

"Air Knife" -- Knife with a curvy edge. Vacuum made by shape of blade increases power.

ATTACK POWER: 10 EVADE %: 5% 2-swords Wind elemental

"Assassin Dagger" -- Dagger used to assassinate

ATTACK POWER: 7 EVADE %: 5% 2-swords ADD: Death Sentence

"Blind Knife" -- Knife with chemicals. The chemical has a blinding effect.

ATTACK POWER: 4 EVADE %: 5% 2-swords ADD: Darkness

"Dagger" -- For self-defense. Although blade is longer than a knife, attack power isn't very high.

ATTACK POWER: 3 EVADE %: 5% 2-swords

"Mage Masher" -- Knife used to battle sorcerers. Mutes target.

ATTACK POWER: 4 EVADE %: 5% 2-swords ADD: Silence

"Main Gauche" -- Dager for attacking and defending. High % of evading attacks.

ATTACK POWER: 6 EVADE %: 40% 2-swords

"Myhtril Knife" -- Knife made with myhtril, a high quality metal suitable for weapons and protectors. Sturdy and easy to handle.

ATTACK POWER: 4 EVADE %: 5% 2-swords

"Orichalcum" -- Knife made with a hard, special metal. Light-weight and sharp.

ATTACK POWER: 7 EVADE %: 5% 2-swords

"Platina Dagger" -- Knife of myhtril and platinum. Has a white, shiny blade.

ATTACK POWER: 7 EVADE %: 5% 2-swords

"Zorlin Shape" -- Knife made in cutlery capital.

ATTACK POWER: 12 EVADE %: 10% 2-Swords ADD: Sleep

N I N J A S W O R D S

EQUIPPED BY: Ninja

"Hidden Knife" -- A sword for concealment. Shorter than standard sword.

ATTACK POWER: 8 EVADE %: 5% 2-swords 2 hands

"Iga Knife" -- Superb Ninja sword used by a secret group.

ATTACK POWER: 15 EVADE %: 10% 2-swords 2 hands

"Koga Knife" -- A powerful Ninja sword used by a secret group.

ATTACK POWER: 12 EVADE %: 15% 2-swords 2 hands

"Ninja Edge" -- A sword used by Ninja. Good for battles as blade's longer than regular Ninja sword.

ATTACK POWER: 12 EVADE %: 5% 2-swords 2 hands

"Ninja Knife" -- Multi-purpose weapon for Ninja. Can be used as a Ninja Sword.

ATTACK POWER: 9 EVADE %: 5% 2-swords 2 hands

"Short Edge" -- Light-weight sword with a short blade. Easy to carry.

ATTACK POWER: 10 EVADE %: 5% 2-swords 2 hands

"Spell Edge" -- Sword that seals target's actions.

ATTACK POWER: 13 EVADE %: 5% 2-swords 2 hands ADD: Don't Act

S W O R D S

EQUIPPED BY: Squire, Knight, Geomancer

"Ancient Sword" -- Sword made by ancient methods.
ATTACK POWER: 9 EVADE %: 5% 2-swords 2 hands ADD: Don't Move

"Blood Sword" -- Sword with magenta blade. Bloody looking blade symbolizes its gruesome effects.
ATTACK POWER: 8 EVADE %: 5% 2-swords 2 hands (*Recover HP equal to damage with the sword)

"Broad Sword" -- Wide blade used for slaying. Cheap ordinary sword. Low attack power.
ATTACK POWER: 4 EVADE %: 5% 2-swords 2 hands

"Coral Sword" -- Single-edged sword with coral design.
ATTACK POWER: 8 EVADE %: 5% 2-swords 2 hands Lightning elemental

"Diamond Sword" -- Sword with small diamonds in the blade. Slices enemy up.
ATTACK POWER: 10 EVADE %: 5% 2-swords 2 hands

"Ice Brand" -- Sword as clear as ice.
ATTACK POWER: 13 EVADE %: 10% 2-swords 2 hands Ice elemental
MAGIC: Ice 2

"Iron Sword" -- Iron sword. Extremely heavy but with a wide sturdy blade.
ATTACK POWER: 6 EVADE %: 5% 2-swords 2 hands

"Long Sword" -- Double-edged, sharp and straight. Ordinary sword used for slaying and stabbing.
ATTACK POWER: 5 EVADE %: 10% 2-swords 2 hands

