

# Tales of Destiny Item List

by Odin

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Tales of Destiny Item List  
System - PlayStation  
Version 1.1 - 11/14/02  
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\*\*\* VERSION HISTORY \*\*\*  
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Version 1.1 - 11/14/02  
Added many more items and changed the layout a tad...

Version 1.0 - 08/22/02  
First version.

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\*\*\* INTRODUCTION \*\*\*  
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This is a list of items that can be found in Tales of Destiny. Items are in their respective categories followed by the description the game provides. For weapons, armor and whatnot, the stats are provided underneath.

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=====  
\*\*\* EQUIPMENT \*\*\*  
=====

Bellebane: A medicinal herb that increases AGL by 1.

Bolt: An ancient weapon that summons the lightning spirit.

Chameleon: A round stone. Why it's called by its name is unknown.

Charm Bottle: This item charms people. It'll help you get a 30% discount in stores.

Combo Counter: Enables the Combo Counter display to be turned ON or OFF in the CUSTOMIZE menu.

Dark Bottle: This bottle contains evil spirits that attract enemies.

Efreet: An ancient weapon that summons the fire spirit.

Energy Bullet: A Lens weapon made by Oberon Corp. Spreads an electrical charge across the ground.

Elixir: A strange medicine that restores HP and TP completely.

Flare Bottle: The fiery liquor increases attack power temporarily by 30% during battle.

Fragment: A fragment of some kind of crest. Its outside is gilded.

Gnome: An ancient weapon that summons the earth spirit.

Green Gel: A gelatin-based healing medicine. Restores 30% of a character's HP.

Gremlin Rare: An ornament of a demon with an open mouth. Used to ward off evil.

Grow Fruit: A strange fruit that enables the eaters to temporarily become a giant. Tastes awful.

Holy Bottle: This bottle contains a holy essence that wards off enemies.

Hourglass: This item temporarily stops enemy movement during battle.

Lantern: Enables the user to see ghosts.

Lavender: A medicinal herb that increases STR by 1.

Lemon Gel: A gelatin-based medicine. Restores 60% of a character's HP.

Life Bottle: This bottle contains the water of life. The water revives dead allies.

Liqueur Bottle: Reduces attack power by 20%, but it will protect the user from petrification.

Loser: A loser's Softy Kreem stick. Make sure to deposit it in a trash container.

Luna: A relic in the shape of a goddess clutching the moon. Priceless.

Magical Rouge: A strange lipstick. If it is applied, you can get a 10% discount at stores.

Melange Gel: A gelatin-based medicine. Restores 30% of a character's HP and TP.

Miracle Gel: A gelatin-based medicine. Restores 60% of a character's HP and TP.

Neutralizer: A medicine that temporarily neutralizes environmental poisons.

Oberol C: A liquid medicine from Oberon Corp. Restores 35% of maximum HP.

Oberol EX: A liquid medicine from Oberon Corp. Restores 65% of maximum HP.

Oberol Gold: A liquid medicine from Oberon Corp. Restores HP completely.

Octopus: A strange relic in the shape of an Octopus. A priceless work of art.

Old Cane: A well-worn cane that bears the mark of time.

Orange Gel: A gelatin-based healing medicine. Restores 30% of a character's TP.

Panacea Bottle: A general purpose medicine that cures poisoning and petrification.

Pine Gel: A gelatin-based medicine. Restores 60% of a character's TP.

Red Bellebane: A medicinal herb that increases AGL by 2.

Red Lavender: A medicinal herb that increases STR by 2.

Red Sage: A medicinal herb that increases maximum HP by 10%.

Red Savory: A medicinal herb that increases maximum TP by 10%.

Rune Bottle: The liquid in this bottle will help you identify unknown objects.

Sacred Text 1: A flame that spans the skies, like a phoenix in flight...

Sacred Text 2: A sword with crimson colored flames...

Sacred Text 3: An explosion with a dragon's might shall repeat...

Sacred Text 4: A symbol of the wanton cyclone of flame...

