [Eggs and Dairy x Vegetables]

#### Umai-bo Candy 7

- "A puffed corn snack in the shape of a cylindrical stick. Takoyaki flavor. Restores HP (for one)."
- Restores HP 25%
- Master Chief [Grains x Seafood]

#### Umai-bo Candy 8

- "A puffed corn snack in the shape of a cylindrical stick. Tonkatsu sauce flavor. Restores HP (for one)."
- Restores HP 28%
- Master Chief [Fruit x Meat]

#### Umai-bo Candy 9

- "A puffed corn snack in the shape of a cylindrical stick. Chicken curry flavor. Restores HP (for one)."
- Restores HP 28%
- Master Chief [Grains x Meat]

#### Umai-bo Candy 10

- "A puffed corn snack in the shape of a cylindrical stick. Grilled eel flavor. Restores HP (for one)."
- Restores HP 29%
- Master Chief [Grains x Grains]

#### Umai-bo Candy 11

- "A puffed corn snack in the shape of a cylindrical stick. Caramel flavor. Restores HP (for one)."
- Restores HP 30%
- Master Chief [Eggs and Dairy x Eggs and Dairy]

#### Umai-bo Candy 12

- "A puffed corn snack in the shape of a cylindrical stick. Cocoa flavor. Restores HP (for one)."
- Restores HP 30%
- Master Chief [Fruit x Grains]

Umai-bo Candy 13

- "A puffed corn snack in the shape of a cylindrical stick. Shrimp mayonnaise flavor. Restores HP (for one)."
- Restores HP 35%
- Master Chief [Eggs and Dairy x Seafood]

Umai-bo Candy 14

- "A puffed corn snack in the shape of a cylindrical stick. Chocolate flavor. Restores HP (for one)."
- Restores HP 38%
- Master Chief [Fruit x Fruit]

Vanilla Ice Cream

- "A dessert prepared by whisking cream, eggs, and sugar and then freezing the results. Restores HP (for one)."
- Restores HP 10%
- Cooking [Eggs and Dairy]

Vegetable Soup

- "A healthy soup made with several types of vegetables. Restores HP (for one)."
- Restores HP 35%
- Cooking [Vegetables]

Watermelon Bar

- "A sherbet, shaped like a slice of watermelon, on a stick. Even the rind is edible! Restores HP (for one)."
- Restores HP 15%
- Cooking [Fruit]

White Peach in Syrup

- "Slices of white peach floating around in syrup. Restores HP (for one)."
- Restores HP 45%
- Cooking [Fruit]

Wilted Salad

- "What the...!? How old is this salad!? Restores HP (for one)."
- Restores HP 2%
- Failed Cooking [Vegetables]

=====O  
 | Weapons [04.00] |  
 O=====

Weapons will be arranged from weakest to strongest.

-----  
 ASHLAY and RODDICK [04.01]  
 -----

-----  
 Dull Blade  
 -----

"A sword with a flattened blade that couldn't even through a block of cheese."  
 ATK - 1

CRT - 1  
Failed Customization

-----  
Wimpy Sword  
-----

"A sword unable to cut anything due to the flimsiness of its blade."

ATK - 1

CRT - 1

Failed Customization

-----  
Scumbag Slayer  
-----

"An unbelievably vulgar weapon that can nevertheless instantly kill any enemy that has the word 'scum' in its name."

ATK - 1

CRT - 40

Pickpocket

-----  
Longsword  
-----

"An average sword about 3 feet long."

ATK - 30

Default weapon. Buy in Duess.

-----  
Saber  
-----

"A sword with a curved blade."

ATK - 50

Buy in Portmith

-----  
Sinclair  
-----

"A saber with a straight blade."

ATK - 130

Buy in Tatori/Astral. Armored Knight drops.

-----  
Longsword +1  
-----

"An enhanced Longsword."

ATK - 200

HIT - 20

CRT - 60

Roddick Customize Longsword (and others) with Crystal

-----  
Walloon Sword  
-----

"A heavy sword with a long, narrow blade and a swept guard with two perforated plates."

ATK - 270

HIT - 20

Savant drops.

Roddick Customize Longsword (and others) with Sapphire

-----  
Longsword +2  
-----

An enhanced Longsword +1."

ATK - 350

HIT - 25

CRT - 60

Ashlay and Roddick customization Invalid File

-----  
Dwarven Sword  
-----

"Crafted by the dwarves, a race said to be extinct."

ATK - 420

HIT - 30

CRT - 80

Element - Earth

Find in Mt. Metorx Mines.

-----  
Air Slicer  
-----

"A sword imbued with the powers of the wind."

ATK - 490

HIT - 35

CRT - 20

Element - Wind

Found in the Old Race Ruins. Found in Purgatorium Inner Sanctum.

-----  
Damascus Sword  
-----

"A sword made of Damascus."

ATK - 560

HIT - 40

CRT - 10

Ashlay customization Invalid File.

Roddick Customize Walloon Sword (and others) with Damascus

-----  
Holy Sword  
-----

"A sword that has been blessed with holy magic."

ATK - 630

Hit - 45

CRT - 15

Element - Light

Roddick customization Invalid File

Ashlay Customize Walloon Sword (and others) with Crystal

-----  
Sword of Marvels  
-----

"A longsword of superb craft, strengthened over time by the knowledge of the ancients."

ATK - 700

HIT - 50

CRT - 50

Roddick customization Invalid File

Ashlay Customize Sword of Stealth (and others) with



Diamond

-----  
Sword of Stealth  
-----

"A sword that reduces an enemy's movement rate by 10% with every blow."

ATK - 750

HIT - 60

Element - Fire and Water

Ashlay and Roddick customization Invalid File

-----  
Sword of Strength  
-----

"Reduces an enemy's defense by 30%."

ATK - 750

HIT - 60

CRT - 50

Element - Water

Roddick customization Invalid File

Ashlay Customize Sword of Stealth (and others) with  
Star Ruby

-----  
Moonfalx  
-----

"A blade that emits a cool, bluish light which resembles that of the moon."

ATK - 800

HIT - 70

CRT - 50

Element - Light

Ashlay and Roddick customization Invalid File

-----  
Luxurious Sword  
-----

"A sword of such impressive craft that it awes all who look at it."

ATK - 850

HIT - 80

CRT - 50

Found in the Muah treasury. Cannot keep with it.

-----  
Mithril Sword  
-----

"A sword made of mithril."

ATK - 900

HIT - 90

CRT - 50

Roddick and Ashlay Customize Moonfalx with Mithril

-----  
Meteor Crusher  
-----

"A sword that lowers the enemy's defence by 10% with every successful hit."

ATK - 950

HIT - 100

CRT - 50

Element - Fire

Ashlay customization Invalid File

Roddick Customizes Mithril Sword with Star Ruby

-----  
Souleater  
-----

"A sword that converts half the damage inflicted on an enemy into HP."

ATK - 950

HIT - 80

Element - Earth

Ashlay and Roddick customization Invalid File

-----  
Force Sword  
-----

"A magical longsword that converts the wielder's mental powers into a blade of light that slices through enemies."

ATK - 1,000

HIT - 160

Gain 2 after beating Del Argosy (The Crimson Shield)

-----  
Dueling Sword  
-----

"A sword said to have been gifted to a warrior who was proclaimed a hero by an ancient kingdom."

ATK - 1,200

HIT - 180

CRT - 80

Ashlay Customize Luxurious Sword with Rainbow Daimond

Roddick Customize Luxurious Sword with Damascus

-----  
Silvance  
-----

"A sword crafted from a mythical metal capable of calling forth thunder."

ATK - 1,600

HIT - 200

CRT - 70

Element - Light, Wind, and Dark

Ashlay and Roddick Customize Force Sword with Philosopher's Stone

-----  
Aurora Blade - RODDICK ONLY  
-----

"A shimmering sword imbued with the bright glow of life."

ATK - 2,000

HIT - 300

Element - Light

Found in B27 of the Cave of the Seven Stars

-----  
Murasama - ASHLAY ONLY  
-----

"A new addition to this version. A legendary Katana said to choose its own master."

ATK - 2,000

HIT - 300

Found in B25 of the Cave of the Seven Stars  
-----

-----  
Dull Blade  
-----

"A sword with a flattened blade that couldn't even through a block of cheese."

ATK - 1

CRT - 1

Failed Customization

-----  
Wimpy Sword  
-----

"A sword unable to cut anything due to the flimsiness of its blade."

ATK - 1

CRT - 1

Failed Customization

-----  
Scumbag Slayer  
-----

"An unbelievably vulgar weapon that can nevertheless instantly kill any enemy that has the word 'scum' in its name."

ATK - 1

CRT - 40

Pickpocket

-----  
Two-Handed Sword  
-----

"A longsword about 6 feet long."

ATK - 50

GUTS - 10

Default Sword (Cyuss starts with this), Buy in Portmith

-----  
Claymore  
-----

"A two-handed sword with a double-edged blade."

ATK - 100

GUTS - 20

Buy in Autanim, Tatori, Astral, Tropp

-----  
Silver Sword  
-----

"A longsword made of silver."

ATK - 180

HIT - 10

GUTS - 30

CRT - 10

Find in Astral Cave

-----  
Zweihander  
-----

"A two-handed sword with a simple guard and heavy pommel to balance its weight."

ATK - 300

HIT - 15  
GUTS - 30  
CRT - 20  
Customization Invalid File

-----  
Claymore +1  
-----

"An enhanced Claymore."

ATK - 400  
HIT - 20  
GUTS - 40  
CRT - 60  
Customization Invalid File

-----  
Flameberge  
-----

"A powerful longsword with a wave-shaped blade."

ATK - 500  
HIT - 25  
GUTS - 40  
CRT - 40  
Buy in Silvalant

-----  
Claymore +2  
-----

"An enhanced Claymore +1."

ATK - 600  
HIT - 30  
GUTS - 50  
CRT - 60  
Customization Invalid File

-----  
Astral Sword  
-----

"A sword said to have been forged long ago to defeat an evil spirit."

ATK - 700  
HIT - 40  
GUTS - 60  
CRT - 40  
Customize Shockwave Sword (and others) with Diamond

-----  
Magnifying Blade  
-----

"Raises the wielder's ATK by 10% with every successful hit."

ATK - 800  
HIT - 50  
GUTS - 70  
Customization Invalid File

-----  
Luxurious Sword  
-----

"A sword of such impressive craft that it awes all who look at it."

ATK - 850  
HIT - 80

CRT - 50

Found in the Muah treasury. Cannot keep with it.

-----  
Shockwave Sword  
-----

"A sword capable of flinging enemies across the battlefield."

ATK - 900

HIT - 60

GUTS - 80

Customize Claymore +1 (and others) with Green Beryl

-----  
Force Sword  
-----

"A magical longsword that converts the wielder's mental powers into a blade of light that slices through enemies."

ATK - 1,000

HIT - 160

Gain 2 after beating Del Argosy (The Crimson Shield)

-----  
Searing Sword  
-----

"A magical sword engraved with symbols that keep t eternally engulfed in roaring flames."

ATK - 1,000

HIT - 70

GUTS - 90

CRT - 20

Element - Fire

Customization Invalid Pile

-----  
Vorpall Sword  
-----

"A pure white sword that conjures a freezing gale."

ATK - 1,000

HIT - 70

GUTS - 60

CRT - 60

Element - Water

Customized Astral Sword with Star Ruby

-----  
Slayer Sword  
-----

"A horrific sword imbued with its creator's murderous desires."

ATK - 1,200

HIT - 100

GUTS - 100

CRT - 60

Element - Wind

Customization Invalid Pile

-----  
Berserk Sword  
-----

"The sword of a mad warrior."

ATK - 1,400

HIT - 120  
GUTS - 110  
CRT - 40  
Element - Earth  
Customization Invalid Pile

-----  
Blade of Doom  
-----

"A mysterious sword with a dark nature hinted by its name."

ATK - 1,400  
HIT - 120  
GUTS - 110  
CRT - 40  
Element - Dark  
Customize Luxurious Sword with Mithril

-----  
Meteor Striker  
-----

"A longsword forged from meteoric metal."

ATK - 1,800  
HIT - 200  
GUTS - 120  
CRT - 60  
Element - Light  
Customize Force Sword with Moonrock

-----  
CYUSS Special  
-----

"A new addition to this version. A longsword that can only be used by CYUSS."

ATK - 2,400  
HIT - 300  
GUTS - 140  
CRT - 80  
Found in B25 of the Cave of the Seven Stars

-----  
ERYS, IOSHUA, and MILLIE [04.03]  
-----

-----  
Creaky Rod  
-----

"A worn rod that looks like it might snap in half any minute."

ATK - 1  
MAG - 1  
Failed Customization

---  
Rod  
---

"A normal rod carved out of wood."

ATK - 10  
MAG - 10  
Default weapon.

-----  
Ruby Wand

-----  
"A rod enhanced with a ruby embedded at the top."  
ATK - 50  
MAG - 20  
Buy in Astral, Tropp, Ionis. Customization Invalid File

-----  
Crested Rod  
-----

"A rod for symbologists enhanced with symbols etched at the top."  
ATK - 100  
HIT - 10  
MAG - 50  
Buy in Silvalant

-----  
Rod of Jewels  
-----

"A rod greatly enhanced with jewels embedded all over."  
ATK - 150  
DEF - 30  
HIT - 20  
MAG - 100  
CRT - 10  
Customization Invalid File

-----  
Luxurious Rod  
-----

"A rod of such impressive craft that it awes all who look at it."  
ATK - 200  
HIT - 40  
MAG - 200  
CRT - 60  
Found in the Muah treasury. Cannot keep with it.

-----  
Mindsoother  
-----

"A magical rod that reduces the MP cost of the wielder's attacks by a third."  
ATK - 300  
Hit - 60  
MAG - 200  
CRT - 50  
Customization Invalid File

-----  
Holy Rod  
-----

"A magical rod imbued with holy powers said to be able to heal the wielder's wounds."  
ATK - 350  
HIT - 80  
MAG - 250  
CRT - 25  
Element - Light  
Customize Mindsoother with Moonrock

-----  
Scepter of the Bunny

-----  
"A rod with a symbol of the Bunny engraved at the top. Increases the movement rate of the wielder."

ATK - 400

HIT - 100

MAG - 150

CRT - 30

Customization Invalid File

-----  
Rod of the Feather  
-----

"A rod that has been passed down from generation to generation among the winged Featherfolk."

ATK - 600

HIT - 180

MAG - 600

LUC - 10

CRT - 20

Customization Invalid File

-----  
Mindhealer  
-----

"A rod that converts 20% of damage inflicted on the wielder into MP."

ATK - 800

HIT - 200

MAG - 800

STM - 30

LUC - 30

CRT - 40

Found in B10 of the Cave of the Seven Stars

-----  
Dragonstaff  
-----

"A legendary rod imbued with the wisdom of dragons that increases the spell damage inflicted by the wielder."

ATK - 1,000

HIT - 160

MAG - 350

CRT - 50

Customize Rod of the Feather with Philosopher's Stone

-----  
ILIA and PERICCI  
-----

[04.04]

-----  
Rickety Knuckles  
-----

"A pair of knuckles forged so carelessly that normal fingers won't even fit into them."

ATK - 1

Failed Customization

-----  
Brass Knuckles  
-----

"A weapon worn over the hands to protect them from injury when dealing out



punches."  
ATK - 50  
HIT - 15  
Buy in Portmith

-----  
Hard Knuckles  
-----

"A pair of knuckles enhanced with metal plates."  
ATK - 100  
HIT - 60  
Buy in Autanim, Tatori, Astral, Tropp, Ionis  
Pericci's Customization Invalid Pile

-----  
Knuckles +1  
-----

"Enhanced Knuckles."  
ATK - 150  
HIT - 60  
AVD - 10  
CRT - 40  
Ilia and Pericci's Customization Invalid Pile

-----  
Taloned Knuckles  
-----

"A pair of knuckles enhanced with a set of metal talons."  
ATK - 200  
HIT - 90  
AVD - 20  
CRT - 40  
Buy in Van Y Ille  
Pericci customize Brass Knuckles (and others) with Gold

-----  
Cestus  
-----

"A pair of knuckles enhanced with a set of metal nails."  
ATK - 300  
Hit - 120  
AVD - 30  
CRT - 20  
Buy in Silvalant

-----  
Knuckles +2  
-----

"Enhanced Knuckles +1"  
ATK - 400  
HIT - 150  
AVD - 40  
CRT - 40  
Ilia and Pericci's Customization Invalid Pile

-----  
Metal Fang  
-----

"A pair of knuckles greatly enhanced with a set of sharp metal claws."  
ATK - 500

HIT - 180

AVD - 200

CRT - 40

Pericci's Customization Invalid File

Ilia customize Blazing Knuckles (and others) with Rune Metal

-----  
Silver Knuckles  
-----

"Knuckles made of silver."

ATK - 600

Hit - 210

AVD - 80

CRT - 50

Ilia's Customization Invalid File

Pericci customize Cestus (and others) with Silver

-----  
Blazing Knuckles  
-----

"A pair of magical knuckles engraved with symbols that produce fire on impact"

ATK - 700

Hit - 240

AVD - 100

CRT - 20

Element - Fire

Ilia and Pericci's Customization Invalid File

-----  
Cat Fang - PERICCI ONLY  
-----

"A pair of knuckles enhanced with a set of claws."

ATK - 750

Hit - 180

AVD - 110

GUTS - 10

CRT - 40

Pericci customize Blazing Knuckles with Meteorite

-----  
Cestus of Poison  
-----

"A pair of knuckles greatly enhanced with a set of metal needles tipped with  
poison."

ATK - 800

Hit - 300

AVD - 120

CRT - 20

Ilia and Pericci's Customization Invalid File

-----  
Dragon Claw  
-----

"A pair of powerful knuckles said to be able to shatter even the scales of  
dragons."

ATK - 900

Hit - 450

AVD - 140

CRT - 40

Ilia and Pericci customize Cestus of Poison with Moonrock

-----  
Kaiser Knuckles - ILIA ONLY  
-----

"A pair of knuckles made from a legendary metal which has tremendous destructive powers."

ATK - 1,000

Hit - 600

AVD - 160

CRT - 50

Found in B20 of the Cave of the Seven Stars

-----  
Xtra Knuckles - PERICCI ONLY  
-----

"A new addition to this version. Perhaps the most powerful pair of knuckles."

ATK - 1,000

Hit - 350

AVD - 150

GUTS - 50

CRT - 80

Found in B15 of the Cave of the Seven Stars

-----  
MAVELLE

[04.05]  
-----

-----  
Raven Orb  
-----

"A mystical weapon known as a flying orb. Can only be used by MAVELLE."

ATK - 280

HIT - 40

GUTS - 10

STM - 10

CRT - 10

Element - Wind

Default Weapon (she starts with this)

-----  
Ruby Orb  
-----

"A orb imbued with the powers of fire."

ATK - 300

HIT - 50

GUTS - 20

STM - 15

CRT - 30

Element - Fire

Buy in Tropp

-----  
Water Orb  
-----

"An orb imbued with the powers of water."

ATK - 440

HIT - 60

GUTS - 30

STM - 20

CRT - 30

Element - Water

Bye in Van Y Ille. Customization Invalid File

-----  
Crescent Orb  
-----

"An orb imbued with the powers of the moon."

ATK - 520

HIT - 70

GUTS - 40

STM - 25

CRT - 40

Element - Light

Buy in Silvalant. Customization Invalid File

-----  
Orb of the Valkyrie  
-----

"An orb imbued with the prayers of the warrior maidens."

ATK - 600

HIT - 80

GUTS - 50

STM - 30

CRT - 60

Found in B2 of the Old Race Ruins. Customization Invalid File

-----  
Silver Orb  
-----

"A silver orb with a beautiful glow that is said to be able to enchant all who gaze upon it."

ATK - 700

Hit - 100

GUTS - 60

STM - 35

CRT - 50

Customize Orb of the Valkrie with Silver

-----  
Rune Orb  
-----

"An orb said to be protected by the magic of the Runes, the first people on Roak."

ATK - 800

HIT - 120

GUTS - 70

STM - 40

CRT - 50

Customization Invalid File

-----  
Flame Orb  
-----

"An orb imbued with the powers of Ifrit, a god said to be able to control fire."

ATK - 1000

HIT - 160

GUTS - 80

STM - 45

CRT - 60

Element - Fire  
Customization Invalid File

-----  
Orb of Darkness  
-----

"A dangerous, powerful orb imbued with the powers of darkness."

ATK - 1200

Hit - 200

GUTS - 90

STM - 50

CRT - 60

Element - Dark

Customize Flame Orb with Philosopher's Stone

-----  
Holy Orb  
-----

"A new addition to this version. An orb said to be imbued with holy powers."

ATK - 1500

Hit - 250

GUTS - 100

STM - 60

CRT - 80

Element - Light

Found in B16 of the Cave of the Seven Stars

-----  
PHIA

[04.06]  
-----

-----  
Dull Blade  
-----

"A sword with a flattened blade that couldn't even through a block of cheese."

ATK - 1

CRT - 1

Failed Customization

-----  
Wimpy Sword  
-----

"A sword unable to cut anything due to the flimsiness of its blade."

ATK - 1

CRT - 1

Failed Customization

-----  
Scumbag Slayer  
-----

"An unbelievably vulgar weapon that can nevertheless instantly kill any enemy that has the word 'scum' in its name."

ATK - 1

CRT - 40

Pickpocket

-----  
Throwing Dagger  
-----

"A dagger better suited to throwing than hand-to-hand."

ATK - 50

CRT - 80

Default Weapon (she starts with this)

-----  
Gladius

-----

"A type of dagger."

ATK - 100

HIT - 10

CRT - 100

Find in Astral Cave. Buy in Van Y Ille.

-----

Baselard

-----

"A type of shortsword."

ATK - 150

HIT - 15

AVD - 5

CRT - 120

Buy in Silvalant

-----

Gladius +1

-----

"An enhanced Gladius."

ATK - 200

HIT - 20

AVD - 10

CRT - 120

Customization Invalid Pile.

-----

Gladius +2

-----

""An enhanced Gladius +1."

ATK - 250

HIT - 25

AVD - 15

CRT - 140

Customization Invalid Pile.

-----

Roundel Dagger

-----

"A deadly dagger with 100% hit rate."

ATK - 350

Hit - 35

AVD - 20

CRT - 140

Found in B2 of the Old Race Ruins. Customization Invalid Pile.

-----

Bloody Sword

-----

"A sword of unholy magic that feeds on the enemy's HP."

ATK - 400

HIT - 40

AVD - 25  
CRT - 160  
Element - Dark  
Customization Invalid File.

-----  
Fameface  
-----

"A thin, sharp sword that is curved at the end."

ATK - 500  
HIT - 50  
AVD - 30  
CRT - 170  
Element - Water  
Customization Invalid File.

-----  
Flare Baselord  
-----

"A sword of fire that inflicts additional fire damage."

ATK - 650  
Hit - 80  
AVD - 40  
CRT - 200  
Element - Fire  
Customization Invalid File.

-----  
Elemental Blade  
-----

"A sword imbued with the powers of the elements."

ATK - 600  
Hit - 60  
AVD - 35  
CRT - 180  
Customize Assassin's Sickles (and others) with Meteorite.

-----  
Ice Blades  
-----

"Swords made from ice that inflict additional ice damage."

ATK - 650  
Hit - 80  
AVD - 40  
CRT - 200  
Element - Water  
Customize Luxurious Sword with Mithril.

-----  
Assassin's Sickles  
-----

"A popular weapon among assassins, due to it's 50% critical hit rate."

ATK - 700  
Hit - 100  
AVD - 80  
CRT - 250  
Customization Invalid File

-----  
Death Bringer

-----  
"A new addition to this version. A dagger that brings death quickly to one's enemies."

ATK - 700

Hit - 100

AVD - 50

CRT - 220

Customize Ice Blades with Philosopher's Stone.

-----  
Dragon Blade  
-----

"A dagger of deadly sharpness that can reduce an enemy's defense by 40%."

ATK - 800

Hit - 120

AVD - 60

CRT - 250

Found in B11 of the Cave of the Seven Swords

-----  
Luxurious Sword  
-----

"A sword of such impressive craft that it awes all who look at it."

ATK - 850

HIT - 80

CRT - 50

Found in the Muah treasury. Cannot keep with it.

-----  
Force Sword  
-----

"A magical longsword that converts the wielder's mental powers into a blade of light that slices through enemies."

ATK - 1,000

HIT - 160

Gain 2 after beating Del Argosy (The Crimson Shield)

-----  
RONYX

[04.07]  
-----

-----  
Shortbow  
-----

"A small bow."

ATK - 100

Default Weapon (he starts with this)

-----  
Longbow  
-----

"A large bow."

ATK - 150

Customization Invalid File.

-----  
Crossbow  
-----

"Shaped like a horizontally laid bow and features a trigger on the handle."

ATK - 200



HIT - 10

Buy in Silvalant. Customization Invalid File.

-----  
Arbalest  
-----

"A large crossbow capable of delivering unparalleled damage."

ATK - 300

HIT - 40

Find in Purgatorium Inner Sanctum. Customization Invalid File.

-----  
Elven Bow  
-----

"A superior bow said to be able to hit any target."

ATK - 400

HIT - 100

Reward for doing the Mt. Eckdart side-quest.

-----  
Silver Bow  
-----

"A silver bow made from the shards of the stars."