"Materia Blade" -- Foreigner's Sword.
ATTACK POWER: 10 EVADE %: 10% 2-swords 2 hands (*without this sword, Cloud cannot use his Limit Breaks)

"Mythril Sword" -- Mythril Sword, a special type of metal. Extremely light and shiny.
ATTACK POWER: 7 EVADE %: 8% 2-swords 2 hands

"Nagrarock" -- Ebony sword from the Apocalypse.
ATTACK POWER: 1 EVADE %: 50% 2-swords 2 hands ADD: Frog

"Platinum Sword" -- Shiny sword made of platinum and mythril. The wide edge cuts extremely well.
ATTACK POWER: 12 EVADE %: 10% 2-swords 2 hands

"Rune Sword" -- Sword with ancient engravings.
ATTACK POWER: 14 EVADE %: 15% 2-swords 2 hands AT Magic+2

"Sleep Sword" -- Wide-bladed sword with a jet black design.
ATTACK POWER: 9 EVADE %: 5% 2-swords 2 hands ADD: Sleep

K N I G H T S W O R D S
EQUIPPED BY: Knight

"Chaos Blade" -- Holy Knight sword said to be from God.
ATTACK POWER: 40 EVADE %: 20% 2-swords 2 hands ALWAYS: Regen
ADD: Petrify

"Defender" -- Wide steel Knight sword. Rounded tip on the grip has a gem inside.
ATTACK POWER: 16 EVADE %: 60% 2-swords 2 hands

"Excalipar" -- ?????? (NEEDS CONFIRMATION - haven't heard of it at all)

"Ragnarok" -- Knight sword from the Apocalypse.

ATTACK POWER: 24 EVADE %: 20% 2-swords 2 hands ALWAYS: Shell

"Save the Queen" -- Knight sword given as a symbol of one's loyalty.

ATTACK POWER: 18 EVADE %: 30% 2-swords 2 hands ALWAYS: Protect

K A T A N A S
EQUIPPED BY: Samurai

"Asura Knife" -- Bright white sword.

ATTACK POWER: 7 EVADE %: 15% 2-swords 2 hands

"Bizen Boat" -- High quality iron sand sword. Hand-made by Osafune.

ATTACK POWER: 9 EVADE %: 15% 2-swords 2 hands

"Chirijiraden" -- Chirijiraden ornamental sword, made with delicate work.

ATTACK POWER: 25 EVADE %: 15% 2-swords 2 hands

"Heaven's Cloud" -- Replica of a sword from a dragon's tail that damaged a samurai kingdom.

ATTACK POWER: 11 EVADE %: 15% 2-swords 2 hands

"Kikuichimoji"-- Crysanthemum crested sword.

ATTACK POWER: 15 EVADE %: 15% 2-swords 2 hands

"Kiyomori" -- Well made famous sword. Beautiful and cuts extremely well.

ATTACK POWER: 12 EVADE %: 15% 2-swords 2 hands

"Koutetsu Knife" -- Sword with tiger engraved on the blade.

ATTACK POWER: 8 EVADE %: 15% 2-swords 2 hands

"Masamune" -- Beautifully designed sword and case. Masterpiece of a famous sword maker.

ATTACK POWER: 18 EVADE %: 15% 2-swords 2 hands

"Muramasa" -- Peculiar sword that sucks large amounts of blood.

ATTACK POWER: 14 EVADE %: 15% 2-swords 2 hands

"Murasame" -- A peculiar sword. Causes much blood shed in battle with its sharp edge.

ATTACK POWER: 10 EVADE %: 15% 2-swords 2 hands

"Sasuke Knife" -- A legendary Ninja Sword.

ATTACK POWER: 14 EVADE %: 15% 2-swords 2 hands

Koga knife- atk.-15 eva.-5 (I think) find it at Bridge

A X E S
EQUIPPED BY: Squire, Geomancer

"Battle Axe" -- Ornamental battle axe. Slash enemy by hurling it with both hands.

ATTACK POWER: 9 2 hands only

"Giant Axe" -- Axe with huge head. A larger version of the typical axe.

ATTACK POWER: 12 2 hands only

"Slasher" -- Axe that slows target. Destruction level's also high.

ATTACK POWER: 16 2 hands only ADD: Slow

R O D S
EQUIPPED BY: Wizard, Summoner, Oracle

"Dragon's Rod" -- Rod carries by one attended by dragons. Tip made of dragon bones.

ATTACK POWER: 5 EVADE %: 20% 2-swords 2 hands

"Faith Rod" -- Rod that fills those who touch it with faith.