Sacred Text 5: The rising torrent of flame is truly the demon's breath.

Sacred Text 6: An explosion that ravages the soul like a scream from the netherworld...

Sacred Text 7: Those charmed by the sword dance shall be cut asunder...

Sacred Text 8: The phoenix shall only appear before the strongest one...

Sage: A medicinal herb that increases maximum HP by 5%.

Savory: A medicinal herb that increases maximum TP by 5%.

Score A: The musical score to Symphony.

Score B: The musical score to Samba.

Score C: The musical score to March.

Score D: The musical score to Rumba.

Score E: The musical score to Lullabye.

Score F: The musical score to Waltz.

Score G: The musical score to Golden Voice.

Scout Orb: An orb with strange properties. Detects the presence of enemies.

Shadow: An ornament in the form of a demon. Looks like bad luck.

Spectacles: A strange Lens that enables the user to divine the enemy's HP, TP and alignment.

Sylph: An ancient weapon that summons the wind spirit.

Ticket: A ticket to enter the Fitzgerald Arena. Witness the fierce gladiatorial battles!

Ticket: A ticket for an incredible concert event.

Valkyrie: A crest in the form of a female warrior.

Wendiane: An ancient weapon that summons the water spirit.

Winged Boots: Boots that enable the user to teleport from a labyrinth to aboveground.

Winner: A winner's Softy Kreem stick. Get another one for free!

=====  
\*\*\* AXES \*\*\*  
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Battle Axe: An axe made for battle.  
Slash Attack 70, Thrust Attack 25, Hit 10

Crescent Axe: An axe with a crescent-shaped blade.  
Slash Attack 135, Thrust Attack 100, Attribute Light

Drabin Axe: An axe with functionality that's close to a halberd.  
Slash Attack 370, Thrust Attack 150

Hand Axe: A small axe. Fits the hand well.  
Slash Attack 30, Thrust Attack 17, Hit 5

Hard Axe: A large axe made from a special alloy. It's light despite its size.  
Slash Attack 100, Thrust Attack 70, Hit 10, Attribute Lightning

Mythril Axe: A variant on a crescent axe with better functionality.  
Slash Attack 200, Thrust Attack 170, Hit 10, Attribute Light

Strike Axe: A Lens-modified axe with a lightning design motif.  
Slash Attack 250, Thrust Attack 200, Hit 10, Attribute Lightning

=====  
\*\*\* BOWS \*\*\*  
=====

Auto Bow: A short bow constructed from a single piece of wood.  
Attack 10, Hit 10

Berserker Bow: A bow of a crazed warrior. It has deadly striking power.  
Attack 450, Hit 95, Attribute Fire

Composite Bow: A bow made from composite materials.  
Attack 120, Hit 10

Crescent Bow: A Lens-encrusted long bow. Its appearance brings to mind a crescent moon.  
Attack 250, Hit 10, Attribute Light

Crossbow: A bow with excellent construction.  
Attack 200, Hit 10, Attribute Light

Elven Bow: A legendary bow from a tribe of archers.  
Attack 240, Hit 200, Attribute Earth

Hunter's Bow: A hunter's bow  
Attack 160, Hit 10

Soul Steel: A powerful bow said to be capable of piercing the soul of the enemy.  
Attack 360, Hit 60, Attribute Darkness

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\*\*\* HALBERDS/SPEARS \*\*\*  
=====

Arc Wind: A spear named after a great wind.  
Slash Attack 250, Thrust Attack 310, Hit 10, Attribute Wind

Bahamut's Tear: A halberd said to be capable of tearing open a legendary dragon.  
Slash Attack 570, Thrust Attack 500, Hit 10

Halberd: An excellent weapon that is a cross between a spear and an axe.  
Slash Attack 145, Thrust Attack 150, Hit 5

Ranseur: A type of pole weapon.  
Slash Attack 155, Thrust Attack 190

St. Halberd: A halberd blessed by the goddess of war.  
Slash Attack 330, Thrust Attack 330, Hit 10, Attribute Light

Strong Halberd: A halberd crafted with a special metal.  
Slash Attack 230, Thrust Attack 230, Hit 6

Winged Spear: A spear with a bird's wing design motif.  
Slash Attack 170, Thrust Attack 210, Attribute Wind

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\*\*\* INSTRUMENTS \*\*\*  
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Biwa: A 5 stringed lute.