ATK - 600

Hit - 150

Customization Invalid File.

-----  
Bow of Lightning  
-----

"A bow that causes sparks to fly from any enemy it hits."

ATK - 800

HIT - 200

Element - Wind

Found in B12 of the Cave of the Seven Stars

-----  
Bow of Explosion  
-----

"A bow that causes an explosion around any enemy it hits."

ATK - 800

HIT - 200

Element - Fire

Customize Silver Bow with Philosopher's Stone.

-----  
T'NIQUE [04.08]  
-----

-----  
Scumbag Slayer  
-----

"An unbelievably vulgar weapon that can nevertheless instantly kill any enemy that has the word 'scum' in its name."

ATK - 1

CRT - 40

Pickpocket

-----

Quarterstaff

-----

"A wooden staff about 6 feet long."

ATK - 100

HIT - 20

AVD - 15

CRT - 10

Buy in Van Y Ille.

-----

Spear

-----

"A normal spear."

ATK - 300

HIT - 30

AVD - 10

CRT - 60

Buy in Silvalant.

-----

Long Spear

-----

"A much longer version of the Spear."

ATK - 400

HIT - 40

AVD - 15

CRT - 80

Find in the Space-Time Laboratory.

-----

Whirlwind

-----

"A spear engraved with symbols that produce a cyclone in the area whenever swung."

ATK - 500

HIT - 10

AVD - 50

CRT - 160

Element - Wind

Customization Invalid File.

-----

Long Spear +1

-----

"An enhanced Long Spear."

ATK - 500

HIT - 50

AVD - 20

CRT - 100

Customization Invalid File.

-----

Three-section Staff

-----

"A weapon composed of 3 staves connected with each other."

ATK - 550

Hit - 120

AVD - 55

CRT - 40

Customization Invalid File.

-----  
Longspear +2  
-----

"An enhanced Long Spear +1."

ATK - 600

HIT - 70

AVD - 30

CRT - 120

Customization Invalid Pile.

-----  
Halberd  
-----

"A weapon that combines the advantages of an axe and a spear."

ATK - 750

HIT - 80

AVD - 70

CRT - 50

Customize Spear (and others) with Diamond.

-----  
Spinning Spear  
-----

"A spear with incredible piercing abilities."

ATK - 800

Hit - 80

AVD - 40

CRT - 150

Customize Whirlwind (and others) with Damascus.

-----  
Flamelancer  
-----

"A spear that shoots out flames."

ATK - 850

Hit - 100

AVD - 50

CRT - 160

Element - Fire

Customization Invalid Pile.

-----  
Saint's Halberd  
-----

"A halberd that has received the blessings of the gods."

ATK - 900

Hit - 120

AVD - 100

CRT - 50

Element - Light

Customize Flamelancer with Orichalcum.

-----  
Dragon Lance  
-----

"A legendary lance used in the past to combat dragons."

ATK - 1000

Hit - 200

AVD - 60

CRT - 200

Customization Invalid File.

-----  
Enhanced Halberd  
-----

"A halberd made of a special metal."

ATK - 1200

Hit - 160

AVD - 110

CRT - 70

Customize Dragon Lance with Meteorite.

-----  
Star Lance  
-----

"A new addition to this version. A lance said to have been used by a famous general."

ATK - 1500

Hit - 300

AVD - 120

GUTS - 50

CRT - 100

Element - Earth

Found in B21 of the Cave of the Seven Stars

-----  
Welch

[04.09]  
-----

-----  
Scumbag Slayer  
-----

"An unbelievably vulgar weapon that can nevertheless instantly kill any enemy that has the word 'scum' in its name."

ATK - 1

CRT - 40

Pickpocket

-----  
Handy Stick  
-----

"A stick with a hand at the end that has a tendency to poke and jab people."

ATK - 150

HIT - 15

Default weapon (she starts with this)

-----  
Fuzzy Handy Stick  
-----

"A Handy Stick imbued with the warm and fuzzy feeling of those being poked."

ATK - 250

HIT - 20

CRT - 10

Buy in Van Y Ille.

-----  
Playful Handy Stick  
-----

"A Handy Stick imbued with the amusement of those who are repeatedly poked."

ATK - 350

HIT - 25

GUTS - 10

CRT - 15

Buy in Silvalant. Customize Handy Stick (and others) with Gold.

-----  
Tedious Handy Stick  
-----

"A Handy Stick imbued with the boredom of those who are finding that all that poking is getting old."

ATK - 500

HIT - 30

GUTS - 20

LUC - 10

CRT - 20

Find in the Space-Time Labratory.

Customize Handy Stick (and others) with Green Beryl.

-----  
Tense Handy Stick  
-----

"A Handy Stick imbued with the discomfort of those who continue to find themselves being poked."

ATK - 600

HIT - 40

GUTS - 30

LUC - 20

CRT - 25

Customization Invalid File.

-----  
Worrying Handy Stick  
-----

"A Handy Stick imbued with the nervousness of those who wonder if this thing will ever stop poking them."

ATK - 700

Hit - 50

GUTS - 40

LUC - 30

CRT - 30

Customization Invalid File.

-----  
Annoying Handy Stick  
-----

"A Handy Stick imbued with the irratation of those who would really like it to stop poking them, like, now."

ATK - 800

HIT - 70

GUTS - 50

LUC - 40

CRT - 40

Customization Invalid File.

-----  
Furious Handy Stick  
-----

"A Handy Stick imbued with the anger of those who aren't joking and would really like the poking to stop."

ATK - 900  
HIT - 90  
GUTS - 60  
LUC - 50  
CRT - 50

Customize Annoying Handy Stick with Rainbow Diamond.

-----  
Stern Handy Stick  
-----

"A Handy Stick imbued with the seriousness of those who are warning for the last time to cut it out."

ATK - 1000  
Hit - 120  
GUTS - 70  
LUC - 60  
CRT - 60

Customization Invalid File.

-----  
Final Handy Stick  
-----

"A Handy Stick imbued with the last straw that pushes the patience of those who are continuously poked."

ATK - 1600  
Hit - 200  
GUTS - 80  
LUC - 80  
CRT - 80

Customize Stern Handy Stick with Moonrock.

-----  
Violent Handy Stick  
-----

"A Handy Stick imbued with violence unleashed by those who are pushed beyond patience."

ATK - 2000  
Hit - 300  
GUTS - 100  
LUC - 100  
CRT - 100

Found in B25 of the Cave of the Seven Stars

O=====O  
| Armor [05.00] |  
O=====O

Armor will be arranged from weakest to strongest.

-----  
ASHLAY, CYUSS, PHIA, RODDICK [05.01]  
-----

-----  
Weird Armor  
-----

"A weirdly designed suit of armor that is a bit embarrassing to wear."

DEF - 1

Failed Blacksmith.

-----  
Holey Armor

-----  
"A completely useless suit of armor with a gaping hole in it."

DEF - 1

Failed Blacksmith

-----  
Leather Armor

-----  
"A simple suit of armor made from animal skin."

DEF - 6

Default armor.

-----  
Padded Armor

-----  
"A suit of leather armor enhanced with iron plates."

DEF - 12

Buy in Portmith.

-----  
Ring Mail

-----  
"A suit of armor composed of many interlocking iron rings."

DEF - 20

Buy in Astral.

-----  
Brigandine

-----  
"A suit of armor composed of metal plates sandwiched between two layers of leather."

DEF - 30

Buy in Ionis.

-----  
Plate Armor

-----  
"A sturdy suit of armor composed of interlocking iron plates."

DEF - 90

Buy in Silvalant.

-----  
Steel Armor

-----  
"A sturdy suit of armor that is light and easy to equip."

DEF - 150

Blacksmith [Meteorite] (without Magical Rasp)

-----  
Dwarven Mail

-----  
"A suit of armor crafted with the technology of a lost race. Halves fire dmg."

DEF - 200

Element - Fire (Halves)

Find in the Mt. Meteorx Mines. Find in the Old Race Ruins.

Blacksmith [Damascus] (without Magical Rasp)

-----

Mithril Mesh

-----

"A suit of mail composed of interlocking mithril rings. Halves water, fire, and wind dmg."

DEF - 200

Element - Fire, Wind, Water (Halves)

Find in Reverse Tower. Blacksmith [Mithril] (with Magical Rasp).

-----  
Luxurious Armor  
-----

"Armor of such impressive craft that it awes all who look at it."

DEF - 250

Found in the Muah Treasury (not allowed to keep).

-----  
Sylvan Mail  
-----

"A silver suit of armor forged with shards of the stars. Protects from petrification. Halves wind and dark dmg."

DEF - 250

Element - Wind, Dark (Halves)

Find in Reverse Tower. Blacksmith [Meteorite] (with Magical Rasp)

-----  
Reflecting Plate  
-----

"A powerful suit of armor that can reflect attack dmg. Halves fire and wind dmg. Absorbs light dmg."

DEF - 300

Element - Fire, Wind (Halves), Light (Absorbs)

Blacksmith [Orichalcum] (with Magical Rasp)

-----  
ERYS, IOSHUA, MAVELLE, MILLIE, RONYX

[05.02]  
-----

-----  
Weird Clothing  
-----

"A weirdly designed outfit that is a bit embarrassing to wear."

DEF - 1

Pickpocket Ledore the Adventurer in Autanim.

-----  
Weird Armor (RONYX ONLY)  
-----

"A weirdly designed suit of armor that is a bit embarrassing to wear."

DEF - 1

Failed Blacksmith.

-----  
Robe  
-----

"A simple robe favored by symbologists."

DEF - 4

Default armor.

-----  
Leather Armor (RONYX ONLY)



-----  
"A simple suit of armor made from animal skin."

DEF - 6

Default armor.

-----  
Silk Robe  
-----

"A beautiful robe mad from extremly soft silk."

DEF - 10

Buy in Portimith, Autanim, Tatori

-----  
Padded Armor (RONYX ONLY)  
-----

"A suit of leather armor enhanced with iron plates."

DEF - 12

Buy in Portmith, Autanim, Tatori

-----  
Amber Robe  
-----

"A robe decorated with numerous pieces of amber."

DEF - 20

Buy in Ionis.

-----  
Ring Mail (RONYX ONLY)  
-----

"A suit of armor composed of many interlocking iron rings."

DEF - 20

Buy in Astral, Van Y Ille.

-----  
Brigandine (RONYX ONLY)  
-----

"A suit of armor composed of metal plates sandwiched between two layers of leather."

DEF - 30

Buy in Ionis.

-----  
Silver Robe (MAVELLE ONLY)  
-----

"A beautiful robe woven from silver thread."

DEF - 35

MAG - 10

Buy in Van Y Ille.

-----  
Holy Cloak  
-----

"A holy outfit imprinted with the symbol of a major god. Absorbs light dmg."

DEF - 100

Element - Light (Absorbs)

Buy in Silvalant.

-----  
Robe of Deception  
-----

"A magical rob that wraps the wearer in illusions. Protects from petrification. Nulifies wind and light dmg."

DEF - 100

AVD - 100

MAG - 60

GUTS - 50

Element - Light, Wind (Nulifies)

Found in Mt. Eckdart and the Space-Time Labratory.

Blacksmith [Rune Metal] (without Magical Rasp).

-----  
Mithril Mesh  
-----

"A suit of mail composed of interlocking mithril rings. Halves water, fire, and wind dmg."

DEF - 200

Element - Fire, Wind, Water (Halves)

Find in Revorse Tower. Blacksmith [Mithril] (with Magical Rasp).

-----  
Luxurious Robe  
-----

"A robe of such impressive craft that it awes all who look at it."

DEF - 200

GUTS - 20

Found in the Muah Treasury. Cannot Keep.

-----  
Cloak of the Stars  
-----

"A beautiful outfit decorated with shards of the stars. Halves light dmg."

DEF - 220

MAG - 100

Element - Light (Halves)

Blacksmith [Rune Metal] (with Magical Rasp).

-----  
ILIA, T'NIQUE, WELCH  
-----

[05.03]  
-----

-----  
Weird Armor  
-----

"A weirdly designed suit of armor that is a bit embarrassing to wear."

DEF - 1

Failed Blacksmith.

-----  
Leather Armor  
-----

"A simple suit of armor made from animal skin."

DEF - 6

Default armor.

-----  
Padded Armor  
-----

"A suit of leather armor enhanced with iron plates."

DEF - 12

Buy in Portmith, Autanim, Tatori.

-----  
Ring Mail  
-----

"A suit of armor composed of many interlocking iron rings."

DEF - 20

Buy in Astral, van Y Ille.

-----  
Martial Arts Outfit  
-----

"An outfit that martial artists find easy to move around in."

DEF - 20

AVD - 10

Buy in Portmith, Autamin, Tatori.

-----  
Brigandine  
-----

"A suit of armor composed of metal plates sandwiched between two layers of leather."

DEF - 30

Buy in Ionis.

-----  
Kung Fu Top  
-----

"A martial arts top worn by kung fu disiples."

DEF - 100

AVD - 50

Buy in Astral, Tropp, Ionis, Van Y Ille.

-----  
Shaolin Top (T'NIQUE ONLY)  
-----

"A martial arts top worn by Shaolin disiples."

DEF - 100

AVD - 50

Buy in Van Y Ille.

-----  
Luxurious Robe  
-----

"A robe of such impressive craft that it awes all who look at it."

DEF - 200

GUTS - 20

Found in the Muah Treasury. Cannot Keep.

-----  
Mithril Mesh  
-----

"A suit of mail composed of interlocking mithril rings. Halves water, fire, and wind dmg."

DEF - 200

Element - Fire, Wind, Water (Halves)

Find in Reverse Tower. Blacksmith [Mithril] (with Magical Rasp).

-----  
Dueling Suit  
-----

"A superior and sturdy suit of armor refined for battle use. Protects from petrification. Halves earth, fire, and wind dmg."

DEF - 300

AVD - 100

GUTS - 20

Element - Fire, Wind, Earth (Halves)

Blacksmith [Moonrock] (without Magical Rasp) or

Blacksmith [Damascus] (with Magical Rasp).

-----  
Battle Suit  
-----

"An outfit made from silicone and developed for battle use."

DEF - 500

AVD - 150

GUTS - 50

Blacksmith [Moonrock] (with Magical Rasp).

-----  
PERICCI

[05.04]  
-----

-----  
Tattered Bikini  
-----

"A worn-out bikini."

DEF - 1

Failed Blacksmith.

-----  
Bikini  
-----

"A two-piece swimsuit that barely conceals the chest and bottom."

DEF - 24

AVD - 10

Default Armor. Buy in Portmith, Durss.

-----  
Fashionable Bikini  
-----

"A cute bikini."

DEF - 100

AVD - 50

Buy in Van Y Ille, Silvalant.

-----  
Kitty Suit  
-----

"A battle outfit designed for Lesser Fellpool."

DEF - 200

AVD - 120

GUTS - 5

Find in the Old Race Ruins. Blacksmith [Moonrock] (without Magical Rasp).

-----  
Luxurious Robe  
-----

"A robe of such impressive craft that it awes all who look at it."

DEF - 200

GUTS - 20

Found in the Muah Treasury. Cannot Keep.

-----  
Mithril Mesh  
-----

"A suit of mail composed of interlocking mithril rings. Halves water, fire, and wind dmg."

DEF - 200

Element - Fire, Wind, Water (Halves)

Find in Revorse Tower. Blacksmith [Mithril] (with Magical Rasp).

-----  
Magic Bikini  
-----

"Not your average bikini. Halves earth, wind, and fire dmg."

DEF - 300

AVD - 100

GUTS - 20

Element - Fire, Wind, Earth (Halves)

Blacksmith [Damascus] (with Magical Rasp).

-----  
Kitty Armor  
-----

"A suit of armor designed for Lesser Fellpool. Nullifies earth and fire dmg."

DEF - 500

AVD - 150

GUTS - 50

Element - Fire, Earth (Nullifies)

Blacksmith [Moonrock] (with Magical Rasp).

-----  
Shields  
-----

[05.05]

NOTE: ONLY PHIA AND RODDICK CAN USE SHIELDS

-----  
Weird Shield  
-----

"A weirdly designed shield that is a bit embarrassing to wield."

DEF - 1

AVD - 10

Goodie Box drops.

-----  
Weird Gauntlet  
-----

"A weirdly designed gauntlet that is a bit embarrassing to wield."

DEF - 1

AVD - 10

Failed Blacksmith.

-----  
Wooden Shield  
-----

"A simple shield made of wood."

DEF - 2

AVD - 50

Steal from a soldier in Portmith. Goodie Box drops.

-----  
Round Shield  
-----

"A circular shield made of metal."

DEF - 4

AVD - 60

Buy in Portmith, Autanim, Tatori, Astral, Ionis, Durss.

-----  
Knight's Shield  
-----

"A tall shield designed for ease of use by mounted knights."

DEF - 10

AVD - 70

Buy in Tropp, Van Y Ille. Blacksmith [Iron] (without Magical Rasp).

-----  
Fine Shield  
-----

"A very sturdy shield refined for use in battle."

DEF - 15

AVD - 75

Find in Mt. Eckdart. Blacksmith [Iron] (without Magical Rasp).

-----  
Ankh Shield  
-----

"A shield engraved with a sacred symbol."

DEF - 20

AVD - 80

Found in Mt. Metorx Mines. Blacksmith [Iron] (with Magical Rasp).

-----  
Dwarven Guard  
-----

"A shield created with the technology of a lost race."

DEF - 25

AVD - 85

Found in Mt. Metorx Mines.

-----  
Mithril Shield  
-----

"A beautiful shield crafted from mithril. Protects against paralysis."

DEF - 30

AVD - 90

Blacksmith [Mithril] (with Magical Rasp).

-----  
Helmet  
-----

[05.06]

-----  
ASHLAY, CYUSS, PHIA, RODDICK  
-----

[05.07]

-----  
Beret  
-----

"A rounded cap with no brim that raises the success rate of Writing while offering some protection."

DEF - 0

Buy in Ionis.

-----  
Weird Helmet  
-----

"A weirdly shaped helmet that is a bit embarrassing to wear."

DEF - 1

Steal from Mercenary in Astral. Goodie box drops.

-----  
Crown  
-----

"A crown sporting an emerald that offers some protection."

DEF - 1

Crafting [Green Beryl].

-----  
Leather Helmet  
-----

"A simple helmet made from animal skin."

DEF - 2

Buy in Portmith, Autanim, Tatori, Durss.

-----  
Gold Crown  
-----

"An expensive crown made of pure gold that offers some protection."

DEF - 5

Crafting [Gold].

-----  
Padded Helmet  
-----

"A leather helmet enhanced in parts with iron plates."

DEF - 10

Buy in Autanim, Tatori, Tropp.

-----  
Iron Helmet  
-----

"An iron helmet that protects the entire face."

DEF - 20

Buy in Ionis.

-----  
Plate Helmet  
-----

"A sturdy helmet composed of several layers of iron plates."

DEF - 30

Buy in Silvalant.

-----  
Froghead  
-----

"A crystal headgear made in the likeness of a frog's head. Now, if you can only convince somebody to wear it..."

DEF - 30

Found in Purgatorium. Crafting [Crystal].

-----  
Dream Crown  
-----

"A crown of powerful magic. Absorbs fire and wind dmg."  
DEF - 40  
Element - Fire, Wind (Absorbs)  
Blacksmith [Orichalcum] (with Magical Rasp).

-----  
Steel Helmet  
-----

"A sturdy helmet that is light and easy to equip."  
DEF - 50  
Find in Mt. Metorx Mines and Old Race Ruins.  
Blacksmith [Meteorite] (without Magical Rasp).

-----  
Dwarven Helmet  
-----

"A helmet created with the technology of a lost race."  
DEF - 60  
Find in Mt. Metorx Mines. Blacksmith [Damascus] (without Magical Rasp).

-----  
Mithril Helmet  
-----

"A beautiful helmet made of mithril."  
DEF - 70  
Find in Reverse tower. Blacksmith [Mithril] (with Magical Rasp). Win Rank A in Tatori Arena with a Fighter.

-----  
Dueling Helmet  
-----

"A superior helmet refined for use in battle that offers incredible protection."  
DEF - 100  
Blacksmith [Damascus] (with Magical Rasp).

-----  
ERYS, ILIA, IOSHUA, MAVELLE, MILLIE, PERICCI, RONYX, T'NIQUE, WELCH [05.08]  
-----

-----  
Beret  
-----

"A rounded cap with no brim that raises the success rate of Writing while offering some protection."  
DEF - 0  
Buy in Ionis.

-----  
Weird Cap (IOSHUA, MILLIE, RONYX ONLY)  
-----

"A weirdly shaped cap that is a bit embarrassing to wear."  
DEF - 1  
Goodie box drops.



-----  
Crown

-----  
"A crown sporting an emerald that offers some protection."

DEF - 1

Crafting [Green Beryl].

-----  
Gold Crown

-----  
"An expensive crown made of pure gold that offers some protection."

DEF - 5

Crafting [Gold].

-----  
Elven Cap (IOSHUA, MILLIE, RONYX ONLY)

-----  
"A cap designed with the technology of a lost race."

DEF - 25

Find in Mt. Eckdart, the Space-Time Laboratory, and Old Race ruins. Win Rank A of Tatori Arena with a Mage.

-----  
Kitty Hairband (PERICCI ONLY)

-----  
"A piece of armor designed for Lesser Fellpool."

DEF - 25

HIT - 10

AVD - 10

Found in the Space-Time Laboratory. Blacksmith [Iron] (with Magical Rasp).

-----  
Froghead

-----  
"A crystal headgear made in the likeness of a frog's head. Now, if you can only convince somebody to wear it..."

DEF - 30

Found in Purgatorium. Crafting [Crystal].

-----  
Hermit's Cap (IOSHUA, MILLIE, RONYX ONLY)

-----  
"A legendary cap said to have been worn by a famous symbologist. Halves fire dmg."

DEF - 35

AVD - 20

Element - Fire (Halves)

Found in Reverse Tower. Blacksmith [Orichalcum] (without Magical Rasp).

-----  
Dream Crown

-----  
"A crown of powerful magic. Absorbs fire and wind dmg."

DEF - 40

Element - Fire, Wind (Absorbs)

Blacksmith [Orichalcum] (with Magical Rasp).

-----  
Greaves

[05.09]

-----  
Weird Shoes  
-----

"A weirdly desgined pair of shoes that is a bit embarrassing to wear."  
DEF - 1  
Steal from Lulu in Ionis. Goodie box drops.

-----  
Leather Greaves  
-----

"A simple pair of greaves made from animal skin."  
DEF - 5  
Buy in Portmith, Autanim, Tatori, Duess.

-----  
Iron Greaves  
-----

"A pair of greaves made of iron. Protects the legs."  
DEF - 10  
Buy in Autanim, Tatori, Astral, Tropp, Ionis.

-----  
Glass Slippers (GIRLS ONLY)  
-----

"A beautiful, glittering pair of heels made out of crystal. Will not turn into something else at midnight."  
DEF - 10  
AVD - 20  
Crafting [Crystal].

-----  
Plate Greaves  
-----

"A sturdy pair of greaves made of numerous interlocking iron plates."  
DEF - 20  
Buy in Van Y Ille, Silvalant.

-----  
Silver Greaves  
-----

"A beautiful pair of greaves that give off a silver glitter."  
DEF - 30  
Find in Mt. Metorx Mines and Old Race Ruins.  
Blacksmith [Meteorite] (without Magical Rasp).

-----  
Dwarven Boots  
-----

"A pair of boots designed with the technology of a lost race."  
DEF - 50  
Found in Mt. Metorx Mines. Blacksmith [Damascus] (without Magical Rasp).

-----  
Mithril Greaves  
-----

"A beautiful pair of greaves made of mithril."

DEF - 75

Find in Reverse Tower. Blacksmith [Mithril] (without Magical Rasp). Win Rank A in Tatori Arena with a fighter.

-----  
Sylvan Boots  
-----

"A pair of silver boots said to have been forged with shards of the stars."

DEF - 100

Blacksmith [Meteorite] (with Magical Rasp).

-----  
ERYS, ILIA, IOSHUA, MAVELLE, MILLIE, PERICCI, RONYX, T'NIQUE, WELCH [05.11]  
-----

-----  
Weird Boots  
-----

"A weirdly designed pair of boots that is a bit embarrassing to wear."

DEF - 1

Failed Blacksmith.

-----  
Sandals  
-----

"A simple pair of sandals made of wood."

DEF - 2

AVD - 10

Buy in Van Y Ille.

-----  
Boots  
-----

"A pair of boots made from animal skin."

DEF - 3

AVD - 10

Buy in Portmith, Duess.

-----  
Suede Boots  
-----

"An expensive pair of boots made from mountain goat skin."

DEF - 8

AVD - 15

Buy in Van Y Ille.

-----  
Glass Slippers (GIRLS ONLY)  
-----

"A beautiful, glittering pair of heels made out of crystal. Will not turn into something else at midnight."

DEF - 10

AVD - 20

Crafting [Crystal].

-----  
Leather Boots  
-----

"A thick pair of boots made from cow skin."

DEF - 15  
AVD - 20  
Buy in Van Y Ille.

-----  
Martial Arts Shoes (ILIA, PERICCI, T'NIQUE, WELCH ONLY)  
-----

"Shoes that martial artists find easy to move around in."  
DEF - 15  
AVD - 40  
Buy in Van Y Ille.