ATTACK POWER: 5 EVADE %: 20% 2-swords 2 hands ALWAYS: Faith
ADD: Faith

"Flame Rod" -- Rod with fire elemental.

ATTACK POWER: 3 EVADE %: 20% 2-swords 2 hands STRENGTHEN: Fire
MAGIC: Fire

"Ice Rod" -- Rod with ice elemental.

ATTACK POWER: 3 EVADE %: 20% 2-swords 2 hands STRENGTHEN: Ice
Magic: Ice

"Poison Rod" --Rod with deadlt poison on its tip."

ATTACK POWER: 3 EVADE %: 20% 2-swords 2 hands ADD: Poison

"Rod" -- Rod-like oak weapon

ATTACK POWER: 3 EVADE %: 20% 2-swords 2 hands

"Thunder Rod" -- Rod with lightning elemental.

ATTACK POWER: 3 EVADE %: 20% 2-swords 2 hands STRENGTHEN: Lightning
MAGIC: Bolt

"Wizard Rod" -- Rod that increases the magic ability of the user.

ATTACK POWER: 4 EVADE %: 20% 2-swords 2 hands AT Magic+2

S T A V E S
EQUIPPED BY: Priest, Time Mage, Summoner, Oracle

"Gold Staff" -- Glittering golden staff

ATTACK POWER: 6 EVADE %: 15% 2-swords 2 hands

"Healing Staff" -- Staff with power of spirit inside. Recovers HP of whoever it strikes.

ATTACK POWER: 4 EVADE %: 15% 2-swords 2 hands (*Restores target's HP
equal to attack damage)

"Oak Staff" -- Oak staff

ATTACK POWER: 3 EVADE %: 15% 2-swords 2 hands

"Rainbow Staff" -- Staff with serpent scales on the tip.

ATTACK POWER: 5 EVADE %: 15% 2-swords 2 hands

"White Staff" -- Staff for one who takes holy orders. Symbolic meaning is stronger than
its power in battle.

ATTACK POWER: 3 EVADE %: 15% 2-swords 2 hands CANCEL: Death Sentence

"Wizard Staff" -- Cypress staff. Increases magic attack power of user.

ATTACK POWER: 4 EVADE %: 15% 2-swords 2 hands AT Magic+1

H A M M E R
EQUIPPED BY: Squire, Ninja

"Flail" -- Wooden stick connected to a metal one, which is the attack portion.

ATTACK POWER: 9 2-swords 2 hands

"Flame Whip" -- Weapon with a iron hammer head.

ATTACK POWER: 11 2-swords 2 hands Fire elemental MAGIC: Fire 2

"Morning Star" -- Medieval Mace

ATTACK POWER: 16 2-swords 2 hands

"Scorpion Tail" -- Like the morning star, but with one spike bigger than the others.

ATTACK POWER: 23 2-swords 2 hands

G U N S
EQUIPPED BY: Chemist, Mediator

"Blast Gun" -- Gun that shoots lightning elemental bullets.

ATTACK POWER: 22 EVADE %: 5% RANGE: 8 Lightning elemental

"Blaze Gun" -- Gun that shoots ice elemental bullets.

ATTACK POWER: 20 EVADE %: 5% RANGE: 8 Ice elemental

"Glacier Gun" -- Gun that shoots fire elemental bullets.

ATTACK POWER: 21 EVADE %: 5% RANGE: 8 Fire elemental

"Mythril Gun" -- Mythril gun

ATTACK POWER: 8 EVADE %: 5% RANGE: 8

"Romanda Gun" -- Gun brought from Romanda, an area in the north.

ATTACK POWER: 6 EVADE %: 5% RANGE: 8

"Stone Gun" -- ????

ATTACK POWER: 8 EVADE %: 5% RANGE: 8

C R O S S B O W S
EQUIPPED BY: Archer

"Bow Gun" -- Crossbow you can shoot with one hand. Uses short arrows.

ATTACK POWER: 3 EVADE %: 5% RANGE: 4

"Cross Bow" -- Crossbow with improved mechanism increasing attack power.

ATTACK POWER: 4 EVADE %: 5% RANGE: 4

"Gastrafitis" -- Most powerful cross bow. Unusually big gives a huge reaction.

ATTACK POWER: 10 EVADE %: 5% RANGE: 4

"Hunting Bow" -- Crossbow used to hunt monsters.