Attack 120, Defense 5

Electric Guitar: A guitar that uses Lens power for amplification. Has a built in speaker.

Attack 580, Defense 20

Guitar: A 6 string musical instrument.

Attack 270, Defense 10

Lute: A string instrument that's a little larger than a mandolin.

Attack 190, Defense 8

Mandolin: A string instrument with 8 paired strings.

Attack 100, Defense 5

Shamisen: A 3 string musical instrument.

Attack 470, Defense 15

=====  
\*\*\* KNUCKLES \*\*\*  
=====

Battle Knuckle: A battle-tested knuckle. It's sized for a man's hand.

Attack 800, Defense 20, Attribute Lightning

Bear Claw: A knuckle weapon variant. It's shaped like a bear's claw.

Attack 320, Defense 5

Dragon Fang: A knuckle in the shape of a dragon's fang. Cuts like a dragon's bite.

Attack 600

Flare Claw: A knuckle bearing flame-like claws.

Attack 440, Defense 10, Attribute Fire

Iron Knuckle: A metal weapon equipped on the knuckles.

Attack 250, Defense 5, Hit 10

Knuckle: A metal weapon equipped on the knuckles.

Attack 200, Hit 10

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\*\*\* MACES \*\*\*  
=====

Club: A stick-weapon with a metal striking surface at one end of a handle.

Slash Attack 24, Thrust Attack 24, Hit 10

Silver Mace: A mace with elaborated silver work.

Slash Attack 60, Thrust Attack 60, Hit 10, Attribute Light

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\*\*\* RODS \*\*\*

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Aqua Rod: A rod topped with a blue jewel.

Attack 395, Hit 10, Attribute Water

BC Rod: Blue Crystal Rod. A holy item from the legend of Ishtar.

Attack 1, Defense 10, Hit 10, Attribute Water

Deck Brush: A brush made for cleaning the deck of a ship.

Attack 1, Defense 5, Hit 10, Evade 20

Flare Rod: A rod topped with a red jewel.

Attack 500, Hit 10, Attribute Fire

Gale Staff: A rod topped with a green jewel.

Attack 200, Hit 10, Attribute Wind

GC Rod: Green Crystal Rod. A holy item from the legend of Ishtar.

Attack 1, Defense 10, Hit 10, Attribute Wind

Gem Rod: A rod topped with a cheap jewel.

Attack 18, Hit 10

Plain Rod: A rod made from oak.

Attack 5, Hit 10

Quartz Rod: A rod topped with a yellow jewel.

Attack 110, Hit 10, Attribute Earth

RC Rod: Red Crystal Rod. A holy item from the legend of Ishtar.

Attack 1, Defense 10, Hit 10, Attribute Fire

Rue Staff: A staff adorned with special engravings.

Attack 18, Hit 10, Attribute Fire

Thunder Scepter: A rod topped with a black jewel.

Attack 280, Hit 10, Attribute Lightning

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\*\*\* SWORDS \*\*\*

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Bastard Sword: A sword that is larger than a typical long sword.

Slash Attack 80, Thrust Attack 80, Hit 3

Burning Sword: A sword with the appearance of fire.

Slash Attack 390, Thrust Attack 390, Hit 10, Attribute Fire

Destroyer: A special sword with awesome destructive powers.

Slash Attack 340, Thrust Attack 305, Hit 10

Doom Blade: A sword of doom. Its blade has been blackened by calamities.

Slash Attack 520, Thrust Attack 520, Hit 10, Attribute Darkness

Dragon Sword: A legendary long-sword said to be made from a dragon's fang.