-----  
Kung Fu Shoes (ILIA, PERICCI, WELCH ONLY)  
-----

"Shoes favored by kung fu disciples."  
DEF - 30  
AVD - 80  
Buy in Ionis, Van Y Ille.

-----  
Shaolin Shoes (T'NIQUE ONLY)  
-----

"Shoes favored by Shaolin disciples."  
DEF - 30  
AVD - 80  
Buy in Van Y Ille.

-----  
Elven Slippers  
-----

"A pair or slippers designed with the technology of a lost race."  
DEF - 50  
AVD - 25  
Find in the Space-Time Labratory, Revorse Tower, and in the Old Race Ruins.

○=====○  
| Accessories [06.00] |  
○=====○

Amulet of Antivenin  
- "A charm with mystical powers that protect the wearer from poison."  
- Crafting [Iron]

Amulet of Flexibility  
- "A charm with mystical powers that protect the wearer from petrification."  
- Crafting [Iron]

Amulet of Freedom  
- "A charm with mystical powers that protect the wearer from paralysis."  
- Crafting [Iron]

Angelic Headband  
- "A glittery, silver headband that offers some protection."  
- AVD: 5  
- Crafting [Sapphire]

Anklet  
- "Just an ordinary anklet that offers some protection."  
- DEF: 3

- Crafting [Sapphire]

#### Aqua Ring

- "A ring that completely protects the wearer from water attacks. Nullifies water damage. Doubles fire damage."
- Crafting [Sapphire]

#### Archangel's Bracelet

- "A bracelet said to be worn by those who live in the heavens. Absorbs fire damage and halves all other elemental damage."
- ATK: 60
- DEF: 60
- HIT: 60
- AVD: 60
- MAG: 200
- GUTS: 60
- LUC: 60
- Gabriella drops (Level 10 Monster of the Silver Trumpet).

#### Astral Ring

- "A special ring needed to use the Raven Sword fighting style."
- STM: 10
- Only Phia can wear this acc.

#### Berserker Ring

- "A ring of wild power that causes the wearer to constantly burn with intense anger."
- Crafting [Ruby]

#### Blood Earring

- "A magical earring that has a 10% chance of converting physical damage inflicted on the wearer into HP."
- Crafting [Ruby]

#### Blue Talisman

- "A holy talisman imbued with the powers of the gods of water that raise the wearer's defense. Halves water damage."
- DEF: +30% of base DEF
- Crafting [Sapphire]

#### Bracelet of Gambling

- "A strange bracelet that randomly changes the amount of damage inflicted on the wearer to between 25% and 200%."
- Crafting [Green Beryl]

#### Breeze Earring

- "A daimond earring that raises the wearer's agility."
- AVD: 15
- Crafting [Rainbow Diamond]

#### Brooch

- "An accessory sporting a daimond."
- Buy in Eckdart.

#### Chain of Might

- "A chain imbued with the powers of the gods of war that rais the wearer's attack power."
- ATK: +30% of base ATK
- Crafting [Green Beryl]

#### Combo Link

- "A bracelet that lets the wearer combine two special arts into an attack combo."
- Found in a chest inside a cave between Van Y Ille and Silvalant.

#### Crystal

- "A clear, transparent mineral that is similar to quarts. Halves wind damage"
- No additional description
- Buy in Eckdart. Create in Alchemy levels 3+.

#### Damascus

- "A strange black metal that is highly resilient and durable. Halves water and dark damage."
- No additional description
- Create in Alchemy levels 6+. Found in some dungeons.

#### Diamond

- "The hardest gem in the world, its form is created by arranging pure carbon atoms into an isometric lattice."
- No additional description
- Buy in Eckdart. Create in Alchemy levels 4+

#### Dream Bracelet

- "A fantastic bracelet that temporarily raises the level of the wearer by one."
- Crafting [Rainbow Diamond]

#### Earring of Frenzy

- "An earring that doubles the wearer's attack powers. However, these frenzied attacks take a toll on accuracy."
- ATK: Doubled
- HIT: Halved
- Crafting [Moonrock]

#### Earring of Magnetism

- "A mystical earring that attracts enemies to the wearer."
- ATK: 20
- GUTS: 20
- CRT: 20
- Crafting [Diamond]

#### Earring of Readiness

- "A mystical earring that prevents back attacks on the wearer. Halves dark damage."
- LUC: 20
- Crafting [Diamond]

#### Earring of the Winds

- "A special earring that softens the impact of wind magic on the wearer. Halves wind damage."
- Crafting [Diamond]

#### Emerald Earring

- "A mystical earring that turns the wearer into a chatterbox. Raises Hasten Speech to Level 6. Halves wind damage."
- Crafting [Green Beryl]

#### Emerald Ring

- "A ring imbued with the powers of symbology that reduce the MP cost of the wearer's attacks by a third."

- STM: 10
- Crafting [Green Beryl]

#### Faerie ring

- "A ring of powerful magic that halves the MP cost of attacks by the wearer."
- Crafting [Green Beryl]

#### Faerie Tear

- "Converts 10% of spell damage inflicted on the wearer into MP. Halves water damage. Doubles fire damage."
- Asmodeous drops (Rare).

#### Feather Ring

- "A ring given to IOSHUA by his parents."
- DEF: 5
- Only Ioshua can wear this acc.

#### Fire Ring

- "A ring that increases the spell damage inflicted with fire damage. Halves fire damage. Doubles water damage."
- MAG: 10
- GUTS: 10
- STM: 10
- Crafting [Ruby]

#### Flare Ring

- "A ring that completely protects the wearer from fire attacks. Nullifies fire damage. Doubles water damage."
- Crafting [Ruby]

#### Flint

- "A tool that starts a fire by hitting two rocks together. Equip it and push the action button to use."
- Recieve after defeating the Velkhent during the Pirate Hidout quest.

#### Foot Insignia

- "A mystical charm imbued with the powers of the warrior that raise the attack power and hit rate of the wearer."
- ATK: +10% of base ATK
- HIT: +30% of base HIT
- Crafting [Sapphire]

#### Gale Earring

- "A magical earring that gives the wearer the speed of the wind and an extra attack. Halves wind damage."
- HIT: 10
- AVD: 10
- CRT: 15
- Del Argosy (The Crimson Shield) drops.

#### Glittering Earring

- "A beautiful earring sporting a diamond. Halves light damage."
- Crafting [Diamond]

#### Gold

- "This gold ore has low purity and needs to be refined to be of any value."
- AVD: 1
- Buy in Eckdart. Create in Alchemy levels 1+

#### Gold Bracelet

- "A bracelet made out of gold that offers some protection."
- DEF: 10
- Crafting [Gold]

#### Gold Cross

- "A mystical gold cross that significantly increases the wearer's hit rate. Halves fire damage."
- HIT: 50
- Crafting [Gold]

#### Gold Earring

- "A gold earring that raises the wearer's agility."
- AVD: +10% of base AVD
- Crafting [Gold]

#### Gold Idol

- "A doll made out of pure gold, the attention to detail of which has awed many an art buff."
- HIT: 1
- Crafting [Gold]

#### Gold Ring

- "A ring made of gold. Good mainly for showing off."
- AVD: 1
- Crafting [Gold]

#### Golden Brooch

- "An accessory made with meticulous craftsmanship."
- GUTS: 5
- Crafting [Gold]

#### Good Luck Charm

- "A charm made by MILLIE for RODDICK. Nullifies earth, water, and fire damage. Halves wind, light, and dark damage."
- ATK: 200
- DEF: 15
- HIT: 20
- AVD: 25
- MAG: 5
- GUTS: 20
- LUC: 80
- CRT: 20
- Recieve after doing a PA with Millie. Must have recruited Millie in Eckdart.

#### Green Beryl

- "Known as aquamarine when containing iron, and emerald when containing chrome. Halves earth damage."
- No additional description
- Buy in Eckdart. Create in Alchemy levels 3+

#### Green Bracelet

- "A bracelet sporting an emerald that offers some protection."
- GUTS: 5
- LUC: 5
- Crafting [Green Beryl]

#### Hammer Charm

- "A mystical charm that halves daze time for the wearer."
- Crafting [Philosopher's Stone]



#### Heavy Ring

- "A much too heavy iron ring that has an elemental disadvantage. Doubles dark damage."
- DEF: 2
- GUTS: 5
- CRT: 2
- Failed Crafting

#### Hefty Earring

- "An iron earring that increases the wearer's attack power. However, its heaviness takes its toll on accuracy."
- ATK: +30% of base ATK
- HIT: -10% of base HIT
- Crafting [Iron]

#### Hefty Ring

- "A hefty steel ring that may offer some benefits but has an elemental disadvantage. Doubles fire and wind damage."
- Crafting [Iron]

#### Holy Ring

- "A magical ring that has a 10% chance of protecting the wearer from all spell attacks."
- Crafting [Crystal]

#### Intimidation Pendant

- "A pendant imbued with holy powers the prevent enemies from approaching."
- Crafting [Crystal]

#### Iron

- "This iron ore can be refined into iron by reducing the ferric oxide contained within."
- HIT: 1
- Buy in most Item Shops. Buy in Eckdart.

#### Lame Earring

- "A pretty lame earring."
- Failed Crafting

#### Lavish Idol

- "A doll made out of diamonds, the gorgeous craft of which has awed all who have seen it."
- MAG: 1
- Crafting [Diamond]

#### Leaf Pendant

- "A pendant in the shape of a leaf imbued with the blessings of a certain individual that guard the wearer for life."
- DEF: +30% of base defense
- LUC: 10
- Ruffian drops (in Mt. Metorx Mines).

#### Levitation Ring

- "A ring made of orichalcum."
- ??
- Acquired by Santa's Boots.

#### Light Cross

- "A cross that doubles the max MP of the wearer. Halves water, wind, and dark damage. Doubles earth, fire, and light damage."

- DEF: 20
- AVD: 40
- GUTS: 10
- LUC: 20
- ??

#### Lunar Charm

- "A charm imbued with lunar magic that raises the wearer's MP."
- MP: +30% of base MP
- Crafting [Moonrock]

#### Lunar Talisman

- "A sacred talisman imbued with the powers of the lunar gods that raise the wearer's HP."
- HP: +20% of base HP
- Crafting [Moonrock]

#### Magic Cross

- "A magical cross that has a 10% chance of reflecting all damage to enemies. Halves light and dark damage."
- Crafting [Rainbow Diamond]

#### Magic Jar

- "A magical pot that can produce fantastic items just by carrying it around."
- Found in the east most room in the Oracle Room.

#### Magician's Glove

- "A special light glove that when equipped improves the success rate of Pickpocketing."
- Machinist

#### Mallet Charm

- "A mystical charm that prevents the wearer from getting dazed."
- GUTS: 10
- Crafting [Philosopher's Stone]

#### Meteor Ring

- "A magical ring that imbues the wearer with the luster of a shooting star and gives the wearer and extra attack."
- GUTS: 5
- STM: 10
- CRT: 1
- Steal from Elderly Person in Tatori.

#### Meteorite

- "A fragment of a meteor imbued with magic that gives off a mystical glow. Halves earth and light damage."
- No additional description
- Create in Alchemy (with Lezard Flask) levels 8+

#### Mind Ring

- "A ring imbued with serenity that recharges the MP of the wearer in the midst of battle. Doubles wind damage."
- Crafting [Philosopher's Stone]

#### Mist Insignia

- "A mystical accessory that raises the wisdom of the wearer."
- MAG: +10% of base MAG
- Crafting [Philosopher's Stone]

#### Mithril

- "A magical metal, the existence of which has only been told about in ancient lore. Halves wind and light damage."
- No additional description
- Create in Alchemy (with Lezard Flask) levels 8+

#### Moon Earring

- "A magical earring that has a 10% chance of reflecting any damage inflicted on the wearer to a nearby party member."
- Crafting [Moonrock]

#### Moonlight

- "An accessory made from moonrock that boosts the vitality and mental powers of the wearer. Raises HP and MP."
- HP: +20% of base HP
- MP: +20% of base MP
- Crafting [Moonrock]

#### Moonrock

- "A magical stone imbued with mystical powers that is said to be a fragment of the moon. Halves water and light damage."
- No additional description
- Create in Alchemy (with Lezard Flask) levels 8+

#### Mystic Amulet

- "An amulet with mystical powers the blind the enemy when the wearer attempts to escape."
- Crafting [Rainbow Diamond]

#### Necklace

- "An ordinary necklace that offers some protection."
- AVD: 20
- Crafting [Star Ruby]

#### Ocarina

- "That Lesser Fellpool girl was carrying around this ocarina. If you see a lonely kitty, equip it and try using it near her."
- Pericci drops this after completing the Pirate quest. Only chance to get it.

#### Onyx Earring

- "A magical earring that converts 10% of spell damage inflicted on the wearer into MP."
- Crafting [Iron]

#### Orichalcum

- "A metal able to resist gravity, said to have been used on a mysterious legendary continent. Halves earth and dark damage."
- No additional description
- Create in Alchemy levels 7+

#### Philosopher's Stone

- "A stone that alchemists spend their entire lives trying to create. Halves light and dark damage."
- No additional description
- Create in Alchemy (with Lezard Flask) levels 8+

#### Pickaxe

- "A tool for digging into rock. Try equipping it and hitting areas where you see a glint of light."
- Buy in Portmith

#### Princess Ring

- "A beautiful ring that balances both chic and luxury while increasing the wearer's MP."
- MP: +20% of base MP
- MAG: 2
- Crafting [Crystal]

#### Prism Ring

- "A magical ring that has a 5% chance of protecting the wearer from all attacks."
- GUTS: 5
- Crafting [Crystal]

#### Purple Amulet

- "An amulet with mystical powers that disctract the nemy when the wearer attempts to escape."
- Crafting [Sapphire]

#### Rainbow Diamond

- "A rare diamond that glitters in all the colors of the rainbow. Halves fire and light damage."
- No additional description
- Create in Alchemy (with Lezard Flask) levels 7+

#### Regeneration Ring

- "A ring imbued with magic powers that heal the wearer's wounds even in the midst of battle."
- DEF: 2
- Crafting [Rainbow Diamond]

#### Ricochet Bracelet

- "A magical bracelet that has a 5% chance of reflecting all damage inflicted on the wearer to a nearby enemy."
- Crafting [Ruby]

#### Ring of Absorption

- "A mystical ring that converts physical damage inflicted on the wearer into HP."
- DEF: 6
- Crafting [Star Ruby]

#### Ring of Avoidance

- "A ring that prevents enemies from approaching the wearer."
- Crafting [Philosopher's Stone]

#### Ring of Fusion

- "A mystical ring that converts spell damage inflicted on the wearer into HP."
- MAG: 6
- Crafting [Crystal]

#### Ring of Happiness

- "An expensive ring that is famous in the cities for its ability to bring happiness to the wearer. Makes the wearer feel lucky."
- MAG: 10
- STM: 10
- LUC: 50
- Succubus drops (boss of the Muah Treasury).

#### Ring of Healing

- "A ring imbued with magic powers that heal the wearer's wounds over time."
- Crafting [Rainbow Diamond]

#### Ring of Infinity

- "A ring with mystical powers that expedite the wearer's growth. Raises 1 EXP with each step. Doubles elemental damage."
- Crafting [Philosopher's Stone]

#### Ring of Insanity

- "A mystical ring that allows the wearer to hurl enemies across the battlefield."
- Crafting [Moonrock]

#### Ring of Lightspeed

- "A magical ring that imbues the wearer with the movement of light and gives the wearer two extra attacks."
- GUTS: 10  
STM: 30  
CRT: 5
- Demonic Eye drops (in the Cave of the Seven Stars). Only 2 chances of getting this.

#### Ring of Lunacy

- "A ring of powerful magic that completely protects the wearer with the power of the moon. Causes wearer to daze easily."
- Crafting [Moonrock]

#### Ring of Mental Power

- "A ring imbued with potent magic that recharges the wearer's MP in the midst of battle."
- Crafting [Philosopher's Stone]

#### Ring of Might

- "A ring imbued with the powers of the ancient titans that raise the wearer's attack power but doubles all elemental damage."
- ATK: Doubles
- Crafting [Rainbow Diamond]

#### Ring of Resistance

- "A ring of protection that lowers spell damage inflicted on the wearer by 90%."
- Crafting [Crystal]

#### Ring of Sadness

- "A mystical ring that lowers the wearer's attack power in exchange for increased defense."
- ATK: -30% of base ATK  
DEF: +30% of base DEF
- Steal from Heartbroken Enore in Van Y Ille Castle.

#### Ring of the Accursed

- "A cursed ring, still popular due to the considerable protection it offers. Doubles earth, fire, wind, and dark damage."
- DEF: +30% of base DEF
- Crafting [Moonrock]

#### Ring of Trust

- "A magical ring that converts trust from others into courage. Increases GUTS in proportion to the number of close friends."

- GUTS: 20
- STM: 20
- LUC: 10
- CRT: 10
- Crafting [Diamond]

#### Ring of Wisdom

- "A magnificent ring imbued with the knowledge of the ancients that protects the wearer from an assortment of conditions."
- Crafting [Philosopher's Stone]

#### Ruby

- "A corundum stone with a red look created by the presence of some chrome. Halves fire damage."
- No additional description
- Buy in Eckdart. Create in Alchemy levels 2+

#### Ruby Earring

- "An earring sporting a ruby that offers some protection."
- DEF: 30
- Crafting [Ruby]

#### Ruby Pendant

- "A pendent sporting a ruby that offers some protection. Nullifies fire damage."
- DEF: 30
- Crafting [Star Ruby]

#### Rune Metal

- "A metal of an unclear nature, although some say it is a crystallized form of magic. Halves wind and dark damage."
- No additional description
- Create in Alchemy (with Lezard Flask) levels 6+

#### Sacrificial Doll

- "A mystical doll that sacrifices itself when its owner's life is in danger. Halves elemental damage."
- GUTS: 20
- Crafting [Diamond]

#### Saint Elmo's Charm

- "A charm of the patron saint of sailors, received from a boy at the harbor. Absorbs water damage."
- AVD: 10
- Talk to the blue-eyed boy near the harbor entrance after completeing the Pirate Quest to get this.

#### Santa's Boots

- "A pair of ruby red boots filled with the dreams of children."
- Buy from the Santa Dealer in Silvalant.

#### Sapphire

- "A corundum stone that isn't red. Those with some titanium and iron have a blue appearance. Halves water damage."
- No additional description
- By in Eckdart. Create in Alchemy levels 2+

#### Shadow Cross

- "A cross that doubles the max HP of the wearer. Halves earth, fire, and light damage. Doubles water, wind, and dark damage."

- HP: Doubled
- HIT: 40
- MAG: 20
- STM: 20
- CRT: 10
- Crafting [Rainbow Diamond]

#### Shield Earring

- "An earring of protection that lowers physical damage inflicted on the wearer by 80%."
- Crafting [Ruby]

#### Shield Ring

- "A ring of protection that lowers physical damage inflicted on the wearer by 90%."
- Crafting [Star Ruby]

#### Silver

- "This silver ore has a low purity and needs to be refined to be of any value"
- DEF: 1
- Buy in Eckdart. create in Alchemy levels 1+

#### Silver Amulet

- "A charm imbued with the powers of the demon gods that raise the spell damage inflicted by the wearer."
- MAG: 3
- Crafting [Silver]

#### Silver Barrette

- "A simple, silver hair clasp that offers some protection."
- DEF: 3
- Crafting [Silver]

#### Silver Charm

- "A lucky charm imbued with holy powers. Absorbs light damage. Nullifies dark damage."
- DEF: 1
- GUTS: 1
- Crafting [Silver]

#### Silver Cross

- "A holy silver cross the protects the wearer. Halves light damage. Doubles fire damage."
- Crafting [Silver]

#### Silver Earring

- "A beautiful earring made of pure silver that raises the MP of the wearer."
- MP: +30% of base MP
- Crafting [Silver]

#### Silver Idol

- "A doll made out of pure silver, the smooth polish of which has awed many an appraiser."
- AVD: 1
- Crafting [Silver]

#### Silver Pendant

- "A silver pendant imbued with magic that raises the wearer's agility."
- AVD: 10
- GUTS: 5

- Crafting [Silver]

#### Silver Ring

- "A ring made of pure silver that offers some protection. Halves light and dark damage."
- DEF: 2
- STM: 10
- LUC: 10
- Crafting [Silver]

#### Star Earring

- "A mystical earring that turns the wearer into a chatterbox. Raises Hasten Speech to Level 3. Halves light damage."
- Crafting [Star Ruby]

#### Star Guard

- "A magical bracelet engraved with powerful symbols of defense."
- DEF: 30
- AVD: 100
- Find in the Space-Time Laboratory and Reverse Tower.

#### Star Necklace

- "A necklace with mystical powers that turn the wearer into a chatterbox. Raises Hasten Speech to Level 5."
- Crafting [Star Ruby]

#### Star Ruby

- "A ruby that when polished and put under a light, produces a white star-like pattern. Halves fire and dark damage."
- No additional description
- Create in Alchemy levels 5+

#### Stardust Ring

- "A magical ring that protects the wearer with the power of the stars. Nullifies light damage."
- Crafting [Star Ruby]

#### Storm Ring

- "A gold ring imbued with mystical powers that raise the wearer's agility and hit rate."
- HIT: 15
- AVD: 15
- LUC: 5
- Crafting [Gold]

#### Talisman

- "A mystical talisman imbued with the powers of an unknown god that raise the wearer's defense."
- DEF: +10% of base DEF
- Crafting [Green Beryl]

#### Tear of Israfel

- "A pendant imbued with the prayers of a saddened angel grieving over the mistakes made by humans since time immemorial."
- ATK: 60
- DEF: 30
- HIT: 30
- AVD: 30
- MAG: 80
- GUTS: 20



LUC: 50

CRT: 30

- Dropped from Dark Stalker in the Cave of the Seven Stars.

#### Thief's Glove

- "A thin glove that when equipped allows for the kind of subtl finger movements needed for a certain kind of job."
- Buy in Ionis

#### Thunder Ring

- "A ring that increases the damage inflicted with wind spells. Halves wind damage. Doubles earth damage."
- GUTS: 30
- Crafting [Diamond]

#### tri-Emblem

- "An emblem imbued with the powers of the Tria, Gods of Creation. Nullifies fire, wind, and dark damage."
- ATK: 200
- DEF: 60
- HIT: 20
- AVD: 20
- GUTS: 20
- STM: 20
- CRT: 20
- Buy from Santa Dealer in Silvalant.

#### tri-Emblum

- "The symbol of an unknown god."
- ATK: 10
- DEF: 12
- HIT: 10
- AVD: 5
- MAG: 3
- CRT: 2
- Goodie box drops.

#### Ugly Accessory

- "An accessory likely to be mocked by all who lay eyes on it."
- Failed Crafting

#### Velvet Tear

- "Converts 10% of spell damage inflicted on the wearer into MP. Halves fire damage. Doubles water damage."
- Bandit King/Resphina Drops (Boss of the Cave of the Seven Stars).

#### Water Ring

- "A ring that increases the damage inflicted with water spells. Halves water damage. Doubles fire damage."
- MAG: 10
- GUTS: 10
- STM: 10
- Crafting [Sapphire]

#### Weighty Ring

- "An iron ring that increases the wearer's attack power but has an elemental disadvantage. Doubles light damage."
- ATK: +20% of base ATK
- HIT: -5% of base HIT
- GUTS: 6

CRT: 1

- Crafting [Iron]

#### Weird Doll

- "A weird oddity made of iron."
- Crafting [Iron]

O=====O  
| Materials [07.00] |  
O=====O

#### Artemis Leaf

- "A crecent-shaped leaf named after the goddess of the hunt. Can cure poison"
- No additional description
- Buy in some Item Shops.

#### Athelas

- "A legendary herb said to work on any type of wound and contain mystical powers. Can heal most wounds."
- Restores HP 2%
- Buy in some Item Shops.

#### Conductor Baton

- "A baton absolutely essential to the art of conducting and used to direct orchestral musicians. Can only be used once."
- No additional description
- Buy in Eckdart

#### Creamy Cheese

- "A type of food ingredient. A cheese of such delicacy and creaminess that a single touch can cause it to melt."
- No additional description
- Buy in Silvalant. Steal from Lilly in Kraat and Teen Girl in Van Y Ille.

#### Crystal

- "A clear, transparent mineral that is similar to quarts. Halves wind damage"
- No additional description
- Buy in Eckdart. Create in Alchemy levels 3+.

#### Damascus

- "A strange black metal that is highly resilient and durable. Halves water and dark damage."
- No additional description
- Create in Alchemy levels 6+. Found in some dungeons.

#### Diamond

- "The hardest gem in the world, its form is created by arranging pure carbon atoms into an isometric lattice."
- No additional description
- Buy in Eckdart. Create in Alchemy levels 4+

#### Eggs and Dairy

- "A basic set of food ingredients consisting of products made by processing eggs and milk, such as cheese and butter."
- No additional description
- Buy in most Food Shops

#### Feather Pen

- "A normal pen used to write music and control the flow of the piece. Can only be used once."