ATTACK POWER: 6 EVADE %: 5% RANGE: 4

"Night Killer" -- Crossbow that shoots special arrows causing abnormal status.

ATTACK POWER: 3 EVADE %: 5% RANGE: 4 ADD: Darkness

"Poison Bow" -- Crossbow with a device that lets it use poison arrows.

ATTACK POWER: 4 EVADE %: 5% RANGE: 4 ADD: Poison

B O W S
EQUIPPED BY: Archer

"Ice Bow" -- Bow that shoots ice elemental arrows.

ATTACK POWER: 5 RANGE: 5 2 hands only Ice elemental

"Lightning Bow" -- Bow that shoots arrows at lightning speed. Lightning elemental arrows.

ATTACK POWER: 6 RANGE: 5 2 hands only Lightning elemental
MAGIC: Bolt 2

"Long Bow" -- Standard bow. An extensive range, lasts a long time.

ATTACK POWER: 4 RANGE: 5 2 hands only

"Mythril Bow" -- Mythril reinforced bow.

ATTACK POWER: 7 RANGE: 5 2 hands only

"Perseus Bow" -- Bow used by mythological hero. Made entirely of metal, it requires great strength to pull it.

ATTACK POWER: 16 RANGE: 5 2 hands only

"Silver Bow" -- Silver bow. Reinforced with thin slats of horn and wood.

ATTACK POWER: 5 RANGE: 5 2 hands only

"Ultimus Bow" -- Bow of the hunting goddess.

ATTACK POWER: 10 RANGE: 5 2 hands only

"Windslash Bow" -- Bow that shoots ultra-high speed arrows. Wind elemental arrows. Increases damaging power with a vacuum created around the arrow.

ATTACK POWER: 8 RANGE: 5 2 hands only Wind elemental

"Yoichi Bow" -- Bow of a famous archer. Huge bow with tremendous power.

ATTACK POWER: 12 RANGE: 5 2 hands only

M U S I C A L I N S T R U M E N T

EQUIPPED BY: Bard

"Bloody Strings" -- Stringed instrument produces many sounds with a wide range.

ATTACK POWER: 13 EVADE %: 10% RANGE: 3

"Fairy Harp" -- ????

ATTACK POWER: 15 EVADE %: 10% RANGE: 3 ADD: Charm

"Ramia Harp" -- Harp produces sounds that affect the mind causing confusion.

ATTACK POWER: 10 EVADE %: 10% RANGE: 3 ADD: Confusion

D I C T I O N A R Y

EQUIPPED BY: Oracle, Calculator

"Battle Dict" -- Dictionary used in battle.

ATTACK POWER: 7 EVADE %: 15% RANGE: 3

"Monster Dict" -- Thick Dictionary.

ATTACK POWER: 8 EVADE %: 15% RANGE: 3

"Papyrus Plate" -- Ancient dictionary with a cover made out of minerals.

ATTACK POWER: 9 EVADE %: 15% RANGE: 3

S P E A R S
EQUIPPED BY: Lancer

"Dragon Whisker" - Spear made of a mysterious metal neither wood nor metal. Said to be dragon whiskers.

ATTACK POWER: 17 EVADE %: 10% RANGE: 2 2 hands

"Holy Lance" -- Bright Holy Spear.

ATTACK POWER: 14 EVADE %: 10% RANGE: 2 2 hands Holy elemental
MAGIC: Holy

"Javelin" -- Cheap light-weight spear. Attacks areas one panel away.

ATTACK POWER: 8 EVADE %: 10% RANGE: 2 2 hands

"Javelin" -- Ultimate spear with matchless attack power.

ATTACK POWER: 30 EVADE %: 10% RANGE: 2 2 hands

"Mythril Spear" -- Spear with mythril head.

ATTACK POWER: 10 EVADE %: 10% RANGE: 2 2 hands

"Oberisk" -- Huge steeple-shaped spear.

ATTACK POWER: 12 EVADE %: 10% RANGE: 2 2 hands

"Partisan" -- Wide double-edged spear. Devised to cause severe damage to its enemy.

ATTACK POWER: 11 EVADE %: 10% RANGE: 2 2 hands

"Spear" -- Standard spear. Capable of long distance attacks.

ATTACK POWER: 9 EVADE %: 10% RANGE: 2 2 hands

S T I C K S
EQUIPPED BY: Oracle, Calculator

"Battle Bamboo" -- Long, slender bamboo stick. Attacks by bending it.