Slash Attack 400, Thrust Attack 620, Hit 30, Attribute Earth

Duel Sword: A sword bestowed upon a heroic warrior of an ancient kingdom.

Slash Attack 425, Thrust Attack 425, Hit 10, Attribute Earth

Excaliber: A holy sword said to have been left by a legendary warrior.

Slash Attack 820, Thrust Attack 820, Hit 50, Attribute Light

Fenface: An extremely sharp rounded sword. A green crest is embedded on its blue steel blade.

Slash Attack 240, Thrust Attack 190, Hit 15, Attribute Water

Fine Saber: A sword with a semi-circular blade.

Slash Attack 40, Thrust Attack 20

Flare Sword: A thin sword imbued with fire and Lens technology.

Slash Attack 350, Thrust Attack 390, Hit 20, Attribute Fire

Ice Sword: A sword with a seal of ice. It has a razor sharp blade.

Slash Attack 740, Thrust Attack 740, Hit 10, Attribute Water

Knight's Saber: A knight's sword with elaborate ornamentation.

Slash Attack 35, Thrust Attack 18, Hit 10, Attribute Fire

Laser Blade: A sword with a laser blade created with ancient technology.

Slash Attack 440, Thrust Attack 440, Hit 100, Attribute Light

Long Sword: Its tempered-steel blade is about 3 feet in length.

Slash Attack 15, Thrust Attack 15

Lucky Blade: A strange sword that improves the luck of its owner.

Slash Attack 100, Thrust Attack 100, Hit 10

Moon Sword: A sword of light. Its blade has an eerie glow.

Slash Attack 680, Thrust Attack 680, Hit 10, Attribute Light

Mythril Sword: A sword made from Mythril alloy.

Slash Attack: 185, Thrust Attack 185, Hit 5

Rapier: A pole weapon made specifically for piercing the enemy.

Slash Attack 9, Thrust Attack 13, Hit 20

Saber: A sword made for slashing.

Slash Attack 25, Thrust Attack 16

Sheedan: A heirloom sword of the Sheedan clan.

Slash Attack 210, Thrust Attack 150, Hit 100, Attribute Earth

Short Sword: A short sword made from steel. Excellent for self defense.

Slash Attack 8, Thrust Attack 8, Hit 30

Slayer Sword: This magical sword was created to kill every living being in this world.

Slash Attack 300, Thrust Attack 300, Hit 30, Attribute Earth

St. Rapier: A short sword imbued with holy power.

Slash Attack 100, Thrust Attack 550, Hit 20, Attribute Light

Veldan: A rapier variant.

Slash Attack 20, Thrust Attack 42, Hit 20

Vorpal Sword: A special sword capable of delivering an awesome death blow.

Slash Attack 480, Thrust Attack 480, Hit 10, Attribute Wind



White Sword: A holy sword with a white blade. Cuts cleanly.  
Slash Attack 620, Thrust Attack 600, Hit 30, Attribute Light

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\*\*\* ARMOR \*\*\*  
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Amber Cloak: A cloak adorned with amber decorations.  
Defense 26, Evade 20

Battlesuit: An all body armor made with ancient technology. Offers excellent protection.  
Attack 10, Defense 145

Breastplate: An upper body armor composed of metal plates.  
Defense 56

Chain Mail: An upper body armor made from linked tiny metal rings.  
Defense 16

Cloak: A cloak made from cloth.  
Defense 4

Golden Armor: A brilliant gold armor said to have been owned by a legendary warrior.  
Defense 200

Holy Cloak: A cloak decorated with a special woven pattern.  
Defense 124

Leather Armor: An upper body armor made of leather.  
Defense 8

Mythril Chain: A light armor made with the magical Mythril metal.  
Defense 72

Mythril Mesh: A cloak made from the magical Mythril metal.  
Defense 65

Mythril Plate: A plate armor made from the magical Mythril metal.  
Defense 86

Plate Armor: An all body armor made from metal plates.  
Defense 64

Rare Plate: A superb armor made by a renowned artisan.  
Defense 140

Reflex: A strong armor that provides good protection.  
Defense 100

Ring Mail: An upper body armor made from linked metal rings attached to leather.  
Defense 32