- No additional description
- Buy in Eckdart

#### Fountain Pen

- "A pen designed so ink is loaded into an internal cartridge and flows out from the nib. Can only be used once."
- No additional description
- Buy in Ionis

#### Fruit

- "A basic set of food ingredients consisting of various ripe fruit collected from all seasons."
- No additional description
- Buy in most Food Shops

#### Gelatinous Slime

- "A type of food ingredient. A gelatinous substance that, apparently, is edible."
- No additional description
- Buy in Astral, Durss

#### Gold

- "This gold ore has low purity and needs to be refined to be of any value."
- AVD - 1
- Buy in Eckdart. Create in Alchemy levels 1+

#### Grains

- "A basic set of food ingredients consisting of staple foods such as rice, wheat, and millet."
- No additional description
- Buy in most Food Shops

#### Green Beryl

- "Known as aquamarine when containing iron, and emerald when containing chrome. Halves earth damage."
- No additional description
- Buy in Eckdart. Create in Alchemy levels 3+

#### Ingredients of Yarma

- "A set of luxury ingredients said to be used by Yarma, the god of food himself. Contents unknown."
- No additional description
- Buy in Silvalant

#### Iron

- "This iron ore can be refined into iron by reducing the ferric oxide contained within."
- HIT - 1
- Buy in most Item Shops. Buy in Eckdart.

#### Lavender

- "A flower in the mint family that acts as a sedative and a tonic. Can heal a few wounds."
- Restores HP 3%
- Buy in some Item Shops.

#### Magic Canvas

- "A blank, white canvas. Anything drawn on this canvas is said to have a soul of its own. Can only be used once."
- No additional description

- Buy in most Item Shops.

#### Magic Clay

- "A lifeless piece of clay that, when crafted into an object, gains magical properties. Can only be used once."
- No additional description
- Buy in most Item Shops

#### Magic Film

- "A special film needed to create 3-D replicas of photographed objects. Can only be used once."
- No additional description
- Buy in Ionis.

#### Magic Rice

- "A type of food ingredient. A special type of rice created by magic."
- No additional description
- Buy in Ionis

#### Mandrake

- "A strange plant that when pulled from the earth emits a scream that drives all who hear it mad. Contains a deadly poison."
- No additional description
- Buy in some Item Shops. Dropped by Mandrakes.

#### Marenne Oysters

- "A type of food ingredient. A greenish oyster caught off the coast and prized all across the world."
- No additional description
- Buy in Portmith, Ionis.

#### Meat

- "A basic set of food ingredients consisting of fresh meats collected from birds and beasts."
- No additional description
- Buy in most Food Shops

#### Mechanic's Toolbox

- "A toolbox containing every tool needed for working on machinery. Can only be used once."
- No additional description
- Buy in Ionis

#### Meteorite

- "A fragment of a meteor imbued with magic that gives off a mystical glow. Halves earth and light damage."
- No additional description
- Create in Alchemy (with Lezard Flask) levels 8+

#### Mithril

- "A magical metal, the existence of which has only been told about in ancient lore. Halves wind and light damage."
- No additional description
- Create in Alchemy (with Lezard Flask) levels 8+

#### Moonrock

- "A magical stone imbued with mystical powers that is said to be a fragment of the moon. Halves water and light damage."
- No additional description
- Create in Alchemy (with Lezard Flask) levels 8+

#### Organic Vegetable

- "A type of food ingredient. Heathly vegetables that have soaked up plenty of sunlight and nutrients in the soil."
- No additional description
- Buy in Tatori, Van Y Ille.

#### Orichalcum

- "A metal able to resist gravity, said to have been used on a mysterious legendary continent. Halves earth and dark damage."
- No additional description
- Create in Alchemy levels 7+

#### Pet Food

- "Food meant for animals, although some use better ingredients than even human dishes. Can only be used once."
- No additional description
- Buy in Tatori+

#### Philosopher's Stone

- "A stone that alchemists spend their entire lives trying to create. Halves light and dark damage."
- No additional description
- Create in Alchemy (with Lezard Flask) levels 8+

#### Premium Paper

- "A high-quality paper used in making official documents. Can only be used once."
- No additional description
- Buy in Ionis

#### Rainbow Diamond

- "A rare diamond that glitters in all the colors of the rainbow. Halves fire and light damage."
- No additional description
- Create in Alchemy (with Lezard Flask) levels 7+

#### Rose Hip

- "A fruit produced only on roses. Highly nutritious and capable of curing small wounds."
- Restores HP 2%
- Buy in most Item Shops

#### Ruby

- "A corundum stone with a red look created by the presence of some chrome. Halves fire damage."
- No additional description
- Buy in Eckdart. Create in Alchemy levels 2+

#### Rune Metal

- "A metal of an unclear nature, although some say it is a crystallized form of magic. Halves wind and dark damage."
- No additional description
- Create in Alchemy (with Lezard Flask) levels 6+

#### Sapphire

- "A corundum stone that isn't red. Those with some titanium and iron have a blue appearance. Halves water damage."
- No additional description
- By in Eckdart. Create in Alchemy levels 2+

#### Seafood

- "A basic set of food ingredients consisting of fresh seafood gathered from oceans and rivers."
- No additional description
- Buy in most Food Shops

#### Silver

- "This silver ore has a low purity and needs to be refined to be of any value"
- DEF - 1
- Buy in Eckdart. create in Alchemy levels 1+

#### Sirloin

- "A type of food ingredient. High-quality and tasty beef, soaking in rich juices. Can be used in Cooking."
- No additional description
- Buy in Tatori, Silvalant.

#### Smith's Hammer

- "A large hammer used for hitting and strenghtening hard metal. Can only be used once."
- No additional description
- Buy in Ionis

#### Smooth Crystal

- "What could this material be crafted into?"
- No additional description
- Found in the last treasure chests in the Cave of the 7 Stars. Used for Welch's best Killer Move.

#### Spectacles

- "A magic pair of glasses imbued with the power to see the truth. Can identify data on enemies and is required for Appraising."
- No additional description
- Buy in most Item Shops

#### Star Ruby

- "A ruby that when polished and put under a light, produces a white star-like pattern. Halves fire and dark damage."
- No additional description
- Create in Alchemy levels 5+

#### Sweet Fruit

- "A type of food ingredient. Fruits that have been picked at the peak of their ripeness as well as their sweetness."
- No additional description
- Buy in Van Y Ille.

#### Top Quality Tuna

- "A type of food ingredient. Tuna caught off the coast of ???, which normally goes for about ??? Fol per pound."
- No additional description
- Buy in Autanim

#### Vegetables

- "A basic set of food ingredients including greens, onions, potatos, and cucumbers."
- No additional description
- Buy in most Food Shops

Wobbly Slime

- "A type of food ingredient. A substance that wobbles at the slightest touch. May be more fun to play with than eat."
- No additional description
- Buy in Astral, Durss.

Wolfsbane

- "A plant in the buttercup family, whose beautiful flowers hide the fact that its roots contain a suffocating poison."
- No additional description
- Buy in most Item Shops

O=====O  
| Others [08.00] |  
O=====O

A Drunken Holiday

- "A book written by Ilia. "I think I'll have a drink at that hot spring resort. Their local brew is just fantastic!"
- Resets Affection Level of user to 8
- Publication

A Guide to Sweets

- "A book written by Millie. "If you want a really awesome parfait, mix some rich vanilla ice cream with lots of fruit."
- Resets Affection Level of user to 8.
- Publication

All About Herbs

- "A skill guidebook. Readers can learn the Herbology skill."
- No additional description
- Writing

Assassin's Manual

- "A book written by Erys. "The methods featured in this book are dangerous and should not be attempted by anyone."
- Resets Affection Level of user to 8.
- Publication

Benefaction Card

- "A mystical card that summons the goddess of fortune, who offers the party an item."
- No additional description
- Art [Magic Canvas]

Blurry Photo

- "Nothing can be made out in this photo because it's out of focus."
- No additional description
- Failed Replication

Book of Prophecy 1

- "TOEOSECFMNA"
- No additional description
- Failed Writing

Book of Prophecy 2

- "HRORKCLTPGM"
- No additional description
- Failed Writing

#### Book of Prophecy 3

- "ETFAIOEELTE"
- No additional description
- Failed Writing

#### Book of Prophecy 4

- "IATCLMAREH"
- No additional description
- Failed Writing

#### Book of Prophecy 5

- "MNHLLERCTE"
- No additional description
- Failed Writing

#### Book of Prophecy 6

- "PCEEBSAOIG"
- No additional description
- Failed Writing

#### Bounced Check

- "A check that has been rejected by all banks. Causes the owner to fall into poverty."
- You lose 15 FOL every second with this in your inventory. SELL!
- Contraband

#### Bunny Whistle

- "A special whistle needed to call Bunny."
- No additional description
- Get this in a 2-part Private Action with the character Pericci.

#### Cembalo

- "A keyboard instrument that was the predecessor of the piano. Also known as a harpsichord."
- No additional description
- Buy in Eckdart

#### Choosing Ingredients

- "A skill guidebook. Readers can learn the Keen Eye Skill."
- No additional description
- Writing

#### Cinderella Glass

- "A potion that allows the user to enjoy discounts when used in a shop."
- No additional description
- Recieve as a reward for defeating Darth Widow. Find in Tropp and the Space-Time Labratory.

#### Contract

- "A document indicated the user's ownership of an inn. Can only be used once. Can only be used in towns."
- Allows you to stay in the inn for free, until you leave.
- Contraband

#### Counterfeit Medal

- "A fake medal that looks exactly like the real thing. Can falsify the owner's experience."
- Sets EXP to level to 1. Can not be used past level 100.
- Contraband



#### Death of Originality

- "A skill guidebook. Readers can learn the Imitation skill."
- No additional description
- Writing

#### Dish of the Day

- "A skill guidebook. Readers can learn the Recipe skill."
- No additional description
- Writing

#### Doodles

- "What exactly is this depicting? It doesn't have even a shred of artistic beauty. It's just a bunch of doodles."
- No additional description
- Failed Art

#### Drawing Poses

- "A skill guidebook. Readers can learn the Sketching skill."
- No additional description
- Writing

#### Element Analyzer

- "A machine that analyzes the elements in an object by type and shape and improves the success rate for Appraising."
- No additional description
- Machinist

#### Engineer's Handbook

- "A skill guidebook. Readers can learn the Machinery Skill."
- No additional description
- Writing

#### Fanfic

- "The affections of a fan converted into book form. Finally, something that one can proudly show to friends."
- No additional description
- Buy from Meili in Autanim (near weapon shop). Item Order drops (more often). Goodie Box drops.

#### Fanfic ;)

- "The love of a fan converted into book form. A work of suprising depth and skill for a piece of fanfic."
- No additional description
- Item Order drops (more often). Goodie Box drops.

#### Fanfic ;0

- "The dreams of a fan converted into book form. Or was it actually written by a pro? It's hard to tell."
- No additional description
- Item Order drops (more often). Goodie Box drops.

#### Fanfic X

- "The hopes of a fan converted into book form. Obvious from the first line that it's a genuine classic."
- No additional description
- Boss Baird drops. Item Order drops (more often). Goodie box drops.

#### Fanfic!

- "The whims of a fan converted into book from. A work with its own small following."

- No additional description
- Steal from Excited Scholar in Van Y Ille Castle. Item Order drops (more often). Goodie Box drops.

#### Fanfic!!!

- "The soul of a fan converted into book form. No longer just a fan, the author finds some renown."
- No additional description
- Item Order drops (more often). Goodie Box drops.

#### Fanfic!?

- "The feelings of a fan converted into book form. Maybe a bit embarrassing to show to others."
- No additional description
- Steal from Chelsey in Autanim. Item Order drops (more often). Goodie Box drops.

#### Fanfic?

- "The thoughts of a fan converted into book form. Let's just say the results are...interesting."
- No additional description
- Steal from Strong-minded Lady in Ionis. Item Order drops (more often). Goodie Box drops.

#### Food for the Soul

- "A skill guidebook. Readers can learn the Knife skill."
- No additional description
- Writing

#### Forged Bill

- "A fake bill that looks exactly like the real thing, although the time and effort needed to make one isn't really worth it."
- No additional description
- Contraband

#### Forged Check

- "A fake check that looks exactly like the real thing."
- No additional description
- Contraband

#### Forged Document

- "A fake document that looks exactly like the real think."
- No additional description
- Contraband

#### Franz Beyer

- "A skill guidebook. Readers can learn the performance skill."
- No additional description
- Writing

#### Friends of the Woods

- "A skill guidebook. Readers can learn the Animal Training skill."
- No additional description
- Writing

#### Goodie Box

- "What's that rattling inside? A magical box that contains three different items."
- No additional description
- Art [Magic Clay]

#### Graphic Tool

- "A machine that helps with artistic activities and improves the success of Art."
- No additional description
- Machinist

#### Harmonica

- "A reed instrument whose gentle sound is said to have a soothing effect on listeners."
- No additional description
- Buy in Eckdart

#### Health Insurance

- "A contract taken out in case something terrible happens. Use only when necessary."
- No additional description
- Contraband

#### Hermetic Philosophy

- "A skill guidebook. Readers can learn the Technology skill."
- No additional description
- Writing

#### How to Use Your Boss

- "A book written by Welch. "Step 1: Learn how to intimidate your boss!"
- Resets Affection Level of user to 8
- Publication

#### Item Order

- "A document certifying that the party is contractually obliged to receive free items. Can only be used once."
- No additional description
- Contraband

#### Jack-in-the-Box

- "What's that rattling inside? A magical box with contents that jump out when opened. Cannot be used in towns."
- No additional description
- Art [Magic Clay]

#### Jewel of the Frog

- "Said to be crafted by the Tria, Gods of Creation, this peculiar gem helps those lost in dungeons and want to get home."
- No additional description
- Buy from the Santa Dealer. Buy in the Oracle Room.

#### Keen Kitchen Knife

- "A useful knife that can chop up any ingredient. Increases the success rate of Cooking and Master Chef."
- No additional description
- Buy in Eckdart

#### Lezard Flask

- "A special flask made by a famed alchemist and necromancer. Allows more valuable stones to be created with Alchemy."
- No additional description
- Buy in Ionis

#### Life in Nature

- "A skill guidebook. Readers can learn the Biology skill."
- No additional description
- Writing

#### Little Kitty Lost

- "A book written by Pericci. "Meow! I'm a poor, lost kitten. Oh, can somebody please help my find my home?"
- Resets the Affection Level of the user to 8
- Publication

#### Lyre

- "A harp-like stringed instrument commonly found in the hands of handsome, long-haired bards."
- No additional description
- Buy in Eckdart

#### Magic Camera

- "A magical camera that can create a 3-D replica of an object it photographs when a special film is used."
- No additional description
- Buy in Ionis

#### Magical Rasp

- "A magical file used in crafting superious weapons and armor. Increases the success rate of Customization and Blacksmith."
- No additional description
- Buy from the Santa Dealer in Silvalant

#### Metallurgy

- "A skill guidebook. Readers can learn the Eye for Detail skill."
- No additional description
- Writing

#### Music Box

- "A music box filled with innumerable memories, the melody of which is said to repel enemies."
- No additional description
- Machinist

#### Music Editor

- "A machine capable of creating every and all existing sounds. Increases the success rate of composing music."
- No additional description
- Machinist

#### Musicology

- "A skill guidebook. Readers can learn the Music Knowledge skill."
- No additional description
- Writing

#### Mystical Shamisen

- "How is this instrument mystical? The answer is only known by the Tria, Gods of Creation."
- No additional description
- Buy in Eckdart

#### New Book of Prophecy

- "You should take the Books of Prophecy with a pinch of salt. After all, they were written over 10 years ago."
- No additional description

- Failed Writing

#### Operation Manual

- "A skill guidebook. Readers can learn the Operation skill."
- No additional description
- Writing

#### Paper Scrap

- "A useless piece of paper."
- No additional description
- Failed Writing/Publication

#### Pebbles

- "A bunch of ordinary pebbles."
- No additional description
- Failed Alchemy

#### Piano

- "Pity the adventurer who needs to drag this cumbersome instrument all over the place."
- No additional description
- Buy in Eckdart

#### Pipe Organ

- "A keyboard instrument played by driving in pressurized air. Its unique, gentle sounds have captivated listeners for ages."
- No additional description
- Buy in Eckdart

#### Pocket Encyclopedia

- "A skill guidebook. Readers can learn the Item Knowledge skill."
- No additional description
- Writing

#### Portrait A

- "When peace came crashing down around him, this young man set out to save his friend and protect the ones he loves."
- Roddick
- Art [Magic Canvas]

#### Portrait B

- "A cruel fate visited this girl one day without warning. But she woun't give up, not until peace as been restored."
- Millie
- Art [Magic Canvas]

#### Portrait C

- "Although a born leader who plays a major role in the party, there are moments in this man's past that he cannot let go."
- Ronyx
- Art [Magic Canvas]

#### Portrait D

- "Is it respect that this woman packs in her punches as she loyally follows her captian? Or is it something else?"
- Ilia
- Art [Magic Canvas]

#### Portrait E

- "Overshadowed by the heroic past of his father, this man may soon be

approaching the day when he can be feted on his own right."

- Cyuss
- Art [Magic Canvas]

#### Portrait F

- "The missing left arm of this man speaks of the painful price of his past heroic deeds."
- Ashlay
- Art [Magic Canvas]

#### Portrait G

- "Although stubborn and a bit of a tomboy, very few men can remain calm at the sight of this girl's beautiful smile."
- Phia
- Art [Magic Canvas]

#### Portrait H

- "His parents assassinated and his sister abducted, this young man made it his life's mission to find his sister at any cost."
- Ioshua
- Art [Magic Canvas]

#### Portrait I

- "This melancholic woman travels around with revenge in her heart and will not stop until she has fulfilled her desire."
- Mavelle
- Art [Magic Canvas]

#### Portrait J

- "A lonely little kitty cat. "Waaa! I want some friends!"
- Pericci
- Art [Magic Canvas]

#### Portrait K

- "'I'm not a dog, I'm a werewolf!" Somewhere at this very moment, this boy is training himself to become stronger."
- T'nique
- Art [Magic Canvas]

#### Portrait L

- "This girl carries the sins of her past on her shoulders, visibly sagging from the weight of those crimes."
- Erys
- Art [Magic Canvas]

#### Portrait M

- "This mysterious girl emerged out of nowhere to join the party. Who could she be!?"
- Welch
- Art [Magic Canvas]

#### Potion of Epiphany

- "A mystical potion that lets the user acquire a new talent for just a moment when used from the status screen."
- No additional description
- Compounding [Mandrake + Rose Hip]

#### Potion of Trust

- "A mystical potion that deepens trust with a party member when used from the status screen."

- No additional description
- Compounding [Artemis Leaf + Rose Hip]

#### Primavera

- "This gentle warmth imbued in this painting is said to have a soothing effect on all who look at it."
- No additional description
- Art [Magic Canvas]

#### RIRICA

- "A magical camera that produces an accurate 3-D replica of an object. When used, increases the success rate of Replication."
- No additional description
- Machinist

#### Scrap Iron

- "Just a ball of scrap iron."
- No additional description
- Buy in Autanim Item Shop

#### Scroll of Power

- "A scroll containing instructions of an ancient combat technique. Readers can learn the Power Burst skill."
- No additional description
- Writing

#### Scroll of Reprisal

- "A scroll containing instructions of an ancient combat technique. Readers can learn the Counter skill."
- No additional description
- Writing

#### Secret Account

- "Accounting books showing the true profit of a company, but hidden from taxmen to avoid paying taxes."
- No additional description
- Contraband

#### Secrets of the Earth

- "A skill guidebook. Readers can learn the Mineralogy skill."
- No additional description
- Writing

#### Seizure Warrant

- "A warrant with which the user can claim the right to own and reproduce an item."
- No additional description
- Contraband

#### Silver Trumpet

- "A lavish trumpet crafted out of pure silver. The grandiose sound produced by it is said to reach even the heavens above."
- No additional description
- Buy in Tropp and Eckdart

#### Soldering Iron

- "A tool that uses heat to craft stones into beautiful shapes. Increases the success rate of Crafting."
- No additional description
- Machinist

#### Sterile Glove

- "A glove protected against harmful microbes. Increases the success rate of Compounding."
- No additional description
- Machinist

#### Stock Certificate

- "A portion of the net worth of a company. Dividends are paid out to the owner as long as the company doesn't go bust."
- No additional description
- Contraband

#### Suisuiden

- "A book written by T'nique. "As I lay under the spring sun, I could feel the wind caressing me with the breath of life..."
- Resets the Affection Level of the user to 8
- Publication

#### Survival for Dummies

- "A book written by Cyuss. "Here's how you go about surviving in the jungle."
- Resets the Affection Level of the user to 8
- Publication

#### Survival Kit

- "A box containing tools needed for outdoor survival. Increases the success rate of Survival."
- No additional description
- Machinist

#### Symbol of the Gods

- "By imprinting the symbol onto one's flesh, one can acquire the Nibelungaling! special art."
- Welch's best special art
- Smooth crystal changes to Symbol of the Gods

#### Tales of a Young Boy

- "A book written by Ioshua. "Father! No! When I came to, my father..."
- Resets the Affection Level of the user to 8
- Publication

#### The Bestiary

- "A skill guidebook. Readers can learn the Faeriology skill."
- No additional description
- Writing

#### The Innocent Knight

- "A book written by Phia. "But I didn't do it! Please, believe me! Somebody!"
- Resets the Affection Level of the user to 8
- Publication

#### The Perfect Rhythm

- "A skill guidebook. Readers can learn the Smithing skill."
- No additional description
- Writing

#### The Seven Veterans

- "A book written by Ashlay. "Let us seven verteran join forces and defeat those bandits!"
- Resets the Affection Level of the user to 8



- Publication

#### This Cruel World

- "A book written by Mavelle. "Look at that floor! You call that clean, you good for nothing daughter-in-law!?"
- Resets the Affection Level of the user to 8
- Publication

#### Triangle Flask

- "A container often carried by alchemists and used for alchemy. Increases the success rate of Alchemy."
- No additional description
- Machinist

#### TriMan to the Rescue

- "A book written by Roddick. "TriMan heard the cries of help and immediately flew over once again to save the day!"
- Resets the Affection Level of the user to 8
- Publication

#### Universe Quest

- "A book written by Ronyx. "Suddenly, there before his eyes was a mysterious spaceship that threatened the peace..."
- Resets the Affection Level of the user to 8
- Publication

#### Violin

- "A small stringed instrument. It is sometimes referred to as the queen of instruments due to its delicate yet gorgeous sound."
- No additional description
- Buy in Eckdart

#### Walls of the Soul

- "A skill guidebook. Readers can learn the Mental Science skill."
- No additional description
- Writing

#### Weird Shape

- "What exactly was this supposed to be? This shape doesn't have any meaning at all. It's just a lump of clay."
- No additional description
- Failed Art

#### Word Processor

- "A machine that helps to polish the writings of an author. Increases the success rate of Writing and Publication."
- No additional description
- Machinist

○=====○  
| Combat Items [09.00] |  
○=====○

#### 4-way Bomb

- "A bomb that explodes and sends lasers racing in four directions when used in battle."
- No additional description
- Machinist

#### Angel Statuette

- "A statuette of a beautiful angel imbued with mystical powers that heal the wounds of all party members."
- Restores HP 30%
- Art [Magic Clay]

#### Antidote

- "A magical pill that cures the user of poison and restores some HP"
- No additional description
- Buy at any item shop

#### Aquaberries

- "A special herbal fruit that cures poison."
- No additional description
- Buy at any item shop

#### Artemis Leaf

- "A crescent-shaped leaf named after the goddess of the hunt. Can cure poison"
- No additional description
- Buy at some item shops

#### Assault Bomb

- "A bomb that explodes and inflicts damage upon an enemy in proportion to the user's attack power when used in battle."
- No additional description
- Machinist

#### Athelas

- "A legenday herb said to work on any type of wound and contain mystical powers. Can heal most wounds."
- Restores HP 2%
- Buy at some item shops

#### Bitter Lotion

- "A magical lotion that randomly allows the user to instantly kill enemies with weapon damage when used in battle."
- No additional description
- Compounding [Lavender + Wolfsbane]

#### Blackberries

- "A special herbal fruit that restores MP."
- Restores MP 22%
- Buy at all item shops

#### Blueberries

- "A special herbal fruit that restores HP."
- Restores HP 22%
- Buy at all item shops

#### Bubble Lotion

- "A magical lotion that randomly allows the user to instantly kill enemies with weapon damage when used in battle."
- No additional description
- Compounding [Mandrake + Wolfsbane]

#### Compress of Veda

- "A compress that temporarily increases the movement rate of the user when applied."
- No additional description
- Compounding [Artemis Leaf + Rose Hip]

#### Critical Card

- "A magical card imbued with the powers of the gods of war that guarantees the next attack to be a critical hit."
- No additional description
- Art [Magic Canvas]

#### Daze Bomb

- "A bomb that explodes and randomly dazes enemies when used in battle."
- No additional description
- Machinist

#### Deadly Poison Bomb

- "A bomb that explodes and randomly poisons enemies when used in battle."
- No additional description
- Machinist

#### Death of Socrates

- "This scene of self-sacrifice inspires the viewer to make the ultimate sacrifice for all other party members."
- No additional description
- Art [Magic Canvas]

#### Defense Bomb

- "A bomb that explodes and inflicts damage to enemies in proportion to the user's defense when used in battle."
- No additional description
- Machinist

#### Elven Powder

- "A powder that turns the user invincible for 10 seconds when used in battle, after which the user is incapacitated."
- No additional description
- Compounding [Athelas + Mandrake]

#### Experience Card

- "A magical card imbued with mystical powers that allow the party to gain twice as much experience as usual."
- No additional description
- Art [Magic Canvas]

#### Faerie Card

- "A magical card imbued with mystical powers that conjure a sacred light that heals all party members' wounds."
- No additional description
- Art [Magic Canvas]

#### Faerie Cologne

- "A magical cologne that prevents enemies from approaching by releasing an odor that they may find unpleasant."
- No additional description
- Compounding [Mandrake + Wolfsbane]

#### Faerie Elixir

- "A magical potion that when used in battle temporarily allows the user to attack without losing MP."
- No additional description
- Compounding [Artemis Leaf + Artemis Leaf]

#### Faerie Mist

- "A magical incense that lets all party members temporarily deliver attacks

without losing MP whn used in battle."