ATTACK POWER: 7 EVADE %: 20% RANGE: 2 2 hands

"Cypress Rod" -- Cypress staff.

ATTACK POWER: 6 EVADE %: 20% RANGE: 2 2 hands

"Gokuu Rod" -- Stick that causes those it strikes to lose faith.

ATTACK POWER: 7 EVADE %: 20% RANGE: 2 2 hands ADD: Innocent

"Iron Fan" -- Gigantic metal-framed fan. Used like a stick with the fan folded.

ATTACK POWER: 7 EVADE %: 20% RANGE: 2 2 hands

"Musk Rod" -- Musk tree stick. Shaped like a huge dipper.

ATTACK POWER: 8 EVADE %: 20% RANGE: 2 2 hands

"Octagon Rod" -- Octagon-carved stick on a steel plate.

ATTACK POWER: 12 EVADE %: 20% RANGE: 2 2 hands
CANCEL: Darkness - Silence - Oil - Frog - Poison - Slow - Stop - Don't Move - Don't Act

"Whale Whisker" -- Ebony stick. The material, neither wood nor metal, said to be giant whale whiskers.

ATTACK POWER: 16 EVADE %: 20% RANGE: 2 2 hands

W O M E N' S B A G

"C Bag" -- High quality brand name bag.

ATTACK POWER: 10 AT Magic+1

"FS Bag" -- Custom-made bag for battle.

ATTACK POWER: 20

"H Bag" -- Limited quantity bag sold at a high price.

ATTACK POWER: 14 Speed+1

"P Bag" -- Simple, but fashionable bag.

ATTACK POWER: 12 ALWAYS: Regen

C L O T H S
EQUIPPED BY: Dancer

"Cashmere" -- Woolen cloth with elasticity and heat absorbtion. Soft, pleasant to touch.

ATTACK POWER: 10 EVADE %: 50% RANGE: 2

"Persia" -- Brightly colored textile with unique thickness, used for carpeting.

ATTACK POWER: 8 EVADE %: 50% RANGE: 2

"Ryozan Silk" -- ????

ATTACK POWER: 15 EVADE %: 50% RANGE: 2

S H I E L D S
EQUIPPED BY: Knight, Archer, Geomancer, Lancer

"Aegis Shield" -- Replica of the Shield of God. Raises.

S`EV Physical 10% - Magic 50% AT Magic+1

"Bronze Shield" -- Bronze Shield. Made small to evade attacks quickly.

S`EV Physical 16%

"Buckler" -- Small shield used in white soldier evade % is low, but it's easy to handle.

S`EV Physical 13% - Magic 3%

"Crystal Shield" - Crystal inlaid shield. Crystals look like mined gems.

S`EV Physical 40% - Magic 15%

"Diamond Shield" -- Diamond Shield. High magic due to divine protection of gems.

S`EV Physical 34% - Magic 15%

"Escutcheon" -- The cheapest shield. S`EV (the shield's evade %) is very low.

S`EV Physical 10% - Magic 3%

"Escutcheon" -- Ultimate shield with matchless evade %.

S`EV Physical 75% - Magic 50%

"Flame Shield" -- Inlaid magenta mythrill shield. The gems possesses the fire elemental.

S`EV Physical 31% ABSORB: Fire HALF: Ice WEAKNESS: Water

"Genji Shield" -- Black foreign-made shield. Made of steel with a unique shape.

S`EV Physical 43%

"Gold Shield" -- Gold rimmed mythrill shield. Physical attacks is higher than magic attacks.

S`EV Physical 25%

"Ice Shield"-- Gem inlaid Mythrill shield. The gems possesses the ice elemental.

S`EV Physical 28% ABSORB: Ice HALF: Fire WEAKNESS: Lightning

"Kaiser Plate" -- Shield named after ancient king. Raises wpn evade % and wpn attack.

S`EV Physical 46% - Magic 20% STRENGTHEN: Fire Lightning Ice

"Mythril Shield" -- Mythril shield. Lighter than it looks and easy to handle.

S`EV Physical 22% - Magic 5%

"Platina Shield" -- Mythril/Platinum shield. Has a white luster.

S`EV Physical 37% - Magic 10%

"Round Shield" -- Small, sturdy shield. The surface ornamented with complex patens.

S`EV Physical 19%

"Venetian Shield" -- Bright shield with special pigment. Reduces elemental damage by half.