Rubber Suit: An armor made from excellent projectile repelling materials.  
Defense 90

Silver Chain: An upper body armor made of silver mail.  
Defense 45

Silver Cloak: A cloak made from silver thread.  
Defense 42, Evade 25

Silver Plate: A plate armor made from silver.  
Defense 120

Splint Mail: A chain mail reinforced with a metal breastplate.  
Defense 40

Star Cloak: A cloak inlaid with Lens fragments.  
Defense 146

Stray Robe: Clothing issued to Straylize Temple's priests.  
Defense 10

Terra: An armor blessed by the earth spirit.  
Defense 164

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\*\*\* SHIELDS \*\*\*  
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Ankh Shield: A shield with the mystic ankh symbol.  
Defense 8, Evade 25

Beam Shield: An energy shield that has no actual physical form.  
Defense 15, Evade 30

Blue Shield: A shield decorated with a blue line.  
Defense 25, Evade 30

Fine Shield: A shield with refined qualities. It's easy to handle.  
Defense 5, Evade 22

Kite Shield: An improved version of a round shield. Its shape is easier to handle.  
Defense 3, Evade 15

Light Shield: A metal shield made for a swordsman.  
Defense 4, Evade 18

Rare Shield: An exquisite shield crafted by a famous artisan.  
Defense 12, Evade 30

Red Shield: A shield decorated with a red line.  
Defense 15, Evade 30

Round Shield: A round-shaped metal shield.  
Defense 2, Evade 10

Star Shield: A light and strong shield made from an unknown metal.  
Defense 20, Evade 30

Wood Shield: A shield made from wood.  
Defense 1, Evade 5

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\*\*\* HELMETS \*\*\*  
=====

Ahmet Helm: A steel helm that covers both the head and face.  
Defense 16

Ankh Hat: A hat worn by Straylize Temple priests.  
Defense 5, Evade 5

Beret: A hat made from cloth.  
Defense 2

Blue Ribbon: A blue ribbon.  
Defense 12

Cross Helm: An improved variant of the Ahmet Helm.  
Defense 24

Cutie Cap: A cute cap with bon-bons on top.  
Defense 32

Duel Helm: A helm bestowed upon a heroic warrior of an ancient kingdom.  
Attack 50, Defense 40

Feather Hat: A stylish hat with a feather motif.  
Defense 14

Fine Hat: A high-quality hat.  
Defense 25

Iron Helm: A helm made from iron. The lower half of the face is unprotected.  
Defense 8

Land Hat: A hat variant.  
Defense 10, Evade 5

Leather Helm: A helm made from leather. Covers the head area only.  
Defense 4

Lucky Cap: A strange cap with a glowing halo. LUC increases for the wearer.  
Defense 10

Magical Ribbon: A designer ribbon with special powers.  
Defense 40

Mythril Helm: A helm made from Mythril metal.  
Defense 28

Mythril Tiara: A head ornament made from Mythril metal.  
Defense 20, Evade 5

Pretty Ribbon: A very cute ribbon.  
Defense 32, Evade 10

Rare Helm: A helm produced by a famous artisan.  
Defense 36

Ribbon: A red ribbon.

Defense 1

Star Cap: A cute hat with star-shaped decorations.

Defense 38

Star Helm: A light and strong helm made from an unknown metal.

Defense 48

Striped Ribbon: A striped ribbon.

Defense 18, Evade 10

Thinking Cap: A strange cap that increases intelligence.

Defense 25, Evade 20

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\*\*\* GAUNTLETS \*\*\*

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Bracelet: An arm bracelet made from Mythril metal.

Defense 12

Cutie Mitten: A very cute glove.

Defense 20

Gauntlet: A glove made from steel.