- No additional description
- Compounding [Athelas + Athelas]

#### Faerie Statuette

- "A statuette of a gallant faerie imbued with mystical powers that can destroy a single enemy."
- No additional description
- Art [Magic Clay]

#### Flare Bomb

- "A bomb that explodes and engulfs nearby enemies in flames when used in battle."
- No additional description
- Machinist

#### Friut Syrup

- "A mystical potion that restores 45% of the user's HP and MP."
- Restores HP and MP 45%
- Compounding [Artemis Leaf + Wolfsbane] + [Lavander + Rose Hip]

#### Goddess Statuette

- "A statuette of a saintly goddess imbued with mystical powers that restore MP for all party members."
- Restores MP 30%
- Art [Magic Clay]

#### Hazardous Heal

- "A potion that heals the user's wounds, but with some side effects."
- No additional description
- Compounding [Artemis Leaf + Mandrake] + [Rose Hip + Wolfsbane]

#### Herbal Potion

- "A magical potion that restores 30% of the user's MP."
- Restores MP 30%
- Compounding [Artemis Leaf + Athelas] + [Lavander + Lavander]

#### Hexagram Card

- "A magical card imbued with mystical powers that block the spells of all enemies."
- No additional description
- Art [Magic Clay]

#### Holy Mist

- "A holy incense that restores 60% HP for all party members when used in battle."
- Restores HP 60%
- Compounding [Athelas + Lavander] + [Lavander + Rose Hip]

#### Hot Syrup

- "A mystical potion that restores 70% of either the user's HP or MP."
- No additional description
- Compounding [Artemis Leaf + Wolfsbane] + [Athelas + Mandrake]

#### Illusion Doll

- "A magical statuette that creates illusions of the user, making it easier to dodge enemy attacks."
- No additional description
- Art [Magic Clay]

#### Immunity Pill

- "A magical pill that protects the user from all status ailments when used in battle."
- No additional description
- Compounding [Artemis Leaf + Artemis Leaf]

#### Lavander

- "A flower in the mint family that acts as a sedative and a tonic. Can heal a few wounds."
- Restores HP 3%
- Can buy in some shops

#### Lotion of Strength

- "An oil that raises the attack power of the user but blocks the use of special arts and spells when used in battle."
- No additional description
- Compounding [Mandrake + Rose Hip]

#### Magic Gumdrops

- "A magical gumdrop so powerful, it can halt the flow of time."
- No additional description
- ??

#### Malodorous Potion

- "A potion that slightly restores the HP of a party member, but has a nauseous smell that makes it difficult to drink."
- No additional description
- Compounding [Wolfsbane + Wolfsbane]

#### Mandrake

- "A strange plant that when pulled from the earth emits a scream that drives all who hear it mad. Contains a deadly poison."
- No additional description
- Mandrakes drop

#### Maple Syrup

- "A mystical potion that restores 20% of the user's HP."
- Restores HP 20%
- Compounding [Lavender+Mandrake] + [Rose Hip+Rose Hip]

#### Marionette Pill

- "A pill that resuscitates a party member with increased attack power when used in battle."
- No additional description
- Compounding [Artemis Leaf + Rose Hip]

#### Medical Rinse

- "A magical medicine that slowly restores the user's HP when used in battle."
- No additional description
- Compounding [Artemis Leaf + Lavender], [Lavender + Lavender]

#### Medicine Bottle

- "A special potion that completely cures the user's status ailments."
- No additional description
- Buy at some shops, Eagle Familiar Shop,  
Compounding [Artemis Leaf+Artemis Leaf] + [Artemis Leaf+Athelas]  
[Artemis Leaf+Mandrake]

#### Megabomb

- "A bomb that halves the HP of everyone in the area near the explosion when

used in battle."

- No additional description
- Machinist

#### Melt Potion

- "A magical potion that randomly allows the user to instantly kill an enemy with weapon-based damage when used in battle."
- No additional description
- Compounding [Wolfsbane + Wolfsbane]

#### Mental Potion

- "A magical potion that raises spell damage when used in battle."
- No additional description
- Compounding [Athelas + Rose Hip]

#### Mind Bomb

- "A bomb that explodes and reduces the MP of enemies by 50 when used in battle."
- No additional description
- Machinist

#### Mirror of Knowledge

- "A mirror imbued with wisdom. When raised to the heavens, it increases the knowledge of all party members."
- No additional description
- Art [Magic Clay]

#### Mist of Madness

- "A magical incense that randomly causes confusion to enemies on screen when used in battle."
- No additional description
- Compounding [Wolfsbane + Wolfsbane]

#### Mixed Syrup

- "A mystical potion that restores 30% of the user's HP and MP."
- Restores HP and MP 30%
- Compounding [Lavender+Lavender] + [Rose Hip+Rose Hip]

#### Murky Potion

- "A strange, cloudy potion that looks very suspicious. What effects could it have?"
- No additional description
- Killing the Chimera in Puffy's Roleplaying Game in Tatori. She's the white outfitted girl near the Inn.

#### Nuclear Bomb

- "A bomb of immense destruction that blows away anyone on screen when used in battle."
- No additional description
- Machinist

#### Oil of Paralysis

- "A magical oil that can paralyze a single enemy in battle for some time."
- No additional description
- Compounding [Lavender + Wolfsbane]

#### Ointment of Veda

- "A slave that increases the movement rate of all party members when used in battle."
- No additional description

- Compounding [Athelas + Athelas]

#### Paralysis Cure

- "A magical pill that cures the user of paralysis and restores some HP."
- No additional description
- Buy at most shops

#### Paralysis Mist

- "A magical incense that randomly paralyzes enemies on screen when used in battle."
- No additional description
- Compounding [Rose Hip + Wolfsbane]

#### Pixie Perfume

- "A perfume that increases spell damage but makes the user go berserk when used in battle."
- No additional description
- Compounding [Athelas + Wolfsbane]

#### Potion of Lilith

- "A potion that raises the user's attack power when used in battle, but makes the user go berserk."
- No additional description
- Compounding [Athelas + Wolfsbane], [Mandrake + Wolfsbane]

#### Potion of Merlin

- "A potion that completely restores MP when used."
- Restores MP 100%
- Compounding [Lavender+Mandrake]

#### Potion of Might

- "A potion that increases the user's attack power by 30% when used in battle."
- No additional description
- Compounding [Athelas + Rose Hip]

#### Potion of Nightmares

- "A potion that can cure both status ailments and wounds, but produces some side effects if used in good health."
- No additional description
- Compounding [Lavender+Mandrake] + [Rose Hip+Wolfsbane]

#### Potion of Reversal

- "A mystical potion that switches the HP and MP gauges."
- No additional description
- Compounding [Athelas+Lavender] + [Athelas+Mandrake]

#### Potion of the Winds

- "A mystical potion that when used in battle temporarily increases the attack power of the user."
- No additional description
- Compounding [Athelas + Rose Hip], [Mandrake + Rose Hip]

#### Refreshing Syrup

- "A mystical potion that completely restores HP."
- Restores HP 100%
- Compounding [Athelas + Lavender] + [Lavender + Rose Hip]

#### Resurrection Elixir

- "A magical potion that resuscitates a party member."

- Restores HP 60%
- Buy at most shops, Stork/Eagle Familiar Shop
- Compounding [Athelas + Athelas] + [Lavender + Lavender]

#### Resurrection Mist

- "A magical incense that completely resuscitates a single party member when used."
- Restores HP 100%
- Compounding [Artemis Leaf + Lavender] + [Athelas + Lavender]

#### Revival Card

- "A magical card that prevents the death of one party member when used in battle. Has no effect if the party is wiped out."
- No additional description
- Art [Magic Canvas]

#### Risky Resurrection

- "A potion that resuscitates a party member, but with some side effects."
- No additional description
- Compounding [Athelas + Mandrake]

#### Rose Hip

- "A fruit produced only on roses. Highly nutritious and capable of curing small wounds."
- Restores HP 2%
- Buy at some shops

#### Sacrifice Pill

- "A pill that converts all of the user's HP into a bolt of energy that attacks enemies."
- No additional description
- Compounding [Mandrake + Mandrake]

#### Shock Oil

- "An oik that covers the ground with a liquid that lowers enemies' MP to 0 when used in battle."
- No additional description
- Compounding [Athelas + Wolfsbane]

#### Silence Card

- "A magical card imbued with mystical powers that block the spells of a single enemy."
- No additional description
- Art [Magic Clay]

#### Sleeping Gas

- "An explosive vial that dazes a single enemy when used in battle."
- No additional description
- Buy in Autanim Item Shop

#### Smelling Salts

- "A powerful medicine that can be used to resuscitate a single party member."
- No additional description
- Compounding [Artemis Leaf + Lavender] + [Athelas + Athelas]

#### Smoke Mist

- "A magical incense that lowers the movement rate for all enemies when used in battle."
- No additional description
- Compounding [Mandrake + Rose Hip]



#### Smoke Oil

- "A magical medicine that when used in battle lowers the movemeny rate of a single enemy."
- No additional description
- Compounding [Lavender + Mandrake]

#### Sour Syrup

- "A mystical potion that restores 30% of the user's MP."
- Restores MP 30%
- Compounding [Artemis Leaf + Mandrake] + [Artemis Leaf + Wolfsbane]

#### Spectacles

- "A magic pair of glassses imbued with the power to see the truth. Can identify data on enemies and is required for Appraising."
- No additional description
- Buy in any Item Shop

#### Starry Night

- "The mighty power imbued in this painting is said to be able to conjure the jet-black fires of the demon world."
- No additional description
- Art [Magic Canvas]

#### Stink Gel

- "This magical gel randomly allows the user to poison enemies with weapon damage when used in battle."
- No additional description
- Compounding [Lavender + Wolfsbane], [Wolfsbane + Wolfsbane]

#### Stone Cure

- "A magical pill that cures the user of petrification and restores some HP."
- No additional description
- Buy at most Item Shops

#### Strange Potion

- "A potion with a somewhat suspicious color. What effects lie in store for the user?"
- No additional description
- Aquired with a Goodie Box

#### Succubus Perfume

- "A magical perfume that brings enemies closer by producing an odor that they find pleasant."
- No additional description
- Compounding [Rose Hip+Wolfsbane]

#### Sweet Potion

- "A sweet-smelling potion that slightly restores the HP of all party members"
- Restores HP 20%
- Compounding [Rose Hip+Rose Hip]

#### Sweet Syrup

- "A mystical potion that restores 30% of the user's HP."
- Restores HP 30%
- Compounding [Artemis Leaf+Mandrake] + [Lavender+Rose Hip]

#### Temper Tablet

- "A pill that randomly allows the user to instantly kill an enemy when used in battle, but then makes the user go berserk."

- No additional description
- Compounding [Mandrake + Mandrake]

#### The Scream

- "Rumors say the scream of horror depicted in this painting can summon creatures of terror that will decimate all enemies."
- No additional description
- Art [Magic Canvas]

#### Treasure Card

- "A magical card imbued with omnipotence that makes it easier to find treasures."
- No additional description
- Art [Magic Canvas]

#### Veda Idol

- "A magical idol imbued with mystical powers that make it easier to escape."
- No additional description
- Art [Magic Clay]

#### Victory Card

- "A magical card imbued with mystical powers that inspire all party members and raise their GUTS levels."
- No additional description
- Art [Magic Canvas]

#### Violent Pill

- "A dangerous pill that creates an effect which can be either heavenly or hellish in nature."
- No additional description
- Compounding [Artemis Leaf+Wolfsbane] + [Mandrake+Mandrake]

#### Warrior Idol

- "An idol based on the god of war imbued with mystical powers that can destroy all enemies."
- No additional description
- Art [Magic Clay]

#### Wealth Card

- "A magical card imbued with mystical powers that give the party the ability to find twice the amount of money as usual."
- No additional description
- Art [Magic Canvas]

#### Will Potion

- "A potion that raises the user's GUTS by 30% when used in battle."
- No additional description
- Steal from Ashlay in Kraat or Cyuss in Ionis (during a PA).  
Goodie box drops.

#### Witch Powder

- "A powder that reduces all spell damage inflicted on the user when used in battle."
- No additional description
- Compounding [Athelas + Rose Hip]

#### Wolfsbane

- "A plant in the buttercup family, whose beautiful flowers hide the fact that its roots contain a suffocating poison."
- No additional description

- Buy at most shops

#### Wonder Drug

- "A magical pill that completely cures the user of any status ailments. Can also resuscitate a user."
- No additional description
- Compounding [Artemis Leaf+Athelas] + [Artemis Leaf+Lavender]

=====O  
| Key Items [10.00] |  
=====O

#### Permit

- "A permit recieved from the item shop in Haute. Needed to get into Portmith"
- No additional description
- Recieve in Haute Item Shop

#### Van Emblem

- "The emblem recieved from the King of Van."
- No additional description
- Recieve in Van Castle

#### Silvalant Emblem

- "The emblem recieved from the King of Silvalant."
- No additional description
- Recieve in Silvalant Castle

#### Muah Emblem

- "The emblem recieved from the King of Muah."
- No additional description
- Recieve in Portmith Castle

#### Astral Emblem

- "The emblem recieved from the King of Astral."
- No additional description
- Recieve in Astral Castle

#### R-Card

- "A red security keycard."
- No additional description
- Recieve in Purgatorium Inner Sanctum

#### B-Card

- "A blue security keycard."
- No additional description
- Recieve in Purgatorium Inner Sanctum

#### Eye of Truth

- "An Old Race artifact needed to open interdimentional doorways."
- No additional description
- Recieve in Purgatorium Inner Sanctum

=====O  
| Skills [11.00] |  
=====O

Skill points are gained as your characters level up but you can't learn any skills unless you purchase them from Skill Guilds. You only need to purchase the skill set once for everyone to learn the skills. Specialties, which are discussed later in this section, are learned by training certain combinations

of skills.

There are multiple ways to gain skill points or increase your skill levels. Below is a chart dictating all the ways to do so.

1. Level Up - You gain SP each time you level up.
2. Master a Talent - For each talent you unlock you gain 100 SP.
3. Enlightenment - While turned on this Super Specialty increases the amount of SP gained from leveling up.
4. Skill Books - When read these books grant a free skill level.

The following chart gives the locations of where you can learn skills by purchasing skill sets from Skill Guilds.

Location	Skill Sets Available
Haute	Knowledge 1, Sense 1, Technical 1, Combat 1
Portmith	Knowledge 1, Sense 2, Technical 1, Combat 1
Autanim	Knowledge 2, Sense 2, Technical 1, Combat 1
Tatori	Knowledge 2, Sense 2, Technical 2, Combat 2
Tropp	Knowledge 2, Sense 2, Technical 2, Combat 2
Eckdart	Knowledge 3, Sense 3, Technical 3, Combat 2
Ionis	Knowledge 3, Sense 3, Technical 3, Combat 2
Van Y Ille	Knowledge 3, Sense 3, Technical 3, Combat 3
Silvalant	Knowledge 3, Sense 3, Technical 3, Combat 3
Cave of the Seven Stars (B6)	Backstab Skill

Non-Combat Skills	[11.01]
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The following are all the descriptions and SP needed of all the skills in the game. The SP needed charts were made with level 10 Determination.

### Sketching

The ability to exactly replicate the shape of an object on paper.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Sketching	SP Needed:	1	1	1	1	1	1	1	1	4	7
Total SP Needed to Master: 19											
Specialties Affected: Art						Skill Set: Technical 1					

### Music Knowledge

A general knowledge of music. Raises AGL by 1 per LV.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Music Knowledge	SP Needed:	1	1	1	1	1	1	1	2	6	9
Total SP Needed to Master: 24											
Specialties Affected: Music						Skill Set: Knowledge 2					

### Performance

The ability to play instruments. Raises AGL by 1 per LV.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Performance	SP Needed:	1	1	1	1	1	1	1	2	6	9
Total SP Needed to Master: 24											
Specialties Affected: Music						Skill Set: Technical 3					

### Item Knowledge

Knowledge of various items. Raises sell prices by 3% per LV.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Item Knowledge	SP Needed:	1	1	1	1	1	1	4	7	10	13
Total SP Needed to Master: 40											
Specialties Affected: Appraising						Skill Set: Knowledge 2					

### Minerology

Knowledge of precious metals. Raises INT by 3 per LV.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Minerology	SP Needed:	1	1	1	1	1	1	1	4	16	32
Total SP Needed to Master: 59											
Specialties Affected: Appraising, Crafting						Skill Set: Knowledge 1					

### Herbology

Knowledge of various herbs. Raises the restorative effects of Blueberries/Blackberries by 3% per LV.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Herbology	SP Needed:	1	1	1	1	1	1	3	10	18	27
Total SP Needed to Master: 64											
Specialties Affected: Appraising, Compounding, Survival						Skill Set: Knowledge 1					

Eye for Detail

The ability to do detailed work with your hands. Raises AGL by 1 per LV.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Aesthetics	SP Needed:	1	1	1	1	1	2	9	17	26	36
											Total SP Needed to Master: 95
Specialties Affected: Crafting, Customization						Skill Set: Technical 2					

Aesthetics

The ability to find pleasure in studying objects of beauty.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Eye for Detail	SP Needed:	1	1	1	1	1	4	18	32	46	50
											Total SP Needed to Master: 155
Specialties Affected: Art, Crafting						Skill Set: Sense 1					

Penmanship

Intellectual manual labor needed for creating written works. Raises DEX by 1 per LV.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Penmanship	SP Needed:	1	1	1	1	5	6	7	8	9	10
											Total SP Needed to Master: 49
Specialties Affected: Writing						Skill Set: Technical 2					

Effort

The will to push one's self towards one's goals. Lowers EXP needed to level up

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Effort	SP Needed:	1	4	12	20	28	36	44	52	60	68
											Total SP Needed to Master: 325
Specialties Affected: Train						Skill Set: Sense 3					

Determination

The will to meet all challenges. Lowers SP needed for each skill.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Determination	SP Needed:	8	16	24	32	40	48	56	64	72	80
											Total SP Needed to Master: 440

| Specialties Affected: Train | Skill Set: Sense 2 |  
o-----o

### Resilience

The will to withstand pain and suffering. Raises CON by 2 per LV.

o-----o

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Resilience	SP Needed:	1	1	1	1	1	2	9	17	26	36
Total SP Needed to Master: 95											

o-----o

| Specialties Affected: Survival, Train | Skill Set: Sense 1 |  
o-----o

### Danger Radar

The ability to detect immediate danger. Raises STM by 3 per LV.

o-----o

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Danger Radar	SP Needed:	1	1	1	1	1	1	1	1	6	20
Total SP Needed to Master: 34											

o-----o

| Specialties Affected: Scouting | Skill Set: Sense 2 |  
o-----o

### Biology

Knowledge of all living creatures. Raises HP by LV-squared x 10.

o-----o

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Biology	SP Needed:	1	1	8	20	30	40	55	60	65	70
Total SP Needed to Master: 350											

o-----o

| Specialties Affected: Compounding | Skill Set: Knowledge 2 |  
o-----o

### Mental Science

Knowledge of the mind and supernatural powers. Raises MP by 5 per LV.

o-----o

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Mental Science	SP Needed:	1	1	1	1	6	12	32	42	62	70
Total SP Needed to Master: 228											

o-----o

| Specialties Affected: Compounding | Skill Set: Knowledge 3 |  
o-----o

### Knife

The ability to cut with a knife required by all aspiring chefs. Raises STR by 10 per LV.

o-----o

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Knife	SP Needed:	1	1	1	1	12	20	30	35	45	70
Total SP Needed to Master: 216											

```

o-----|-----o
|      Specialties Affected: Cooking      |      Skill Set: Technical 1      |
o-----|-----o

```

### Recipe

Knowledge of how to make food. Boosts the effects of eating a favorite dish.

```

o-----|-----o
|      Skill      | Level:    0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-----|-----|
|      Recipe     | SP Needed: 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
|-----|-----|
|                  |                  Total SP Needed to Master: 10 |
o-----|-----o
|      Specialties Affected: Cooking      |      Skill Set: Knowledge 1      |
o-----|-----o

```

### Keen Eye

A keen eye for good ingredients. Raises the restorative effects of cooked dishes.

```

o-----|-----o
|      Skill      | Level:    0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-----|-----|
|      Keen Eye   | SP Needed: 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
|-----|-----|
|                  |                  Total SP Needed to Master: 10 |
o-----|-----o
|      Specialties Affected: Cooking      |      Skill Set: Sense 1      |
o-----|-----o

```

### Whistling

The ability to put your fingers in your mouth and blow hard to produce a piercing sound.

```

o-----|-----o
|      Skill      | Level:    0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-----|-----|
|      Whistling  | SP Needed: 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 6 | 10 |
|-----|-----|
|                  |                  Total SP Needed to Master: 25 |
o-----|-----o
|      Specialties Affected: Familiar     |      Skill Set: Technical 1     |
o-----|-----o

```

### Animal Training

The ability to train an animal to do specific tasks.

```

o-----|-----o
|      Skill      | Level:    0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-----|-----|
|Animal Training| SP Needed: 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 |
|-----|-----|
|                  |                  Total SP Needed to Master: 11 |
o-----|-----o
|      Specialties Affected: Familiar     |      Skill Set: Technical 2     |
o-----|-----o

```

### Smithing

The ability to forge metals. Raises DEX by 2 per LV.

```

o-----|-----o
|      Skill      | Level:    0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-----|-----|
|      Smithing   | SP Needed: 1 | 1 | 1 | 1 | 1 | 1 | 1 | 4 | 12 | 20 |
|-----|-----|

```



Total SP Needed to Master: 43										
Specialties Affected:	Customization	Skill Set:	Technical 3							

### Technology

The ability to distill liquids and use lab equipment. Raises STR by 10 per LV

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Technology	SP Needed:	1	1	4	8	12	28	36	44	52	60
Total SP Needed to Master: 246											
Specialties Affected:	Alchemy	Skill Set:	Technical 3								

### Faeriology

Knowledge of faeries and the source of life. Raises INT by 2 per LV.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Faeriology	SP Needed:	1	1	1	1	1	1	1	3	7	11
Total SP Needed to Master: 28											
Specialties Affected:	Alchemy	Skill Set:	Knowledge 3								

### ESP

The ability to receive messages from an otherworldly presence. Could they be signs? (Receives random item)\*

Skill	Level:	0	1	2	3	4	5	6	7	8	9
ESP	SP Needed:	1	1	1	4	7	10	20	30	40	60
Total SP Needed to Master: 174											
Specialties Affected:	Oracle	Skill Set:	Technical 3								

\* Can be any of the following items:

- Aquaberries x 5
- Blackberries x 5
- Blueberries x 5
- Foot Insignia
- Froghead
- Hammer Charm
- Mithril
- Moonstone
- Orichalcum
- Ring of Healing
- Ring of Mental Power
- Spectacles
- Stardust Ring
- Stone Cure

Piety

Knowledge of the gods. Raises a random ability value.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Piety	SP Needed:	1	1	1	4	8	12	16	20	40	60
Total SP Needed to Master: 163											
Specialties Affected: Oracle						Skill Set: Knowledge 3					

Purity

A mind that is open to the whims of the Gods of Creation. (Free Fol)

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Purity	SP Needed:	1	1	1	3	5	10	20	30	40	60
Total SP Needed to Master: 171											
Specialties Affected: Oracle						Skill Set: Sense 2					

- Level 1: 100 Fol
- Level 2: 700 Fol
- Level 3: 1900 Fol
- Level 4: 3700 Fol
- Level 5: 6100 Fol
- Level 6: 9100 Fol
- Level 7: 12700 Fol
- Level 8: 16900 Fol
- Level 9: 21700 Fol
- Level 10: 27100 Fol
- Total: 100,000 Fol

Aesthetic Design

Balancing beauty and might. Raises STR, INT, AGL and DEX by 6 per LV.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
AestheticDesign	SP Needed:	4	10	16	22	28	40	45	50	55	60
Total SP Needed to Master: 330											
Specialties Affected: Customization						Skill Set: Sense 3					

Courage

Courage can help one keep one's nerves, even in front of a crowd.

Skill	Level:	1	2	3	4	5	6	7	8	9	10
Courage	SP Needed:	1	1	1	1	1	1	1	4	10	20
Total SP Needed to Master: 41											
Specialties Affected: Pickpocketing						Skill Set: Sense 1					

### Poker Face

The ability to act cool under any circumstances. Raises GUTS by 3 per LV.