S`EV Physical 50% - Magic 25% HALF: Fire Lightning Ice

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H E L M S

H E L M E T S

EQUIPPED BY: Knight, Lancer, Samurai

"Barbuta" - Large helmet with a T-shaped gap for the face.

HP+40

"Bronze Helmet" -- Standard bronze helmet.

HP+20

"Cirplet" -- Helmet with inlay in the forehead. Ears are exposed make it to lighter.

HP+100

"Cross Helmet" -- Helmet that covers head and neck. The face guard protects the face.

HP+70

"Crystal Helmet" -- Inlaid crystal helmet. The crystals look like mined gems.

HP+120

"Diamond Helmet" -- Inlaid cross helmet. Spiritually dense gems increase helmet's power.

HP+80

"Genji Helmet" -- Black foreign helmet. Made of steel with a unique shape.

HP+130

"Gold Helmet" -- Gold helmet.

HP+60

"Grand Helmet" -- ????

HP+150 CANCEL: Dark - Sleep

"Iron Helmet" -- Sturdy steel helmet.

HP+30

"Leather Helmet" -- Rosin helmet with great elasticity.

HP+10

"Mythril Helmet" -- Mythril helmet. Light and sturdy.
HP+50

"Platina Helmet" -- Mythril/Platinum helmet. Has a white luster.
HP+90

H A T S

EQUIPPED BY: Squire, Chemist, Archer, Priest, Wizard, Time Mage, Summoner, Thief,
Mediator, Oracle, Geomancer, Ninja, Calculator, Bard, Dancer

"Black Hood" -- Black cloth hood.
HP+72

"Feather Hat" -- Sturdy white feather hat.
HP+16 MP+5

"Flash Hat" -- Crystal hat whose spiritual power increases agility and magic power.
HP+88 MP+15 AT Magic+1 Speed+1

"Golden Hairpin" -- Beautiful golden hairpin.
HP+80 MP+50 CANCEL: Silence

"Green Beret" -- Beret worn by special unit.
HP+48 Speed+1

"Headgear" -- Leather head gear. Sturdy leather hat.
HP+32 AT Physical+1

"Holy Mirtter" -- Nobles' hat for holy workers who conduct ceremonies.
HP+64 MP+20 AT Magic+1

"Leather Hat" -- Sturdy leather hat.
HP+8

"Red Hood" -- Red cloth hood.
HP+24 MP+8

"Thief Hat" -- Hat increases agility and prevents abnormal status.
HP+100 Speed+2 CANCEL: Don't Move - Don't Act

"Triangle Hat" -- 3-cornered hat with magic pattern on top.
HP+40 MP+12 AT Magic+1

"Twist Headband" -- Twisted towel wrapped around one's head. Strengthens oneself.
HP+56 AT Physical+2

W O M E N ' S R I B B O N

"Barette" -- Hairpin that prevents abnormal status.
HP+20 CANCEL: Dead - Petrify - Invitation - Confusion - Blood Suck - Berserk -
Stop - Charm - Sleep

"Cachusha" - Hairpin that prevents abnormal status.
HP+20 CANCEL: Undead - Darkness - Silence - Frog - Poison - Slow - Don't Move -
Don't Act - Death Sentence

A R M O R

A R M O R

EQUIPPED BY: Knight, Lancer, Samurai

"Bronze Armor" -- Simple bronze helmet.
HP+30

"Carabini Mail" -- Thick Mythril armor. This can endure extreme impact.
HP+100

"Chain Mail" -- Chainlink armor.
HP+40

"Crystal Mail" -- Inlaid crystal platinum armor. The crystals look like mined gems.
HP+110

"Diamond Armor" -- Diamond armor.
HP+80

"Genji Armor" -- Black foreign armor. Firmly protects the abdomen.
HP+150

"Gold Armor" -- Like Platemail, but reinforced with
HP+70

"Leather Armor" -- Layered leather armor.
HP+10

"Linen Curiass" -- Armor which outer shell is bronze, and inside is linen.
HP+20

"Maximillion" -- ????
HP+200

"Mythril Armor" -- Mythril armor. Sturdy and light
HP+50

"Platina Armor" -- Mythril/Platinum armor. Has a white luster.
HP+80

"Plate Mail" -- Improved Mythril armor with increased capacity.
HP+60

"Reflect Mail" -- "Armor protects the wearer from magic attacks with 'Reflect'.
HP+130 ALWAYS: Reflect

C L O T H E S

EQUIPPED BY: Squire, Chemist, Archer, Priest, Wizard, Time Mage, Summoner, Thief,
Mediator, Oracle, Geomancer, Ninja, Calculator, Bard, Dancer

"Adaman Vest" -- Heavy metal vest.
HP+36

"Black Costume" -- Black battle clothes.