Defense 8

Hyper Gauntlet: A gauntlet with superior features.

Defense 26

Iron Glove: A glove made from iron.

Defense 5

Leather Glove: A glove made from leather.

Defense 1

Mythril Glove: A glove made from Mythril metal.

Defense 16

Rare Gauntlet: A gauntlet made by a famous artisan.

Defense 18

Star Glove: A light and strong glove made with an unknown metal.

Defense 24

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\*\*\* ACCESSORIES \*\*\*

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Amethyst: A jewel of peace.

Defense 15

Antidote Charm: A charm that protects against poisoning.

Aqua Cape: A cape adorned with a water emblem. Reduces effects of water and wind elemental spells by 30%.

Defense 8

Aquamarine: A jewel that is blue as the sea.  
Defense 10

Black Onyx: A jewel that increases maximum HP by 30% when equipped.

Blue Talisman: A protection charm. Increases defensive abilities by 10%.

Cape: A cape made from cloth. A traveler's necessity.  
Defense 1

Channeling: A mysterious ring with special qualities.

Combo Command: Enables special attack skills to be input with controller pad button presses.

Dark Seal: A cursed seal. Increases earned experience points by 150%, but disables special skills.

Dash Ring: A ring that enables the user to dash at any time.

Demon Seal: Doubles earned experience points, but disables defense and special skills.

Diamond: The hardest jewel in the world.  
Defense 40

Elven Cape: A greenish cape. Increases enemy avoidance by 10%.  
Defense 8, Evade 10

Emerald: A green jewel.  
Defense 10, Hit 10

Emerald Ring: A ring with special properties that reduces TP consumption by 1/3.

Faerie Ring: A ring with an engraved image of a faerie. Reduces TP consumption by half.

Flare Cape: A cape adorned with a fire emblem. Reduces effects of fire and earth elemental spells by 30%.  
Defense 8

Force Ring: A ring engraved with an image of a war god. Reduces effects of enemy's physical attacks by 20%.

Fur Cape: A warm cape made from beast fur. Useful for cold weather.  
Defense 4

Garnet: A jewel of power and victory.  
Defense 5

Gorgeous Cape: A gorgeous cape made from thick cloth and gold embroidery.  
Defense 5

Holy Symbol: A holy relic that periodically regenerates 5% of maximum HP.

Leather Cape: A leather cape.  
Defense 2

Magic Mist: An orb containing sealed-in smoke. Increases escape speed by 50%.

Magical Pouch: A strange pouch. Items pop out of it every once in a while.

Mind Ring: Restores TP during battle after a certain period of time.

Mist Orb: An orb containing sealed-in smoke. Increases escape speed by 30%.

Moon Crystal: A jewel that increases maximum TP by 30% when equipped.

Moonstone: A jewel that reflects blue light.

Defense 20

Mystic Symbol: A Swordian emblem. Cuts the time to cast a spell by half.

Opal: A strange jewel that gives off the colors of the spectrum.

Defense 8, Hit 10, Evade 10

Paralysis Charm: A charm that protects against paralysis.

Princess Cape: A chic, translucent cape for women. Reduces effects of fire elemental spells by 50%.

Defense 15

Protect Ring: A ring engraved with an image of a war god. Reduces effects of enemy's physical attacks by 10%.

Rabbit's Foot: A renowned good luck charm.

Reflex Ring: A ring engraved with the image of a goddess. Reduces effects of enemy spells by 20%.

Resist Ring: A ring engraved with an image of a goddess. Reduces effects of enemy spells by 10%.

Reverse Doll: A statue that restores consciousness.

Ruby: A blood red jewel.

Defense 35

Sapphire: An infinitely blue jewel.

Defense 20

Sardonyx: An agate with multiple layers of color.

Defense 24

Sephira: A statue of an unknown goddess. Increases money and experience points by 10%.

Sephira +1: A statue of a goddess. Increases money and experience by 20%.