Skill	Level:	1	2	3	4	5	6	7	8	9	10
Poker Face	SP Needed:	1	1	1	1	1	1	4	8	12	16
Total SP Needed to Master: 46											
Specialties Affected: Pickpocketing						Skill Set: Sense 2					

### Imitation

The ability to correctly grasp the details of an object and make them your own

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Imitation	SP Needed:	1	1	1	6	14	22	28	34	40	60
Total SP Needed to Master: 207											
Specialties Affected: Replication						Skill Set: Technical 1					

### Machinery

Knowledge of machines.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Machinery	SP Needed:	1	1	1	1	1	1	1	1	2	5
Total SP Needed to Master: 15											
Specialties Affected: Machinist						Skill Set: Technical 2					

### Operation

The ability to use machines properly.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Operation	SP Needed:	1	1	1	1	1	1	1	1	2	4
Total SP Needed to Master: 14											
Specialties Affected: Machinist						Skill Set: Technical 3					

Combat Skills	[11.02]
---------------	---------

All combat skills have an increased effect of 5% per skill level. Effects that are random have an increased chance of occurring. Example; Level 0 = 0%, Level 1 = 5%, Level 2 = 10% and so on. Guardbreak has the chance to occur 10% of the time at level 2 and Hasten Speech casts 30% faster at level 6.

### Guardbreak

Randomly ignores an enemy's defense when attacking.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Guardbreak	SP Needed:	2	4	12	14	26	28	40	50	60	70
Total SP Needed to Master: 306											
Skill Set: Combat 1											

### Backstab

Randomly teleports character behind enemy's back.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Backstab	SP Needed:	1	1	1	1	1	2	4	6	8	10
Total SP Needed to Master: 35											
Skill Set: Found in B6 of the Cave of the Seven Stars											

### Counter

Trigger a counterattack when button pressed while blocking.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Counter	SP Needed:	1	1	1	1	10	15	20	30	40	60
Total SP Needed to Master: 179											
Skill Set: Combat 3											

### Feint

Randomly guarantees attack to land, regardless of hit accuracy.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Feint	SP Needed:	1	2	12	22	42	60	62	65	70	75
Total SP Needed to Master: 411											
Skill Set: Combat 3											

### Power Burst

Randomly boosts attack power.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Power Burst	SP Needed:	1	1	1	1	1	12	26	28	50	60
Total SP Needed to Master: 181											
Skill Set: Combat 1											

### Hasten Speech

Cuts casting time for spells.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Hasten Speech	SP Needed:	20	30	30	40	40	50	60	70	70	79
Total SP Needed to Master: 489											
Skill Set: Combat 3											

Body Control  
Reduces daze time.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Body Control	SP Needed:	1	1	1	1	1	1	1	5	10	15
Total SP Needed to Master: 37											
Skill Set: Combat 2											

Qigong  
Randomly boosts defense.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Qigong	SP Needed:	1	1	1	1	8	15	22	29	36	43
Total SP Needed to Master: 157											
Skill Set: Combat 1											

Sidestep  
Randomly evades enemy attacks.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Sidestep	SP Needed:	1	2	12	22	42	60	62	65	70	75
Total SP Needed to Master: 411											
Skill Set: Combat 2											

Godspeed  
Increases movement speed with each level. Randomly teleports character into attack position.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Godspeed	SP Needed:	1	1	1	1	1	13	23	33	43	60
Total SP Needed to Master: 177											
Skill Set: Combat 2											

Trance

Randomly increases spell damage.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Trance	SP Needed:	1	1	1	4	14	24	34	44	54	70
Total SP Needed to Master: 247											
Skill Set: Combat 1											

### Concentration

Randomly prevents incantation to be interrupted by enemy attacks.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Concentration	SP Needed:	1	1	1	10	20	30	40	50	60	70
Total SP Needed to Master: 283											
Skill Set: Combat 3											

### Recast

Cuts waiting time between spells.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Recast	SP Needed:	1	1	2	9	16	23	30	37	44	51
Total SP Needed to Master: 214											
Skill Set: Combat 2											

=====O  
| Secret Fighting Techniques (SFT) [11.A2] |  
O=====

Skill	Level:	0	1	2	3	4	5	6	7	8	9
ALL SFT's	SP Needed:	1	2	3	4	5	6	7	8	9	10
Total SP Needed to Master: 55											

Q: What are SFT?

A: SFT are essentially your techniques -- upgraded. Bigger and Better.

Q: Where do I get SFT?

A: Here is a list of where to get them:

- Four Beasts SFT  
Gotten from the King of Van after starting the emblem quest
- Omega SFT  
Obtained after completing Rank C in the Tatori Arena with any fighters.
- Wyrn King SFT

Ashlay gives it to you during the PA in Silvalant City (after receiving the Eye of Truth) after the PA in the Van Weapon Shop (ASHLAY must have 9+ AL for RODDICK).

- Bagua SFT  
Obtained from the chest in Muah Treasury during the emblem quest.
- Divine Fury SFT  
Found in a treasure chest after defeating the boss of the Old Race Ruins.
- Feline SFT  
Obtained from the chest in Muah Treasury during the emblem quest.
- God of War SFT  
This SFT is on Phia only, if she joins in the Astral Castle when you have six or less party members. If she is the 3rd party member you recruit you WILL NOT be able to get this SFT.

Q: I've got a SFT and it's level 10, how do I get my upgraded techniques?

A: It all depends on Proficiency, or rather how many times you've used the technique. For Roddick, it's best if the technique you want to upgrade has been used 20-25 times. For everyone else, the technique should be used around 100-130 times. If the techs have that much proficiency (or more) then simply use the tech in battle and at the end of the battle you should get a message saying the technique has leveled up.

Q: I've got the proficiency to 100-130 and used the tech in battle and it didn't upgrade! Why not!?

A: How many times did you use it in the battle? If you can, use it up to 3-5 times in a battle, otherwise just keep trying. You shouldn't need more than 150 proficiency to get it. Also, make sure the technique your using can even be upgraded.

Upgradable techniques:

o-----o

| Roddick |

o-----o

Omega Thunderclap Blade

Thunderclap Blade + Omega SFT

Omega Lightray Blade

Lightray Blade + Omega SFT

Omega Double Slash

Double Slash + Omega SFT

Dragon Slash

Spirit Strike + Four Beasts SFT

Phoenix Blast

Shockwave Swirl + Four Beasts SFT

Blackwurm Thundersurge

Dragon Roar + Wurm King SFT

Bluewurm Thundersurge

Dragon Slash + Wurm King SFT

Redwyrn Thundersurge  
Phoenix Blast + Wyrn King SFT

o-----o  
| Ilia |  
o-----o  
Bluewyrn Strike  
Palm of Destruction + Four Beasts SFT

Tiger Claw  
Avenging Fist + Four Beasts SFT

Tortoise Smash  
Explosive Kick + Four Beasts SFT

Phoenix Blast  
Meteor Palm + Four Beasts SFT

Divine Strike  
Any Four Beasts skill [Tiger Claw, Tortoise Smash, Pheonix Blast] + Bagua SFT

Divine Wrath  
Divine Strike + Divine Fury SFT

o-----o  
| Cyuss |  
o-----o  
Omega Firestorm Blade  
Firestorm Blade + Omega SFT

Omega Thunderclap  
Thunderclap Blade + Omega SFT

Omega Double Slash  
Double Slash + Omega SFT

Dragon Surge  
Lightray Blade + Four Beasts SFT

Tortoise Surge  
Spirit Blast + Four Beasts SFT

Tiger Surge  
Shockwave Swirl + Four Beasts SFT

o-----o  
| Ashlay |  
o-----o  
Dragon Slash  
Spirit Strike + Four Beasts SFT

Phoenix Blast  
Shockwave Swirl + Four Beasts SFT

Omega Thunderclap Blade  
Thunderclap Blade + Omega SFT

Omega Double Slash  
Double Slash + Omega SFT



o-----o

| Phia |

o-----o

Sylvan Shot

Three Way + God of War SFT

Unholy Terror

Galaxy SB + God of War SFT

Victory Terror

Unholy Terror + God of War SFT

o-----o

| T'nique |

o-----o

Flame Tornado

Tornado Strike + Bagua SFT

Gale Hurricane

Gale Strike + Bagua SFT

Divine Strike

Hurricane Strike + Bagua SFT

Omega Strike

Divine Strike + Omega SFT

o-----o

| Mavelle |

o-----o

Southern Cross

Flare Orb + Omega SFT

Seventh Star

Hail Orb + Omega SFT

Galaxy

Thunder Orb + Omega SFT

o-----o

| Pericci |

o-----o

Dream Hammer

Panther Attack + Feline SFT

JC Summersault

Roundhouse + Feline SFT

Magical Dance

Power Dance + Feline SFT

o-----o

| Welch |

o-----o

Mithril Fist

Iron Fist + Omega SFT

Rapid Flick

Flick + Omega SFT

=====O  
| Item Creation/Specialties [11.03] |  
=====O

Item Creations or Specialties are specific to each character. In order to learn a specialty you must invest points into the skills necessary to learn it. Specialties increase in level just like skills and level directly with the skills needed to learn them.

Example: Roddick learns Sketching level 5 and Aesthetics level 4. His Art specialty is increased to level 4  $((5 + 4) / 2) = 4.5$ . The level that the specialty becomes is the average of all skills needed for the specialty with the decimals truncated, or basically you always round down.

You can learn talents from specialties. To do this simply learn a specialty that uses a talent the character doesn't have, but can learn (see the Talent Chart [11.05] for more details). Using this specialty grants the chance to learn a secret talent.

=====O  
| Art [11.A3] |  
=====O

REQUIRED SKILLS	Sketching, Aesthetics
REQUIRED ITEMS	Magic Canvas or Magic Clay
TALENTS	Design Sense
ENHANCING ITEMS	Graphic Tool

Art is mainly used to create items used in combat. You can double your EXP gained per battle or increase the drop rate of items from enemies and many more various things.

MAGIC CANVAS ITEMS	MAGIC CLAY ITEMS
Portrait A-M**	Silence Card
	Veda Idol
Critical Card	Hexagram Card
Revival Card	Illusion Doll
Victory Card	
Experience Card	Angel Statuette
Treasure Card	Mirror of Knowledge
Wealth Card	
Benefaction Card	Faerie Statuette
Faerie Card	Jack-in-the-Box
Primavera	
Death of Socrates	Goddess Statuette

```

| Starry Night          | Goodie Box          |
| The Scream           | Warrior Idol       |
o=====o

```

\*\* You can only make Portraits of those in your Party. Ex: If you want a portrait of Mavelle, but she isn't in your party you won't be able to make it.

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O=====O
| Customization                [11.B3] |
O=====O

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o=====o
| REQUIRED SKILLS | Aesthetic Design, Smithing |
|                | Eye for Detail             |
|-----|-----|
| REQUIRED ITEMS | Weapons and Minerals      |
|-----|-----|
| TALENTS      | Originality                |
|-----|-----|
| ENHANCING ITEMS | Magical Rasp              |
o=====o

```

Customization is one of the best specialties in the game because you can create some of the best weapons from it. When creating new weapons there are 1 of 3 things that can happen - Correct Combination, Invalid Combination, and Failed Combination.

Now as you most likely know, there are a number of weapons that can be made through customizing. What you may not know is that for a given character, only around 4% of the combinations possible will actually give you something. For example, everyone knows that if Roddick combines a Luxurious Sword with a Damascus, he will get a Dueling Sword. However, if he combines, say, a Sabre with a Green Beryl, he will not actually make something new per se. The same applies with all the other "non-combinations," like Sinclair + Gold, Longsword + Silver, etc. Let me explain:

If you are making a "real" combination (like Luxurious Sword + Damascus), you will either end up with the true result of that combination or a failure. HOWEVER! If you do an "invalid combination," you will wind up with one of a predetermined set of weapons for that character. Here is an example:

==>Millie tries to customize a Mindsoother with a Sapphire. She ends up with a Rod of Jewels.

==>She tries it again. This results in a Scepter of the Bunny.

==>Millie, upset by these lackluster results, tries the exact same thing again. This time, she gets a Rod of the Feather.

See? Had she customized the Mindsoother with a Moonrock (a "real" combination) instead, she would have had one of two results: a Holy Rod (success), or a Creaky Rod (failure). But since she did an invalid combination, she got random drawings from the "Invalid Combination" pile instead. The "pile" for each character (we'll call it the Invalid Pile) consists of a set of five or so weapons, one of which will be chosen randomly to be the result when an invalid combination is attempted. Or you could just fail outright. This sort of comes in handy early in the game, for if you are crafty you can lay hands on some fairly nice equipment at a minimal cost as far as minerals are concerned. I hope all that isn't too confusing--if it is, mention it to me and I'll simplify a bit if I can.

=====

| ASHLAY |

-----

INVALID PILE	Longsword +2 (350 ATK)
	Damascus Sword (560 ATK)
	Sword of Stealth (750 ATK) [Fire, Water]
	Moonfalx (800 ATK) [Light]
	Meteor Crusher (950 ATK) [Fire]
	Souleater (950 ATK) [Earth]

-----

FAILED COMBINATION	Wimpy Sword
--------------------	-------------

=====

| CORRECT COMBINATIONS |

-----

WEAPON	MINERAL	CREATION
--------	---------	----------

-----

Walloon Sword	Crystal	Holy Sword (630 ATK) [Light]
Longsword +2		
Dwarven Sword		
Air Slicer		
Damascus Sword		
Sword of Marvels		

-----

Sword of Stealth	Star Ruby	Sword of Strength (750 ATK) [Water]
Moonfalx		
Luxurious Sword		
Mithril Sword		
Souleater		
Meteor Crusher		
Force Sword		
Dueling Sword		
Silvance		
Murasama		

-----

Sword of Stealth	Diamond	Sword of Marvels (700 ATK)
Sword of Strength		
Moonfalx		
Luxurious Sword		
Mithril Sword		
Souleater		
Meteor Crusher		
Force Sword		
Dueling Sword		
Silvance		
Murasama		

-----

Moonfalx	Mithril	Mithril Sword (900 ATK)
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Luxurious Sword	Rainbow Diamond	Dueling Sword (1200 ATK)
-----------------	-----------------	--------------------------

-----

Force Sword	Philosopher's Stone	Silvance (1600 ATK) [Light, Wind, Dark]
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=====

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| CYUSS |

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INVALID PILE	Zweihander (300 ATK)
	Claymore +1 (400 ATK)

		Claymore +2 (600 ATK)	
		Magnifying Blade (800 ATK)	
		Searing Sword (1000 ATK) [Fire]	
		Slayer Sword (1200 ATK) [Wind]	
		Berserk Sword (1400 ATK) [Earth]	

○-----○  
| FAILED COMBINATION | Dull Blade |

○=====○  
| CORRECT COMBINATIONS |

○-----○  
| WEAPON | MINERAL | CREATION |

		Diamond		Astral Sword (700 ATK)	
	Shockwave Sword				
	Searing Sword				
	Vorpal Sword				
	Luxurious Sword				
	Slayer Sword				
	Blade of Doom				
	Berserk Sword				
	Force Sword				
	Meteor Striker				
	Cyuss Special				

		Green Beryl		Shockwave Sword (900 ATK)	
	Claymore +1				
	Flameberge				
	Claymore +2				
	Astral Sword				
	Magnifying Blade				

		Star Ruby		Vorpal Sword (1000 ATK) [Water]	
	Astral Sword				

		Mithril		Blade of Doom (1400 ATK) [Dark]	
	Luxurious Sword				

		Moonrock		Meteor Striker (1800 ATK) [Light]	
	Force Sword				

○=====○  
| ERYS |

		Ruby Wand (50 ATK, 20 MAG)		
	INVALID PILE		Rod of Jewels (150 ATK, 100 MAG)	
			Mindsoother (300 ATK, 200 MAG)	
			Scepter of the Bunny (400 ATK, 150 MAG)	
			Rod of the Feather (600 ATK, 600 MAG)	

○-----○  
| FAILED COMBINATION | Creaky Rod |

○=====○  
| CORRECT COMBINATIONS |

○-----○  
| WEAPON | MINERAL | CREATION |

		Moonrock		Holy Rod (350 ATK, 250 MAG) [Light]	
	Mindsoother				

		Philosopher's Stone		Dragonstaff (1000 ATK, 350 MAG)	
	Rod of the Feather				

○=====○  
| ILIA |

INVALID PILE	Knuckles +1 (150 ATK)
	Knuckles +2 (400 ATK)
	Silver Knuckles (600 ATK)
	Blazing Knuckles (700 ATK) [Fire]
	Cestus of Poison (800 ATK)

-----  
 | FAILED COMBINATION | Rickety Knuckles |

=====

| CORRECT COMBINATIONS |

WEAPON	MINERAL	CREATION
--------	---------	----------

Blazing Knuckles	Rune Metal	Metal Fang (500 ATK)
------------------	------------	----------------------

Cestus of Poison		
------------------	--	--

Cestus of Poison	Moonrock	Dragon Claw (900 ATK)
------------------	----------	-----------------------

=====

| IOSHUA |

INVALID PILE	Ruby Wand (50 ATK, 20 MAG)
--------------	----------------------------

	Rod of Jewels (150 ATK, 100 MAG)
--	----------------------------------

	Mindsoother (300 ATK, 200 MAG)
--	--------------------------------

	Scepter of the Bunny (400 ATK, 150 MAG)
--	---

	Rod of the Feather (600 ATK, 600 MAG)
--	---------------------------------------

-----  
 | FAILED COMBINATION | Creaky Rod |

=====

| CORRECT COMBINATIONS |

WEAPON	MINERAL	CREATION
--------	---------	----------

Mindsoother	Moonrock	Holy Rod (350 ATK, 250 MAG) [Light]
-------------	----------	-------------------------------------

Rod of the Feather	Philosopher's Stone	Dragonstaff (1000 ATK, 350 MAG)
--------------------	---------------------	---------------------------------

=====

| MAVELLE |

INVALID PILE	Water Orb (440 ATK) [Water]
--------------	-----------------------------

	Crescent Orb (520 ATK) [Light]
--	--------------------------------

	Orb of the Valkyrie (600 ATK)
--	-------------------------------

	Rune Orb (800 ATK)
--	--------------------

	Flame Orb (1000 ATK) [Fire]
--	-----------------------------

-----  
 | FAILED COMBINATION | Creaky Rod |

=====

| CORRECT COMBINATIONS |

WEAPON	MINERAL	CREATION
--------	---------	----------

Orb of the Valkyrie	Silver	Silver Orb (700 ATK)
---------------------	--------	----------------------

Flame Orb	Philosopher's Stone	Orb of Darkness (1200 ATK) [Dark]
-----------	---------------------	-----------------------------------

=====

MILLIE		
INVALID PILE	Ruby Wand (50 ATK, 20 MAG)	
	Rod of Jewels (150 ATK, 100 MAG)	
	Mindsoother (300 ATK, 200 MAG)	
	Scepter of the Bunny (400 ATK, 150 MAG)	
	Rod of the Feather (600 ATK, 600 MAG)	
FAILED COMBINATION	Creaky Rod	
CORRECT COMBINATIONS		
WEAPON	MINERAL	CREATION
Mindsoother	Moonrock	Holy Rod (350 ATK, 250 MAG) [Light]
Rod of the Feather	Philosopher's Stone	Dragonstaff (1000 ATK, 350 MAG)

PERICCI		
INVALID PILE	Hard Knuckles (100 ATK)	
	Knuckles +1 (150 ATK)	
	Knuckles +2 (400 ATK)	
	Metal Fang (500 ATK)	
	Blazing Knuckles (700 ATK) [Fire]	
	Cestus of Poison (800 ATK)	
FAILED COMBINATION	Rickety Knuckles	
CORRECT COMBINATIONS		
WEAPON	MINERAL	CREATION
Brass Knuckles	Gold	Taloned Knuckles (200 ATK)
Hard Knuckles		
Knuckles +1		
Cestus	Silver	Silver Knuckles (600 ATK)
Knuckles +2		
Metal Fang		
Blazing Knuckles	Meteorite	Cat Fang (750 ATK)
Cestus of Poison	Moonrock	Dragon Claw (900 ATK)

PHIA		
INVALID PILE	Gladius +1 (200 ATK)	
	Gladius +2 (250 ATK)	
	Roudel Dagger (350 ATK)	
	Bloody Sword (400 ATK) [Dark]	
	Fameface (500 ATK) [Water]	
	Flare Baselard (650 ATK) [Fire]	
	Assassin's Sickles (700 ATK)	

-----|-----  
| FAILED COMBINATION | Wimpy Sword |

-----  
| CORRECT COMBINATIONS |

-----  
| WEAPON | MINERAL | CREATION |

-----  
Assassin's Sickles	Meteorite	Elemental Blade (600 ATK)
Death Bringer		
Dragon Blade		
Luxurious Sword		
Force Sword		

-----  
| Luxurious Sword | Mithril | Ice Blades (650 ATK) [Water] |

-----  
| Ice Blades | Philosopher's | Death Bringer (700 ATK) |  
| | Stone | |

-----

-----  
| RODDICK |

-----  
INVALID PILE	Longsword +2 (350 ATK)
	Holy Sword (630 ATK) [Light]
	Sword of Marvels (700 ATK)
	Sword of Stealth (750 ATK) [Fire, Water]
	Sword of Strength (750 ATK) [Water]
	Moonfalx (800 ATK) [Light]
	Souleater (950 ATK) [Earth]

-----  
| FAILED COMBINATION | Dull Blade |

-----  
| CORRECT COMBINATIONS |

-----  
| WEAPON | MINERAL | CREATION |

-----  
Longsword	Crystal	Longsword +1 (200 ATK)
Sabre		
Sinclair		

-----  
Longsword	Sapphire	Walloon Sword (270 ATK)
Sabre		
Sinclair		
Longsword +1		

-----  
Walloon Sword	Damascus	Damascus Sword (560 ATK)
Longsword +2		
Dwarven Sword		
Air Slicer		
Holy Sword		
Sword of Marvels		

-----  
| Moonfalx | Mithril | Mithril Sword (900 ATK) |

-----  
| Mithril Sword | Star Ruby | Meteor Crusher (950 ATK) [Fire] |

-----  
| Luxurious Sword | Damascus | Dueling Sword (1200 ATK) |

-----  
| Force Sword | Philosopher's | Silvance (1600 ATK) [Light, Wind, |  
| | Stone | | Dark] |



RONYX

INVALID PILE | Long Bow (150 ATK)  
| Crossbow (200 ATK)  
| Arbalest (300 ATK)  
| Silver Bow (600 ATK)

FAILED COMBINATION | Creaky Rod

CORRECT COMBINATIONS

WEAPON	MINERAL	CREATION
Silver Bow	Philosopher's Stone	Bow of Explosion (800 ATK) [Fire]

T'NIQUE

INVALID PILE | Long Spear +1 (500 ATK)  
| Whirlwind (500 ATK) [Wind]  
| Three Section Staff (550 ATK)  
| Long Spear +2 (600 ATK)  
| Flamelancer (850 ATK) [Fire]  
| Dragon Lance (1000 ATK)

FAILED COMBINATION | Wimpy Sword

CORRECT COMBINATIONS

WEAPON	MINERAL	CREATION
Spear	Diamond	Halberd (750 ATK)
Long Spear		
Long Spear +1		
Three Section Staff		
Long Spear +2		
Spinning Spear		
Whirlwind	Damascus	Spinning Spear (800 ATK)
Flamelancer		
Saint's Halberd		
Dragon Lance		
Enhanced Halberd		
Star Lance		
Flamelancer	Orichalcum	Saint's Halberd (900 ATK) [Light]
Dragon Lance	Meteorite	Enhanced Halberd (1200 ATK)

WELCH

INVALID PILE | Tense Handy Stick (600 ATK)  
| Worrying Handy Stick (700 ATK)

		Annoying Handy Stick (800 ATK)	
		Stern Handy Stick (1000 ATK)	
-----o			
FAILED COMBINATION		Creaky Rod	
=====o			
CORRECT COMBINATIONS			
-----o			
WEAPON	MINERAL	CREATION	
-----o			
Handy Stick	Gold	Playful Handy Stick (350 ATK)	
Fuzzy Handy Stick			
-----o			
Handy Stick	Green Beryl	Tedious Handy Stick (500 ATK)	
Fuzzy Handy Stick			
Playful Handy Stick			
-----o			
Annoying Handy Stick	Rainbow Diamond	Furious Handy Stick (900 ATK)	
-----o			
Stern Handy Stick	Moonrock	Final Handy Stick (1600 ATK)	
=====o			

-----o  
| Appraising [11.C3] |  
-----o

-----o		
REQUIRED SKILLS	Herbology, Item Knowledge	
	Mineralogy	
-----o		
REQUIRED ITEMS	Spectacles	
-----o		
TALENTS	N/A	
-----o		
ENHANCING ITEMS	Element Analyzer	
=====o		

From time to time you will find items that are unidentified such as ?MINERAL or ?ITEM. If you have Spectacles you can try to identify them. If you fail at identifying the item it remains unidentified and you may try to identify it.

-----o  
| Crafting [11.D3] |  
-----o

-----o		
REQUIRED SKILLS	Aesthetics, Eye for Detail	
	Mineralogy	
-----o		
REQUIRED ITEMS	Minerals	
-----o		
TALENTS	Originality, Nimble Fingers	
-----o		
ENHANCING ITEMS	Soldering Iron	
=====o		

There are many items that can be created via Crafting but each character can only craft a certain amount of them. There is always a 25% chance of failure so if your Odds of Success are greater than 75% they will be reduced to it, if they are lower than 75% then they remain. The tables below lists the

characters and what they can craft. An 'X' between the brackets indicates that the item can be created with that character.

A list of all crafting results and their descriptions can be found after these lists. Search: [11.CL]

Failed Combinations: Ugly Accessory, Lame Earring, Heavy Ring