HP+100 CANCEL: Stop

"Brigadine" -- Mythril garment. Reinforced with platinum plates.
HP+50

"Chain Vest" -- Chain linked shirt.
HP+24

"Clothes" -- Battle clothes. Sturdier than normal clothing.
HP+5

"Earth Clothes" -- Garment made from beautifully designed fabric.
HP+85 MP+10 ABSORB: Earth STRENGTHEN: Earth

"Judo Outfit" -- Martial art uniform from another culture.
HP+60 AT Physical+1 CANCEL: Dead

"Leather Outfit" -- Leather battle clothes.
HP+10

"Leather Vest" -- Layered leather battle clothes.
HP+18

"Mythril Vest" -- Mythril vest. Small mythril plates sewed on the chest area.
HP+30

"Power Sleeve" -- String to tie up excess parts of a garment for agility.
HP+70 AT Physical+2

"Rubber Costume" -- Close-fitting Rosin garment.
HP+150 MP+30 CANCEL: Lightning

"Secret Clothes" -- Ninja clothes. Good for convert acts.
HP+20 Speed+2 ALWAYS: Transparent

"Wizard Outfit" -- Sorcerer's hooded garment.
HP+42 MP+15

R O B E S

EQUIPPED BY: Knight, Priest, Wizard, Time Mage, Summoner, Mediator, Oracle, Geomancer,
Lancer, Samurai, Calculator

"Black Robe" -- Ebony gown. Strengthens elemental magic.
HP+60 MP+30 STRENGTHEN: Fire Lightning Ice

"Chameleon Robe" -- Green robe dyed with an extract from a shiny green stone.
HP+40 MP+28 CANCEL:Dead ABSORB: Holy

"Light Robe" -- Robe woven from a glistening fabric.
HP+75 MP+50

"Linen Robe" -- Simple linen robe.
HP+10 MP+10

"Robe of Lords" -- Exquisite robe worn by elder preists.
HP+100 MP+80 AT Physical+1 - Magic+1 ALWAYS: Protect - Shell

"Silk Robe" -- Smotth silken robe.
HP+20 MP+16

"White Robe" -- Pure-white gown. Reduces elemental damage by half.
HP+50 MP+34 HALF: Fire Lightning Ice

AT Physical+1 - Magic+1 Speed+1 CANCEL: Invitation ALWAYS: Undead

"Defense Ring" -- Metal ring with spiritual powers.
CANCEL: Sleep - Death Sentence

"Magic Ring" -- Inlaid ring with spiritual powers.
CANCEL: Silence - Berserk

"Reflect Ring" -- Ring that reflects magic with words of the engraved contract.
ALWAYS: Reflect

A R M L E T

"108 Gems" -- Beads connected together with 108 linden seeds.
CANCEL: Undead - Blood Suck - Frog - Poison

"Defense Armlet" -- Magenta inlaid armlet.
CANCEL: Don't Move - Don't Act

"Diamond Armlet" -- Inlaid armlet with high spiritual powers.
AT Physical+1 - Magic+1 CANCEL: Slow

"Jade Armlet" -- Armlet inlaid with polished jewels.
CANCEL: Petrify - Stop

"N-Kai Armlet" -- Ceremonial armlet. Worn for the God of darkness.
CANCEL: Confusion - Charm HALF: Dark

M A N T L E S

"Dracula Mantle" -- Cape with outer fabric black and the inner fabric magenta.
A`EV Physical 28% - Magic 28%

"Elf Mantle" -- Thin, short fabric cape. Special fabric with spiritual powers.
A`EV Physical 25% - Magic 25%

"Feather Mantle" -- Light cap, soft as a feather.
A`EV Physical 40% - Magic 30%

"Leather Mantle" -- Sturdy leather cape.
A`EV Physical 15% - Magic 15%

"Small Mantle" -- Small woolen cape.
A`EV Physical 10% - Magic 10%

"Vanish Mantle" -- ????
A`EV Physical 35% - Magic 0% ALWAYS: Transparent

"Wizard Mantle" -- Hooded Sorcerer's cape.
A`EV Physical 18% - Magic 18% AT Magic+1

W O M E N ' S P E R F U M E

"Cherche" -- ????
ALWAYS: Float - Reflect

"Chantage" -- Perfume with a peaceful scent.