Silver Cape: A woman's cape made from silver thread. Reduces effects of fire elemental spells by 30%.

Defense 10

Sorcerer's Ring: A ring that shoots fire by Lens power. Press the Square button to shoot.

Stone: Neutralizes the effects of the Tractor Beam spell.

Stone Charm: A charm that protects against petrification.

Strange Pouch: A strange pouch. Items pop out of it every once in a while.

Talisman: A protective charm that increases defensive abilities by 5%.

Tech Ring: A ring that gives full control over battle moves.

Thief's Cape: A black cape favored by thieves. Increases enemy avoidance by 5%.  
Defense 3

Topaz: A jewel that shines brilliantly like the sun.  
Defense 32

Tricycle: A small three-wheeled vehicle.

Turquoise: A jewel of success.

Warrior Symbol: This symbol increases STR by 10%.

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\*\*\* FOOD ITEMS \*\*\*  
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Acerola: A fruit packed with 15 times more vitamins than a lemon.  
Food Sack Value 90

Apple: A bright-red apple. An apple a day keeps the monsters at bay...  
Food Sack Value 10

Banana: A handy, portable snack.  
Food Sack Value 12

Beast Meat: Meat from a beast. A bit gamy, but still delectable.  
Food Sack Value 200

Beef: So what's for dinner? Mmmmm, beef.  
Food Sack Value 510

Beef Tartar: Fresh slices of raw beef. Goes good with red wine.  
Food Sack Value 2500

Blowfish: A tasty treat for the gambler at heart...  
Food Sack Value 1800

Blueberry: A small blue fruit that's tasty when used for jams and sauces.  
Food Sack Value 100

Bonito: A tasty fish from which bonito flakes are made from.  
Food Sack Value 120

Bonito Flakes: A source of soup stock made from dried bonito fish.  
Food Sack Value 250

Bread: A tasty multi-grain bread baked to perfection.  
Food Sack Value 10

Bream: Not exactly tasty, but cute-looking in a way.  
Food Sack Value 30

Brie: A soft and creamy cheese.

Food Sack Value 400

Charak Seed: A strange seed.

Food Sack Value 1

Cheese: A nutritious cheese made from healthy cow's milk.

Food Sack Value 20

Chestnut: Chestnuts should be roasted before eaten.

Food Sack Value 40

Chicken: Leaner than other meats, so it's favored by health-conscious eaters.

Food Sack Value 200

Cod: Tasty when pan fried.

Food Sack Value 130

Crab: Where's the melted butter? Mmmmm.

Food Sack Value 1600

Crab Soup: Considered a delicacy by some.

Food Sack Value 1000

Dolgenia Seed: A strange seed.

Food Sack Value 1

Dorian: A fruit with a sweet, unforgettable fragrance.

Food Sack Value 1500

Eel: Excellent when grilled over a mesquite fire.

Food Sack Value 1200

Egg: A bird egg- useful for many kinds of recipes.

Food Sack Value 55

Estima Seed: A strange seed.

Food Sack Value 1

Fitz Burger: A juicy meat patty sandwiched between a sesame-seed bun with special sauce.

Food Sack Value 100

Fitz Fries: French fried potatoes perfectly seasoned with salt. Tasty.

Food Sack Value 25

Fitz Shake: A refreshingly cool drink that comes in different flavors.

Food Sack Value 35

Golden Seed: A strange seed that shines like gold.

Food Sack Value 1

Gourmet A: The Sea's Bounty. A dish that makes excellent use of fresh seafood.

Food Sack Value 5000

Gourmet B: Beast Meat Supreme. Its exquisite flavor is the result of high temperature grilling.

Food Sack Value 5000

Gourmet C: Spicy Prawns. A spicy dish not for the faint of heart.



Food Sack Value 5000

Gourmet D: Queen's Delight. A sweet desert made with fruit.

Food Sack Value 5000

Grape: A large grape. Its juices will stain clothes, so be careful.

Food Sack Value 500

Herring: Some people pickle this fish.