```

=====
|   Iron   |
|=====|
| Results   |Rod|Ilia|Rox|Mil|Ash|Cyu|Pha|Ios|Mav|T'ni|Per|Wel|Ery| |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Amulet of Antivennin | x |   |   |   |   | x |   | x | x |   |   |   | x |
|-----|---|----|---|---|---|---|---|---|---|----|---|---|---|
| Amulet of Flexibility|   |   |   |   |   | x |   | x | x | x |   | x | x |
|-----|---|----|---|---|---|---|---|---|---|----|---|---|---|
| Amulet of Freedom   |   |   |   | x | x | x |   |   | x |   |   | x | x |
|-----|---|----|---|---|---|---|---|---|---|----|---|---|---|
| Hefty Earring       | x | x |   |   | x |   | x |   |   | x | x |   |   |
|-----|---|----|---|---|---|---|---|---|---|----|---|---|---|
| Hefty Ring          | x | x | x |   | x |   |   |   |   | x | x | x |   |
|-----|---|----|---|---|---|---|---|---|---|----|---|---|---|
| Onyx Earring        |   |   |   | x | x |   |   | x | x | x |   | x | x | x |
|-----|---|----|---|---|---|---|---|---|---|----|---|---|---|
| Weighty Ring        | x |   |   |   |   |   |   |   |   |   |   |   | x |   |
|-----|---|----|---|---|---|---|---|---|---|----|---|---|---|
| Weird Doll          |   |   |   | x | x |   |   |   | x | x |   |   |   | x |
=====

```

```

=====
|   Silver  |
|=====|
| Results   |Rod|Ilia|Rox|Mil|Ash|Cyu|Pha|Ios|Mav|T'ni|Per|Wel|Ery| |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Silver Amulet   |   |   |   | x | x |   |   |   | x | x |   | x |   | x |
|-----|---|----|---|---|---|---|---|---|---|----|---|---|---|
| Silver Barette  | x | x | x |   | x | x | x |   |   |   |   |   | x |   |
|-----|---|----|---|---|---|---|---|---|---|----|---|---|---|
| Silver Charm    | x | x |   |   | x | x | x |   |   | x | x |   | x | x |
|-----|---|----|---|---|---|---|---|---|---|----|---|---|---|
| Silver Cross    | x | x |   |   | x |   | x |   |   | x |   |   |   |   |
|-----|---|----|---|---|---|---|---|---|---|----|---|---|---|
| Silver Earring  |   |   |   | x | x |   |   |   | x | x |   | x | x | x |
|-----|---|----|---|---|---|---|---|---|---|----|---|---|---|
| Silver Idol     |   |   |   | x | x |   |   |   | x | x |   | x | x | x |
|-----|---|----|---|---|---|---|---|---|---|----|---|---|---|
| Silver Pendant  |   |   |   | x | x |   |   |   | x | x | x | x | x | x |
|-----|---|----|---|---|---|---|---|---|---|----|---|---|---|
| Silver Ring     | x | x |   |   | x | x |   | x |   |   | x |   |   |   |
=====

```

```

=====
|   Gold   |
|=====|
| Results   |Rod|Ilia|Rox|Mil|Ash|Cyu|Pha|Ios|Mav|T'ni|Per|Wel|Ery| |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Gold Bracelet   | x |   |   |   | x | x | x |   |   | x |   |   |   |
|-----|---|----|---|---|---|---|---|---|---|----|---|---|---|
| Gold Crown      |   |   |   |   |   | x | x |   |   |   |   |   |   |
|-----|---|----|---|---|---|---|---|---|---|----|---|---|---|
| Gold Cross      | x |   |   |   | x | x |   |   |   | x |   |   |   |
|-----|---|----|---|---|---|---|---|---|---|----|---|---|---|
| Gold Earring    |   |   |   |   | x | x |   |   | x | x |   |   | x | x |
=====

```

Gold Idol		x		x				x	x		x	x	x	
Gold Ring				x	x				x	x			x	x
Golden Brooch	x	x	x	x				x		x		x	x	x
Storm Ring			x	x	x	x		x	x	x	x	x		x

=====

Sapphire														
Results	Rod	Ilia	Rox	Mil	Ash	Cyu	Pha	Ios	Mav	T'ni	Per	Wel	Ery	
Angelic Headband		x		x			x		x		x		x	
Anklet	x	x			x	x	x			x	x	x		
Aqua Ring				x	x		x		x	x	x	x	x	
Blue Talisman				x	x	x	x		x	x			x	x
Foot Insignia			x	x	x				x	x	x		x	x
Purple Amulet	x					x	x	x				x	x	
Water Ring									x					

=====

Ruby														
Results	Rod	Ilia	Rox	Mil	Ash	Cyu	Pha	Ios	Mav	T'ni	Per	Wel	Ery	
Berserker Ring	x	x			x	x		x		x		x		
Blood Earring				x				x	x	x			x	x
Fire Ring				x										
Flare Ring				x	x	x		x	x	x			x	x
Ricochet Bracelet				x										
Ruby Earring								x					x	
Shield Earring				x				x	x				x	

=====

Crystal														
Results	Rod	Ilia	Rox	Mil	Ash	Cyu	Pha	Ios	Mav	T'ni	Per	Wel	Ery	
Froghead		x							x	x	x	x	x	x
Glass Slippers		x		x					x			x	x	x
Holy Ring				x	x	x			x	x			x	x
Intimidation Pendant				x				x						
Princess Ring				x					x	x			x	x
Prism Ring	x	x				x						x		

Ring of Fusion	x	x	x		x	x		x	x	x	x		x
Ring of Resistance	x	x	x		x	x		x		x	x		

=====

Green Beryl

=====

Results	Rod	Ilia	Rox	Mil	Ash	Cyu	Pha	Ios	Mav	T'ni	Per	Wel	Ery
Bracelet of Gambling	x				x		x						
Chain of Might	x	x			x	x	x			x	x	x	
Crown		x	x	x				x	x	x			x
Emerald Earring			x	x			x	x	x		x		x
Emerald Ring			x	x	x			x	x	x			x
Faerie Ring	x	x			x		x			x	x	x	
Green Bracelet		x		x			x	x			x		
Talisman			x			x			x				x

=====

Diamond

=====

Results	Rod	Ilia	Rox	Mil	Ash	Cyu	Pha	Ios	Mav	T'ni	Per	Wel	Ery
Earring of Magnetism	x	x			x	x	x			x	x		
Earring of Readiness	x	x	x		x		x		x	x			x
Earring of the Winds			x	x	x			x	x			x	x
Glittering Earring							x						
Lavish Idol				x				x	x			x	x
Ring of Trust		x	x	x				x	x			x	x
Sacrificial Doll	x				x	x	x	x		x	x		
Thunder Ring			x						x	x			

=====

Star Ruby

=====

Results	Rod	Ilia	Rox	Mil	Ash	Cyu	Pha	Ios	Mav	T'ni	Per	Wel	Ery
Necklace	x	x			x	x	x			x	x	x	
Ring of Absorption		x	x	x			x	x	x	x		x	x
Ruby Pendant	x	x					x	x		x			
Shield Ring	x	x			x	x	x			x	x		
Stardust Ring			x	x	x				x			x	x
Star Earring			x	x				x	x	x		x	x

Star Necklace			x	x				x	x			x	x
---------------	--	--	---	---	--	--	--	---	---	--	--	---	---

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Rainbow Diamond

=====

Results	Rod	Ilia	Rox	Mil	Ash	Cyu	Pha	Ios	Mav	T'ni	Per	Wel	Ery
Breeze Earring	x	x			x	x	x		x	x	x	x	x
Dream Bracelet	x	x			x		x	x	x	x		x	x
Magic Cross			x	x				x				x	x
Mystic Amulet			x	x	x		x	x	x			x	x
Regeneration Ring	x	x			x	x	x		x	x	x	x	x
Ring of Healing				x				x					
Ring of Might	x	x			x	x	x			x	x		
Shadow Cross		x	x	x									

=====

Moonrock

=====

Results	Rod	Ilia	Rox	Mil	Ash	Cyu	Pha	Ios	Mav	T'ni	Per	Wel	Ery
Earring of Frenzy	x	x			x		x			x	x	x	
Lunar Charm			x	x				x	x			x	x
Lunar Talisman	x	x			x	x	x	x	x	x	x	x	x
Moon Earring				x									
Moonlight	x	x					x		x	x		x	x
Ring of Insanity	x	x			x	x	x			x	x		
Ring of Lunacy				x				x	x			x	x
Ring of the Accursed		x	x		x	x	x			x	x		

=====

Philosopher's Stone

=====

Results	Rod	Ilia	Rox	Mil	Ash	Cyu	Pha	Ios	Mav	T'ni	Per	Wel	Ery
Hammer Charm	x	x				x	x			x	x		
Mallet Charm	x	x				x	x			x	x		
Mind Ring			x	x				x	x			x	x
Mist Insignia			x	x				x	x				x
Ring of Avoidance			x	x				x	x			x	x
Ring of Infinity				x				x	x			x	x
Ring of Mental Power	x	x	x		x		x	x	x	x		x	x

```

|-----|---|---|---|---|---|---|---|---|---|---|---|
| Ring of Wisdom      | x | x |   |   | x |   | x |   |   | x |   |   |
o=====o

```

WO = Women Only  
SCO = Spell Casters Only  
AWO = Attacking Women Only  
WSCO = Women Spell Casters Only

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o=====o

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List of Accessories		[11.CL]
Mineral	Description (Stats)	
Iron	Amulet of Antivenin - Protects against poison	
	Amulet of Freedom - Protects against paralysis	
	Amulet of Flexibility - Protects against petrification	
	Hefty Earring - Increases ATK, but lowers HIT (WO)	
	Hefty Ring - Doubles fire+wind damage	
	Onyx Earring - Converts 10% of spell damage into MP(WO)	
	Weighty Ring - Increases ATK, doubles light damage	
	Weird Doll - None	
Silver	Silver Amulet - Raises spell dmg inflicted by wearer (SCO)	
	Silver Barette - DEF 3 (WO)	
	Silver Charm - Absorbs light damage, nulifies dark damage	
	Silver Cross - Halves light damage, doubles fire damage	
	Silver Earring - Raises MP (WSCO)	
	Silver Idol - AVD 1	
	Silver Pendant - Raises agility, AVD 10	
	Silver Ring - Halves light and dark damage	
Gold	Gold Bracelet - DEF 10	
	Gold Crown - DEF 3	
	Gold Cross - HIT 50, Halves fire damage	
	Gold Earring - Raises agility (WO)	
	Gold Idol - HIT 1	
	Gold Ring - AVD 1	
	Golden Brooch - GUTS 5	
	Storm Ring - Raises agility and hit rate, AVD 15 HIT 15	
Sapphire	Angelic Headband - AVD 5 (WO)	
	Anklet - DEF 3	
	Aqua Ring - Nulifies water damage, doubles fire damage	
	Blue Talisman - Raises defense, halves water damage	
	Foot Insignia - Raises attack and hit rate	
	Purple Amulet - Distracts enemy when wearer tries to escape	
	Water Ring - Halves water damage, doubles fire damage	
Ruby	Berserker Ring - Raises attack in battle and lowers defense	
	Blood Earring -10% chance to convert physical dmg to HP(WO)	
	Fire Ring - Halves fire damage, doubles water damage (SCO)	
	Flare Ring - Nulifies fire damage, doubles water damage	
	Ricochet Bracelet - 5% chance to reflect dmg inflicted back	
	Ruby Earring - AVD 30 (WO)	
	Shield Earring - Lowers physical dmg inflicted by 80% (WO)	
Crystal	Froghead - DEF 30	
	Glass Slippers - DEF 10, AVD 20	
	Holy Ring - 10% chance of protecting wearer from all spells	

	Intimidation Pendant - Prevents enemies from approaching
	Princess Ring - Increases MP (SCO)
	Prism Ring - 5% chance of protecting wearer from all atks
	Ring of Fusion - Converts spell dmg into HP
	Ring of Resistance - Lowers spell dmg inflicted by 90%
-----	
Green Beryl	Bracelet of Gambling -Changes dmg inflicted between 25-200%
	Chain of Might - Raises attack power
	Crown - DEF 1
	Emerald Earring -Hasten Speech lvl 6, halves wind dmg (WSCO)
	Emerald Ring - Reduce MP cost of atks/spells by 1/3
	Faerie Ring - Reduce MP cost of atks/spells by 1/2
	Green Bracelet - GUTS 5, LUC 5
	Talisman - Raises defence
-----	
Diamond	Earring of Magnetism - Attracts enemies, ATK 20 (WO)
	Earring of Readiness - Prevents back atks, halves dark (WO)
	Earring of the Winds - Halves wind damage (WO)
	Glittering Earring - Halves light damage (WO)
	Lavish Idol - MAG 1
	Ring of Trust -Increases GUTS in proportion to # of friends
	Sacrificial Doll -Prevents death once, halves elemental dmg
	Thunder Ring - Halves wind dmg, doubles earth dmg (SCO)
-----	
Star Ruby	Necklace - AVD 20
	Ring of Absorption - Converts physical dmg into HP
	Ruby Pendant - DEF 30, Nullifies fire damage
	Shield Ring - Raises agility (WO)
	Stardust Ring - Lowers physical dmg inflicted by 90%
	Star Earring - Hasten Speech lvl 3, halves light dmg (WSCO)
	Star Necklace - Hasten Speech lvl 5 (SCO)
-----	
Rainbow Diamond	Breeze Earring - AVD 15 (WO)
	Dream Bracelet - Temporarily raises level of wearer by 1
	Magic Cross -10% chance of reflecting all dmg, halves light and dark dmg
	Mystic Amulet - Blind the enemy when the wearer escapes
	Regeneration Ring - Heals wounds in the midst of battle
	Ring of Healing - Heals wearer's wounds over time
	Ring of Might - Raises atk power but doubles elemental dmg
	Shadow Cross -Doubles max HP. Halves earth, fire, light dmg Doubles water, wind, dark dmg
-----	
Moonrock	Earring of Frenzy - Doubles atk power, lowers hit (AWO)
	Lunar Charm - Raises MP
	Lunar Talisman - Raises Hp
	Moon Earring - 10% chance of reflecting dmg to a nearby party member (WO)
	Moonlight - Boosts def and mag. Raises HP and MP
	Ring of Insanity - Allows wearer to hurl enemies across battlefield
	Ring of Lunacy - Completely protects wearer. Dazes easily
	Ring of the Accursed - Raises DEF. Doubles earth, fire, wind, dark dmg
-----	
Philosopher's Stone	Hammer Charm - Halves daze time
	Mallet Charm - Prevents daze
	Mind Ring - HIT 50, Halves fire damage
	Mist Insignia - Recharges MP in battle. Doubles wind dmg
	Ring of Avoidance - Prevents enemies from approaching



	Ring of Infinity - Raises 1EXP per step. Doubles elemental
	Ring of Mental Power - Recharges MP in battle
	Ring of Wisdom - Protects wearer from an assortment of
	conditions

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Writing	[11.E3]
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=====

REQUIRED SKILLS	Penmanship
REQUIRED ITEMS	Fountain Pen
TALENTS	Composition
ENHANCING ITEMS	Word Processor
	Beret

=====

Once a character reaches level 5 in a skill, the Writing specialty grants the ability to create a book that teaches that skill. The tomes can be used on any character that does not have that skill up to level 5 yet. The Word Processor passively gives a 10% increase in success and the Beret when worn on the party member writing increases success by another 10%. Below is a list of the books that can be created.

=====

SKILL	BOOK	DIFFICULTY
Animal Training	Friends of the Woods	2
Biology	Life in Nature	2
Counter	Scroll of Reprisal	3
Eye for Detail	Metallurgy	1
Faeriology	The Bestiary	4
Herbology	All About Herbs	2
Imitation	Death of Originality	3
Item Knowledge	Pocket Encyclopedia	1
Keen Eye	Choosing Ingredients	4
Knife	Food for the Soul	3
Machinery	Engineer's Handbook	4
Mental Science	Walls of the Soul	1
Mineralogy	Secrets of the Earth	1
Music Knowledge	Musicology	2
Operation	Operation Manual	3

Performance	The World's a Stage	3
Power Burst	Scroll of Power	4
Recipe	Dish of the Day	2
Sketching	Drawing Poses	3
Smithing	The Perfect Rhythm	4
Technology	Hermetic Philosophy	4

Compounding	[11.F3]
-------------	---------

REQUIRED SKILLS	Biology, Herbology
	Mental Science
REQUIRED ITEMS	Herbs
TALENTS	N/A
ENHANCING ITEMS	Sterile Glove

In short, compounding takes 2 herbs and combines them to create a usable item whether it be single-use or combat. Below are charts showing all possible combinations and their results.

MIX ARTEMIS LEAF W/	POSSIBLE ITEMS
Artemis Leaf	Faerie Elixir
	Immunity Pill
	Medicine Bottle
Athelas	Herbal Potion
	Medicine Bottle
	Potion of Epiphany
	Wonder Drug
Mandrake	Hazardous Heal
	Medicine Bottle
	Sour Syrup
	Sweet Syrup
Lavender	Medical Rinse
	Resurrection Mist
	Smelling Salts
	Wonder Drug
Rose Hip	Compress of Veda
	Marionette Pill
	Paralysis Cure
	Potion of Trust

Wolfsbane	Fruit Syrup	
	Hot Syrup	
	Sour Syrup	
	Violent Pill	

o=====o

MIX ATHELAS W/	POSSIBLE ITEMS	
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|-----|

Athelas	Faerie Mist	
	Ointment of Veda	
	Resurrection Elixir	
	Smelling Salts	

|-----|

Lavender	Holy Mist	
	Potion of Reversal	
	Refreshing Syrup	
	Resurrection Mist	

|-----|

Mandrake	Elven Powder	
	Hot Syrup	
	Potion of Reversal	
	Risky Resurrection	

|-----|

Rose Hip	Mental Potion	
	Potion of Might	
	Potion of the Winds	
	Witch Powder	

|-----|

Wolfsbane	Bubble Lotion	
	Pixie Perfume	
	Potion of Lilith	
	Shock Oil	

o=====o

MIX LAVENDER W/	POSSIBLE ITEMS	
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|-----|

Lavender	Herbal Potion	
	Medical Rinse	
	Mixed Syrup	
	Resurrection Elixir	

|-----|

Mandrake	Maple Syrup	
	Potion of Merlin	
	Potion of Nightmares	
	Smoke Oil	

|-----|

Rose Hip	Fruit Syrup	
	Holy Mist	
	Refreshing Syrup	
	Sweet Syrup	

|-----|

Wolfsbane	Bitter Lotion	
	Melt Potion	
	Oil of Paralysis	
	Stink Gel	

o=====o

MIX MANDRAKE W/	POSSIBLE ITEMS	
-----------------	----------------	--

|-----|

Mandrake	Risky Resurrection	
	Sacrifice Pill	
	Temper Tablet	
	Violent Pill	

Rose Hip	Lotion of Strength
	Potion of Epiphany
	Potion of the Winds
	Smoke Mist

Wolfsbane	Bubble Lotion
	Faerie Cologne
	Melt Potion
	Potion of Lilith

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MIX ROSE HIP W/	POSSIBLE ITEMS
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Rose Hip	Antidote
	Maple Syrup
	Mixed Syrup
	Sweet Potion

Wolfsbane	Hazardous Heal
	Paralysis Mist
	Potion of Nightmares
	Succubus Perfume

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MIX WOLFSBANE W/	POSSIBLE ITEMS
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Wolfsbane	Malodorous Potion
	Melt Potion
	Mist of Madness
	Stink Gel

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Cooking	[11.G3]
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REQUIRED SKILLS	Keen Eye, Knife, Recipe
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REQUIRED ITEMS	Food Ingredients
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TALENTS	Taste
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ENHANCING ITEMS	Keen Kitchen Knife
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You can buy most ingredients from stores, but there are some rare ingredients that you can only in certain cities. There is always a 10% chance to fail so if your odds are higher than 90% they will become 90%. Normal ingredients that you fail to cook result in failed dishes while the rare ingredients that fail to cook are burned up in the process and yield no failure dish.

[Name] Next to the dish is the characters favorite food. When given to that character, the effect is always 100% HP/MP. EX: Give Grilled Turban Shell to Millie and it heals her HP 10%. Give the same food to Phia and it heals her HP/MP 100%, because it is her favorite food.

Foods missing: Ladyfingers, Luscious Gratin, Scrumptious Pizza, Treasured Gorgonzola

If you know what foods create these, please let me know!

COOKING INGREDIENT	PRODUCT	EFFECTS
Seafood	Batter-fried Shrimp	10% HP (One)
	Boiled King Crab	38% HP (One)
	Fine Tuna Sashimi	45% HP (One) [Pericci's]
	Fish Soup	10% HP (One)
	Grilled Turban Shell	10% HP (One) [Phia's]
	Lobster Soup	32% HP (One)
	Sea Bream Sashimi	19% HP (One)
	Seafood Pasta	30% HP (One)
	Seafood Salad	35% HP (One)
	Shark's Fin Bun	30% HP (One)
	Tuna Sashimi	20% HP (All)
	Rotten Sashimi (Fail)	Poison (One)
Fruit	Apple Pie	25% HP (One)
	Cactus Cocktail	90% HP/MP (One)
	Chocolate Banana	28% HP (One) [Welch's]
	Fruit Cake	40% HP (One)
	Fruit Parfait	20% HP (One) [Millie's]
	Fruit Punch	40% HP (One)
	Granadilla Juice	30% MP (One)
	Hogplum Juice	40% MP (One)
	Mango Shake	21% HP (One)
	Mangosteen Juice	55% MP (One)
	Orange Shake	15% HP (One)
	Sherbet	10% HP (One)
	Sole in Wine Sauce	60% HP (One) [Mavelle's]
	Watermelon Bar	15% HP (One)
	White Peach in Syrup	45% HP (One)
	Awful Cider (Fail)	1% HP (One)
	Bitter Juice (Fail)	1% MP (One)
Grains	Bloody Driver	30% MP (One)
	Bonito Rice Ball	36% HP (One)
	Cola	35% MP (One)
	Cold Soba	28% HP (One)
	Crazy Cow	30% MP (One) [Ilia's]
	Cream Soda	30% HP (One)
	Fiery Cyclops Cider	50% MP (One)
	Fire in the Sky	30% MP (One)
	Golden Natto	45% HP (One)
	Handmade Soba	38% HP (One)
	Howling Fox Cider	70% MP (One)
	Joyful Bandit Cider	30% MP (One)
	Leaping Titan Cider	70% MP (One)
	Mango Lassi	30% MP (One)
	Natto	25% HP (One)
	Plum Rice Ball	36% HP (One)
	Root Beer	30% HP (One)
	Salmon Rice Ball	36% HP (One)
	Salt Rice Ball	30% HP (One) [T'nique's]
	Seaweed Rice Ball	36% HP (One)
Super Rice Ball	38% HP (One)	
Tropical Melody	30% HP (One) [Cyuss']	
	Banana Frappe (Fail)	3% MP (One)
	Stinky Bean Cake (Fail)	1% HP (One)

Meat	10 oz. Steak	35% HP (One)	
	16 oz. Steak	38% HP (One)	
	Chicken Shish Kebab	15% HP (One)	
	Escargot	5% HP (One) [Ioshua's]	
	Hamburg Steak	32% HP (One)	
	Liver Stir-Fry	32% HP (One)	
	Pork Soup	15% HP (One)	
	Prehistoric Meat	50% HP (One)	
	Spicy Beef Soup	30% HP (One)	
	Tasteless Stew (Fail)	1% MP (One)	
-----			
Vegetables	Boiled Mushrooms	10% HP (One) [Ronyx's]	
	Cabbage Roll	30% HP (One)	
	Corn on the Cob	28% HP (One)	
	Fresh Spring Roll	38% HP (One)	
	Mesona Jelly	40% HP (One) [Ashlay's]	
	Salad	22% HP (One)	
	Stew	36% HP (One)	
	Stir-Fry	35% HP (One)	
	Twiced-cooked Pork	35% HP (One) [Roddick's]	
	Vegetable Soup	35% HP (One)	
	Wilted Salad (Fail)	2% HP (One)	
-----			
Eggs and Dairy	Coffee Milk	15% HP (One)	
	Egg Soup	30% HP (One)	
	Fried Egg	18% HP (One)	
	Ham and Eggs	25% HP (One)	
	Macaroni Gratin	10% HP (One)	
	Milk Shake	30% HP (One)	
	Rice Omelet	20% HP (One) [Eyrs']	
	Sachertorte	36% HP (One)	
	Sea Yogurt	35% MP (One)	
	Sugar Crepe	10% HP (One)	
	Vanilla Ice Cream	10% HP (One)	
	Old Milk (Fail)	1% MP (One)	
	Bitter Cake (Fail)	1% HP (One)	
-----			
Organic Vegetables	Golden Stew	90% MP (All)	
	Healthy Juice	60% MP (One)	
	Kimchi	40% HP (One)	
-----			
Sirloin	Amazing Tenderloin	70% HP (All)	
	Christmas Turkey	60% HP (One)	
	Golden Stir-Fry	60% HP (One)	
-----			
Top-Quality Tuna	Legendary Otoro	70% HP/MP (One)	
	Tuna Belly Rice Bowl	Revives 100% HP (One)	
	Tuna Platter	60% HP (One)	
-----			
Marenne Oysters	Eel Soup	65% HP (One)	
	Lord's Ozoni	60% HP/MP (One)	
	Super-Spicy Stew	80% HP (One)	
-----			
Magic Rice	Pure Rice Ball	60% HP (One)	
	Sweet Curry	100% HP/MP (One)	
	Tearful Risotto	80% HP/MP (One)	
-----			
Creamy Cheese	Delectable Cheese	70% HP (One)	
	Fresh Juice	70% MP (All)	
-----			

Sweet Fruit	Beautiful Ice Cream	80% HP/MP (One)
	Custard of Life	100% HP (One)
	Deluxe Fruit Platter	60% HP (One)
	Demonic Durian	80% HP/MP (One)
-----		
Gelatinous Slime	Collagen Jelly	60% HP/MP (One)
	Ooze Cocktail	30% MP (All)
	Saucy Noodles	65% HP (One)
	Slimy Gelatin	60% MP (One)
-----		
Wobbly Slime	Agar Drink	35% MP (One)
	Nata de Coco	30% MP (One)
	Slimy Gelatin	60% MP (One)
	Tofu Pudding	30% MP (One)
-----		
Ingredients of Yarma	Devil's Ramen	50% HP (All)
	Hot Pot of Shadows	70% HP (All)
	Luxury Grape Juice	90% HP/MP (One)
	Steak of the Demons	90% HP (All)

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Alchemy [11.H3]

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=====O		
REQUIRED SKILLS	Technology, Mineralogy	
	Faeriology	
-----		
REQUIRED ITEMS	Iron	
-----		
TALENTS	Blessing of Mana	
-----		
ENHANCING ITEMS	Lezard's Flask	
	Triangle Flask	
=====O		

Alchemy allows you to create various minerals from the common item Iron. This is helpful in Crafting, Customization, and Blacksmith. The higher your skill level the more minerals that are available. The table below shows which mineral is available at each level. Some of the minerals require the Lezard's Flask which is unattainable until you reach Ionis.

Please note that if you do not have the Talent "Blessing of Mana", which is only available to Mages, the chances of failure are ~90%.

=====O			
LEVEL	MINERAL	LEZARD'S FLASK	
-----			
1	Silver	No	
1	Gold	No	
2	Sapphire	No	
2	Ruby	No	
3	Green Beryl	No	
3	Crystal	No	
4	Diamond	No	
5	Star Ruby	No	
6	Damascus	No	
6	Rune Metal	Yes	
7	Orichalcum	No	

7	Rainbow Diamond	Yes
8	Moonstone	Yes
8	Philosopher's Stone	Yes
8	Meteorite	Yes
8	Mithril	Yes

=====O

=====O  
 | Survival | [11.I3] |  
 =====O

REQUIRED SKILLS	Herbology, Resilience
REQUIRED ITEMS	N/A
TALENTS	N/A
ENHANCING ITEMS	Survival Kit

Survival is more of a last ditch effort specialty because most of the items are very common and are more easily obtained in item shops. There are some items that are extremely rare and can help for early game customization or crafting.

\* Indicates the item is rare

FOOD	MINERAL	HERB
Eggs and Dairy	Crystal	Athelas
Fruit	Damascus	Artemis Leaf
Grains	Diamond	Lavender
Meat	Gold	Mandrake
Seafood	Green Beryl	Rose Hip
Vegetables	Iron	Wolfsbane
	Meteorite*	
	Mithril*	
	Moonstone*	
	Orichalcum	
	Philosopher's Stone*	
	Rainbow Diamond*	
	Ruby	
	Rune Metal*	
	Sapphire	
	Silver	
	Star Ruby	

=====O  
 | Replication | [11.J3] |  
 =====O

REQUIRED SKILLS	Imitation
REQUIRED ITEMS	Magical Camera/RIRICA
	Magical Film
	Reproducible Item



TALENTS	N/A
ENHANCING ITEMS	RIRICA

Replication gives you the ability to duplicate items. Not all items in the game are able to be replicated but rightfully so, still there are quite a few items that you may want to replicate (Faerie Ring). Orchestra helps a bunch here.

Machinist	[11.K3]
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REQUIRED SKILLS	Machinery, Operation
REQUIRED ITEMS	Mechanic's Toolbox
TALENTS	Design Sense, Nimble Fingers
ENHANCING ITEMS	N/A

Machinist creates combat items and items that increase your success rate in other specialties.

POSSIBLE ITEMS
Daze Bomb, Deadly Poison, Soldering Iron
Flare Bomb, Mind Bomb, Magician's Glove
Music Box
4-way Bomb, Assault Bomb, Sterile Glove
Word Processor
Defense Bomb, Graphic Tool, Megabomb, RIRICA
Survival Kit
Element Analyzer, Nuclear Bomb, Triangle Flask

Oracle	[11.L3]
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REQUIRED SKILLS	ESP, Piety, Purity
REQUIRED ITEMS	N/A
TALENTS	N/A
ENHANCING ITEMS	N/A

This specialty is completely optional as it provides no real benefit for you.

Using this specialty will give you hints or suggestions for the game.

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O=====O
| Music                                     [11.M3] |
O=====O

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O=====O
| REQUIRED SKILLS |Music Knowledge, Performance|
|-----|-----|
| REQUIRED ITEMS  | Instrument                          |
|               | Feather Pen (Compose)              |
|               | Conductor Baton (Perform)         |
|-----|-----|
| TALENTS       | Rhythm Sense, Listening             |
|-----|-----|
| ENHANCING ITEMS | Music Editor                       |
O=====O

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Arguably one the most powerful specialties in the game, Music opens up a whole new world for you. To learn songs you must first obtain an Instrument. Then you need a Feather Pen to compose new songs, there are 2 songs per Instrument. When you have learned a song you can then Perform it with the help of a Conductor Baton. It is nearly impossible to play any song unless you have both talents.

Again, if you don't have both Talents (Rhythm Sense and Listening) your will fail 99% of the time. This means that Roddick will almost always fail, because he can never learn Listening.

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O=====O
| SONG           | INSTRUMENT           | EFFECT                               |
|-----|-----|-----|
| Spirit Dance   | Cembalo              | Increases HIT                        |
|-----|-----|-----|
| Faerie Dance   | Cembalo              | Increases AGL                        |
|-----|-----|-----|
| Battle Blues   | Harmonica            | Increases random encounters         |
|-----|-----|-----|
| Lonely Blues   | Harmonica            | Decreases random encounters         |
|-----|-----|-----|
| Song for Justice | Lyre                 | Increased ATK                        |
|-----|-----|-----|
| The Eternal Song | Lyre                 | Increased DEF                        |
|-----|-----|-----|
| A Pale Breeze  | Mystical Shamisen   | Increased Movement Rate            |
|-----|-----|-----|
| A Hidden Power | Mystical Shamisen   | Increased HP/MP                     |
|-----|-----|-----|
| Salvation Hymn | Piano                | HP/MP recovery from walking        |
|-----|-----|-----|
| Celebration Hymn | Piano                | Increase of all stats              |
|-----|-----|-----|
| A Healing Tune | Pipe Organ           | HP recovery from walking           |
|-----|-----|-----|
| A Relaxing Tune | Pipe Organ           | MP recovery from walking           |
|-----|-----|-----|
| The Devil's Aria | Silver Trumpet      | Summon special enemy if in a      |
|               |                       | random encounter area. See        |
|               |                       | section [05.05] for details       |
|-----|-----|-----|

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Aria of the Gods	Silver Trumpet	Temporarily gives everyone
		all talents for specialties
Hero's Arrival	Violin	Summon an enemy from your
		current encounter area
Goddess' Arrival	Violin	Significantly increases
		specialty success rate

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Train	[11.N3]
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REQUIRED SKILLS	Determination, Effort
	Resilience
REQUIRED ITEMS	N/A
TALENTS	N/A
ENHANCING ITEMS	N/A
COEFFICIENT	Party total training level
	x 0.25

=====

When you train you gain more experience according to the coefficient. The penalty you pay is a decrease in ATK and DEF by the same coefficient. This number can be as low as 0.25% or as high as 20%. The combined total of all characters Train level factors in to this so if all 8 characters have level 10 Train you can level up quite a bit faster.

Scouting	[11.O3]
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REQUIRED SKILLS	Danger Radar
REQUIRED ITEMS	N/A
TALENTS	Animal Instinct
ENHANCING ITEMS	N/A
COEFFICIENT	(Skill Lvl x5) +/- 100%

=====

Scouting is used to increase or decrease the random encounter rate. The way the coefficient modifies the encounter rate is in the form of a percent. At skill level 10 you can raise the encounter rate to 150% or drop it to 50%.

Familiar	[11.P3]
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REQUIRED SKILLS	Animal Training, Whistling
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REQUIRED ITEMS	Pet Food
TALENTS	Love of Animals
ENHANCING ITEMS	N/A

This specialty allows you to summon a bird that has items for sale. It can be used anywhere and is helpful if your low on items in the middle of a dungeon.

LEVEL	ITEMS	LEVEL	ITEMS
1-2	Aquaberries.....70 Fol	7-8	Eggs and Dairy.....20 Fol
	Blackberries.....180 Fol		Fruit.....80 Fol
Pigeon	Bluberries.....50 Fol		Grains.....150 Fol
	Spectacles.....10 Fol	Hawk	Meat.....50 Fol
			Seafood.....150 Fol
3-4	Flare Bomb.....180 Fol		Vegetables.....20 Fol
	Lavender.....35 Fol		
Crow	Rose Hip.....230 Fol	9-10	Aquaberries.....70 Fol
	Wolfsbane.....150 Fol		Athelas.....800 Fol
			Blackberries.....180 Fol
5-6	Mandrake.....80 Fol		Blueberries.....50 Fol
	Mind Bomb.....300 Fol	Eagle	Magic Canvas.....300 Fol
Stork	Paralysis Cure.....100 Fol		Medicine Bottle...300 Fol
	Resurrection Elixir..500 Fol		Resurrection Elixir500 Fol
	Stone Cure.....100 Fol		Spectacles.....10 Fol

Pickpocketing [11.Q3]

REQUIRED SKILLS	Courage, Poker Face
REQUIRED ITEMS	Thief's Glove OR Magician's Glove
TALENTS	Nimble Fingers
ENHANCING ITEMS	Magician's Glove

Pickpocketing gives you the ability to steal items from NPCs and PCs. The only downside to stealing is that you'll lose AL from your party members the more you pickpocket. Even if your in a PA you'll still lose AL. There isn't much worth stealing in First Departure, so you may just want to skip this altogether. However, if you really want to pickpocket, check out my Pickpocketing Guide. It gives a list of what you can steal.

Super Specialties [11.04]

Super Specialties combine multiple party members specialties to create a new more powerful specialty. To unlock a Super Specialty you must have two or more

characters level the key specialty to a minimum of level 3, then obtain the other specialty needed for it. Super Specialty levels are determined by the key specialties levels, the sum of your characters key specialty levels divided by 3 gives you the level of the Super Specialty.

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=====O
| Master Chef | [11.A4] |
=====O

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=====O
| KEY SPECIALTY | Cooking |
|-----|-----|
| OTHER SPECIALTY | Compounding |
|-----|-----|
| REQUIRED ITEMS | Ingredients |
|-----|-----|
| ENHANCING ITEMS | Keen Kitchen Knife |
=====O

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Master Chef is an enhanced version of cooking where you can combine 2 ingredients and make entirely new cooking dishes.