ALWAYS: Reraise - Regen

"Salty Rage" -- ????

ALWAYS: Protect - Shell

"Setiemson" -- Perfume with an exotic scent.

ALWAYS: Haste - Transparent AT Magic+1

R I B B O N S

"Ribbon" -- Hairpin that prevents abnormal statuses.

HP + 10 CANCEL: "All abnormal statuses except Oil."

^*+_^*_

I T E M S

N I N J A S T A R S

"Magic Shuriken" -- Windmill-shaped dirk. Slashes enemy with its high-speed spinning.

ATTACK POWER: 7

"Shuriken" -- Throwing weapon used by Ninja. Hits enemy by spinning.

ATTACK POWER: 4

"Yagyū Darkness" -- Cross shuriken used by famous Ninja school. Edgesis hook-shaped to raise damaging power.

ATTACK POWER: 10

T H R O W I N G B A L L S

"Fire Ball" -- Ball that causes fire damage.

ATTACK POWER: 8 Fire elemental

"Lightning Ball" -- Ball that causes lightning damage.

ATTACK POWER: 8 Lightning elemental

"Water Ball" -- Ball that causes water damage.

ATTACK POWER: 8 Water elemental

R E C O V E R Y I T E M S

"Antidote" -- Medicine neutralizes poison from enemy attacks.

CANCEL: Poison

"Echo Grass" -- Herb used to restore units who've lost their voices, so they can cast spells.

CANCEL: Silence

"Elixir" -- Precious medicine that completely restores HP and MP.

"Defender" ----- (1) Steal from Meliadoul at 'Bervenian Free City' battle.

"Dragon Whiskers" - (1) Poach a Red Dragon (resale: 44,000 Gil).

"Excalibur" ----- (1) Orlandu joins your party with it.

"Estucheon*" ----- (1) Find ('Move-Find Item' ability) at 'Nelvesaka Temple' on one of the pillars where the Hydras are. !UNVERIFIED!

"Genji Armor" ----- (1) Steal from Elmdor at 'Limberry Castle' (1st battle).

"Genji Gauntlet" -- (1) Steal from Elmdor at 'Limberry Castle' (1st battle).

"Genji Helmet" ---- (1) Steal from Elmdor at 'Limberry Castle' (1st battle).

"Genji Shield" ---- (1) Steal from Elmdor at 'Limberry Castle' (1st battle).

"Javelin*" ----- (1) Find ('Move-Find Item' ability) at 'Nelvesaka Temple' on one of the pillars where the Hydras are. !UNVERIFIED!

"Koga Knife" ----- (1) Find ('Move-Find Item' ability) at 'Bridge' battle. !UNVERIFIED!

"Masamune" ----- (1) Steal from Elmdor at 'Limberry Castle' (1st battle).

"Materia Blade" --- (1) Find ('Move-Find Item' ability) at the highest point of 'Bervenian Volcano'.

"Nagrarock" ----- (1) Poach a Porky (resale: 10 Gil).
 (2) Find ('Move-Find Item' ability) somewhere in the Deep Dungeon(?).

"Rubber Costume" -- (1) Poach a Hydra (resale: 48,000 Gil).

"Zorlin Shape" ---- (1) Poach a Plague (the rare item; harder to find).

"Sasuke Knife" ---- (1) Find ('Move-Find Item' ability) at 'Nelvesaka Temple' battle towards the back. !UNVERIFIED!

"Scorpion Tail" --- (1) Poach a Hydra (resale: 40,000 Gil).

"Vanish Mantle" --- (1) Find ('Move-Find Item' ability) at 'Germinas Peak' battle at the highest peak. !UNVERIFIED!

"Whale Whisker" --- (1) Poach a Tiamat (resale: 37,500 Gil).

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CONTRIBUTIONS:

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-- "Zorlin Shape
 Knife made in cutlery capital.
 Attack Power: 12
 Evade %: 10%
 2 Swords
 Add: Sleep
 "It cost me 6,000 gil to buy it in the Fur shop."
 THNX... If anyone can tell me which monster was poached; I could then add it to the
 Rare Item Location section. =)
 -- The monster is the Plague

-- "Mace of Zeus
 Staff that strengthens the power of the user.
 Attack power: 6