```

=====O
| MIX EGGS AND DAIRY W/ | POSSIBLE ITEMS | EFFECTS |
|-----|-----|-----|
| Eggs and Dairy | Fabulous Flan | 90% MP (One) |
| | Umami-bo Candy 11 | 30% HP (One) |
| | Old Milk (Fail) | 1% MP (One) |
|-----|-----|-----|
| Fruit | Mixed Fruit Juice | 40% MP (All) |
| | Bitter Cake (Fail) | 1% HP (One) |
|-----|-----|-----|
| Grains | Chicken and Egg Bowl | 46% HP (One) |
| | Bitter Cake (Fail) | 1% HP (One) |
|-----|-----|-----|
| Meat | Beef and Egg Bowl | 46% HP (One) |
| | Umami-bo Candy 5 | 20% HP (One) |
| | Tasteless Stew (Fail) | 1% MP (One) |
|-----|-----|-----|
| Seafood | Seafood Gratin | 50% HP (One) |
| | Umami-bo Candy 13 | 35% HP (One) |
| | Rotting Sashimi (Fail) | Poison |
|-----|-----|-----|
| Vegetables | Cheese Salad | 60% HP/MP (One) |
| | Wilted Salad (Fail) | 2% HP (One) |
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=====O
| MIX FRUIT W/ | POSSIBLE ITEMS | EFFECTS |
|-----|-----|-----|
| Fruit | Fresh Orange Juice | 40% MP (One) |
| | Umami-bo Candy 14 | 38% HP (One) |
| | Bitter Juice (Fail) | 1% MP (One) |
|-----|-----|-----|
| Grains | Fruit Sandwich | 50% MP (All) |
| | Umami-bo Candy 12 | 30% HP (One) |
| | Bitter Juice (Fail) | 1% MP (One) |
|-----|-----|-----|
| Meat | Sweet and Sour Pork | 40% HP (One) |
| | Umami-bo Candy 8 | 28% HP (One) |
| | Tasteless Stew (Fail) | 1% MP (One) |
|-----|-----|-----|

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Seafood	Sauteed Sweet Bream	50% MP (One)
	Rotting Sashimi (Fail)	Poison
-----		
Vegetables	Tomato Salad	50% HP (One)
	Umai-bo Candy 3	11% HP (One)
	Bitter Juice (Fail)	1% MP (One)

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MIX GRAINS W/	POSSIBLE ITEMS	EFFECTS
-----		
Grains	Bean Rice Cake	56% HP (One)
	Umai-bo Candy 10	29% HP (One)
	Tasteless Stew (Fail)	1% MP (One)
-----		
Meat	Beef Rice Bowl	30% HP (One)
	Umai-bo Candy 9	28% HP (One)
	Tasteless Stew (Fail)	1% MP (One)
-----		
Seafood	Seafood Rice Bowl	60% HP (One)
	Umai-bo Candy 7	25% HP (One)
	Rotting Sashimi (Fail)	Poison
-----		
Vegetables	Saucy Rice	Cures paralysis, petrify, poison; revives (One)
	Wilted Salad (Fail)	1% HP (One)

=====

MIX MEAT W/	POSSIBLE ITEMS	EFFECTS
-----		
Meat	Mixed Meat Hamburg	40% HP/MP (One)
	Umai-bo Candy 2	11% HP (One)
	Tasteless Stew (Fail)	1% MP (One)
-----		
Seafood	Kimchi Hot Pot	70% HP (All)
	Nectar	100% HP/MP (One)
	Tasteless Stew (Fail)	1% MP (One)
-----		
Vegetables	Mutton BBQ	45% HP/MP (One)
	Umai-bo Candy 4	15% HP (One)
	Tasteless Stew (Fail)	1% MP (One)

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MIX SEAFOOD W/	POSSIBLE ITEMS	EFFECTS
-----		
Seafood	Deluxe Sushi	70% HP (One)
	Umai-bo Candy 1	5% HP (One)
	Rotting Sashimi (Fail)	Poison
-----		
Vegetables	Fish Ball Soup	Cures paralysis, petrify, poison; revives (One)
	Wilted Salad (Fail)	1% HP (One)

=====

MIX VEGETABLES W/	POSSIBLE ITEMS	EFFECTS
-----		
Vegetables	Daikon Salad	70% HP/MP (One)
	Umai-bo Candy 6	21% HP (One)
	Wilted Salad (Fail)	1% HP (One)

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=====		
KEY SPECIALTY	Music	
-----	-----	
OTHER SPECIALTY	Art	
-----	-----	
REQUIRED ITEMS	Conductor's Baton	
	Various Instruments	
-----	-----	
ENHANCING ITEMS	N/A	
=====		

This Super Specialty plays one song that gives a handy ability that, while being played, all characters function as if they have all talents. This aids in item creation but also enhances the chances to acquire a secret talent.

=====		
Enlightenment		[11.C4]
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=====		
KEY SPECIALTY	Train	
-----	-----	
OTHER SPECIALTY	Survival	
-----	-----	
REQUIRED ITEMS	N/A	
-----	-----	
ENHANCING ITEMS	N/A	
-----	-----	
COEFFICIENT	Train Skill x 4	
=====		

If you turn Enlightenment on every time your characters level they will gain more skill points. Many stats take a hit but you will max out many skills early in the game and save lots of leveling.

- %Hit decreased by coefficient divided by 5
- %AVD, GUTS, and SPEED decreased by coefficient

=====		
Publication		[11.D4]
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=====		
KEY SPECIALTY	Writing	
-----	-----	
OTHER SPECIALTY	Machinist	
-----	-----	
REQUIRED ITEMS	Fountain Pen	
-----	-----	
ENHANCING ITEMS	Word Processor	
=====		

Publication lets you choose a character to write a book. The books let you set the Affection Levels between the author and the reader to 8. This helps tweak endings to your liking.

=====		
CHARACTER	BOOK	
-----	-----	
Ashlay	The Seven Veterans	

Cyuss	Survival for Dummies
Erys	Assassin's Manual
Ilia	A Drunken Holiday
Ioshua	Tales of a Young Boy
Mavelle	This Cruel World
Millie	A Guide to Sweets
Pericci	Little Kitty Lost
Phia	The Innocent Knight
Roddick	TriMan to the Rescue
Ronyx	Universe Quest
T'nique	Suisuiden
Welch	How to Use Your Boss

Group Appraising [11.E4]

KEY SPECIALTY	Appraising
OTHER SPECIALTY	Crafting
REQUIRED ITEMS	Spectacles
ENHANCING ITEMS	N/A

For one transaction you can raise or lower the price of goods at shops. Lower the price when buying and raise it when selling to get the most of your money.

Blacksmith [11.F4]

KEY SPECIALTY	Customization
OTHER SPECIALTY	Alchemy
REQUIRED ITEMS	Smith's Hammer, Minerals
ENHANCING ITEMS	Magical Rasp

Blacksmith lets you create armor and accessories from minerals. Some of the better items in the game are created this way. Having the Magical Rasp may increase your chances of success but it also limits what items you can create.



The Magical Rasp can be bought from the Santa Dealer in Silvalant for 100,000 Fol.

Failures:

Weird Boots

Weird Armor

Weird Guantlet

Holey Armor

List of Armor		[11.BL]
Mineral	Description/Stats	Magical Rasp
Iron	Fine Shield - DEF 15, AVD 75	No
	Knight's Shield - DEF 10, AVD 70	No
	Ankh Shield - DEF 20, AVD 80	Yes
	Kitty Hairband - DEF 25, HIT 10, AVD 10	Yes
Orichalcum	Hermit's Cap - Halves Fire Dmg DEF 35, AVD 20	No
	Dream Crown - Absorbs Fire, Wind Dmg. DEF 40	Yes
	Reflecting Plate - Halves Fire, Wind Dmg. Absorbs Light Dmg. DEF 300	Yes
Damascus	Dwarven Boots - DEF 50	No
	Dwarven Helmet - DEF 60	NO
	Dwarven Mail - Halves Fire Damage. DEF 200	No
	Dueling Helmet - DEF 100	Yes
	Dueling Suit - Protects from Petrification. Halves earth, fire, and wind damage. DEF 300	Yes
	Magic Bikini - Halves earth, wind, and fire damage. DEF 300	Yes
Moonrock	Kitty Suit - DEF 200	No
	Dueling Suit - Protects from Petrification. Halves earth, fire, and wind damage. DEF 300	NO
	Battle Suit - DEF 500	Yes
	Kitty Armor - Nullifies earth and fire damage DEF 500	Yes
Mithril	Mithril Greaves - DEF 75	No
	Mithril Helmet - DEF 70	No
	Mithril Mesh - Halves water, fire, and wind damage. DEF 200	Yes
	Mithril Shield - Protects against paralysis DEF 30, AVD 90	Yes
Meteorite	Silver Greaves - DEF 30	No
	Steel Helmet - DEF 50	No
	Steel Armor - DEF 150	No
	Sylvan Boots - DEF 100	Yes
	Sylvan Helmet - DEF 80	Yes
Sylvan Mail - Protects from petrification Halves wind and dark damage. DEF 250		Yes
Rune Metal	Robe of Deception - Protects from petrification Nullifies wind and light damage. DEF 100	No
	Cloak of the Stars - Halves light damage. DEF 220	Yes

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O=====O
| Contraband | [11.G4] |
O=====O

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O=====O
| KEY SPECIALTY | Pickpocketing |
|-----|-----|
| OTHER SPECIALTY | Replication |
|-----|-----|
| REQUIRED ITEMS | Premium Paper |
|-----|-----|
| ENHANCING ITEMS | N/A |
O=====O

```

Contraband is mainly used for profit. Most of the items sell for a decent price or at the least can be used to save you money. You will lose Affection Level from your party members when using Contraband. Possible items from using Contraband are:

- Bounced Check
- Contract
- Counterfeit Medal
- Forged Bill
- Forged Check
- Forged Document
- Health Insurance
- Item Order
- Secret Account
- Seizure Warrant
- Stock Certificate

```

O=====O
| Talent Chart | [11.05] |
O=====O

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Talents are additional "specialties" which give you 100 SP bonus when you learn them. You can acquire the talent by repeatedly performing a certain specialty, you may eventually acquire the necessary talent. You'll hear a "Ping" sound, when you've unlocked one, and a message will pop up saying "You have acquired the secret talent "XXXX".

Talents also improve your success rate in item creation type which is related to the learned talent. For example, learning Design Sense boosts your success rate in Art.

Each character has starting talents and secret talents which have to be learned. The talent they start with is random, so always save before gaining a new character. If you want a specific skill to begin with, and you don't get it, restart until you do.

The maximum amount of talents one character can have is 10 (although as shown below, not everyone can learn all the talents).

```

O=====O
| Talent Name | Learned when using | Characters who CANNOT learn |
|-----|-----|-----|
| Originality | CraftingCustomization | IOSHUA, ERYS, ILIA |
|-----|-----|-----|

```

Taste	Cooking	RONYX
Nimble Fingers	Crafting, Machinist	CYUSS, ASHLAY
Design Sense	Art, Machinist	ASHLAY
Rhythm Sense	Music	N/A
Composition	Writing	N/A
Love of Animals	Familiar	IOSHUA, ERYs, RONYX
Listening	Music	RODDICK
Blessing of Mana	Alchemy	RODDICK, CYUSS, ASHLAY, ILIA, PHIA T'NIQUE, PERICCI, WELCH
Animal Instinct	Scout	RONYX, ILIA

Version History [12.00]

Version 1.00 (05/16/10)

- Finished adding most of the missing locations. Just missing the Light Cross now.

Version 0.99 (06/08/09)

- Added more SFT Q/A
- Added a few missing where/how to get

Version 0.98 (06/03/09)

- Finished Foods
- Added Where to get/How to make for most weapons/armor/helmet/shields/greaves
- Finished Combat Items
- Finished Accessories

Version 0.88 (06/01/09)

- Added Foods F-P, V-W

Version 0.85 (05/15/09)

- Changed layout
- Added where/how to get for the Single Use Items and Food (A-B)

Version 0.80 (05/08/09)

- Finished Item List
- Missing Descriptions/Where to Get/Make items
- Decided to Add Item Creation/Super Specialty Guide
- Missing Item Creation/Super Specialty Guide

Version 0.60 (2/03/09)

- Finished Armor list
- Finished Material list
- Finished Key Item list
- Added NOTE to read Welch's weapons descriptions

Version 0.20 (1/26/09)

- Finished Weapon list

- started Armor list

Version 0.10 (12/24/08)

- Finished Single-use Item list

- started Food list

- started Weapon list.

```
O=====O
| Credits/Thanks [13.00] |
O=====O
```

Thank you people who made cwCheat, and the codes to go along with it (I really really love debug mode).

Thank you noz3r0! Your SOSE guide was extremely helpful! Especially your Item Creation/Specialty information. A lot of items from SOFD were in SOSE so I was able easily get the information down. <3

Thank you tamashii for the info on some items.

Thank you VeghEsther for the info on some items.

Thank you Eric for pointing out I have a pickpocketing guide, and there are various items one can get in there, and then listing them! <3

Thank you LeoChris for a good amount of items and how to get.

Thank you Hugo for giving me a lot of info as well!

```
O=====O
| Contact Info [14.00] |
O=====O
```

My name is Rikki, and my e-mail is rinoa\_10@yahoo.com

Feel free to e-mail me any questions/comments/advice/mistakes.

However, when you e-mail me please arrange your subject header like this:

SOFD: "Subject Here"

Putting the SOFD: in front of your subject will help me filter e-mails related to the Star Ocean: First Departure guides/walkthroughs I've done. Will I read your e-mail if you don't do this? Probably not, I'm paranoid so I don't read e-mails if I don't know who they're from. Adding the SOFD will allow me to read it.

Pleaaase send in where to get the items if you know. Thanks.

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