Food Sack Value 300

Jam: Jam made from fruit. Goes great with toasted bread.

Food Sack Value 30

Juicy Beef: High-grade marbled meat. A cut above the normal fare.

Food Sack Value 2000

Lanakear Seed: A strange seed.

Food Sack Value 1

Lemon: Packed with vitamin C. It's good for your skin tone.

Food Sack Value 10

Mackerel Pike: A fatty fish that's excellent when grilled.

Food Sack Value 10

Mackerel: Don't eat this fish raw or else you'll get sick.

Food Sack Value 15

Mangosteen: A tasty fruit that doesn't stay fresh for a long time.

Food Sack Value 700

Melon: A tasty fruit that's excellent when chilled.

Food Sack Value 1350

Oriola Seed: A strange seed.

Food Sack Value 1

Persimmon: An orange colored fruit that has a sweet and earthy flavor.

Food Sack Value 30

Phen Seed: A strange seed.

Food Sack Value 1

Pineapple: A tropical fruit that can make your tongue tingle if overeaten.

Food Sack Value 250

Pom Seed: A strange seed.

Food Sack Value 1

Prawn: A versatile seafood. Can be used for many main dishes.

Food Sack Value 500

Prune: Packed with fiber, so you know it's good for you.

Food Sack Value 200

Red Snapper: A tasty fish that's excellent when baked in a wood-fired oven.

Food Sack Value 170

Roast: Marbled beef with excellent flavor.

Food Sack Value 300

Rotten Orange: An orange that's a bit squishy. Ick.

Food Sack Value 10

Sea Bass: A prized catch for sports fishing.

Food Sack Value 50

Sea Bream: A fish easily caught off the seas of Aquaveil.

Food Sack Value 820

Silverine: Gives off a sweet, attractive odor.

Food Sack Value 10

Smelt: A slender fish that's good grilled or fried.

Food Sack Value 120

Softy Kreem: A cool and sweet frozen treat. Check the stick to see if you're a winner.

Food Sack Value 10

Sour Milk: Milk that's past its prime. Smells a bit ripe.

Food Sack Value 10

Squid: Also known as calamari. Tasty when deep fried.

Food Sack Value 35

Squid Jerky: Sun dried squid. The more you chew, the tastier it gets.

Food Sack Value 100

Steak: Lean beef grilled over a mesquite flame. Juicy.

Food Sack Value 800

Strawberry: Goes great with milk or whipping cream.

Food Sack Value 70

Sweetee: A new breed of fruit that tastes like a sweet grapefruit.

Food Sack Value 80

Tender Roast: More tender and tastier than a Roast.

Food Sack Value 700

Tuna: Great for eating raw, grilled, stewed, etc.

Food Sack Value 1500

Vegetables: Fresh vegetables packed with vitamins and minerals.

Food Sack Value 120

White Smelt: Tastes great when grilled or deep fried.

Food Sack Value 25

Wormy Apple: A worm-ridden apple. There are holes all over it.

Food Sack Value -100

Wrasse: Easily caught, but tastes horrible.

Food Sack Value 10

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\*\*\* DISCS \*\*\*

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Blessing: An Aura Disc engraved with the image of water.  
Slash Attack 82, Thrust Attck 40

Blizzard: An Aura Disc engraved with the image of snow.  
Slash Attack 220, Thrust Attack 160

Blue Dragon: An Aura Disc engraved with the image of a blue dragon.  
Slash Attack 245, Thrust Attack 245

Dark Power: An Aura Disc engraved with the image of darkness.  
Slash Attack 345, Thrust Attack 345

Darkness: An Aura Disc engraved with the image of darkness.

Demon Arrow: An Aura Disc engraved with the image of earth.  
Slash Attack 165, Thrust Attack 155

Destroyer: An Aura Disc engraved with the image of light.  
Slash Attack 415, Thrust Attack 415

Earth: An Aura Disc engraved with the image of earth.  
Slash Attack 132, Thrust Attack 142

Electrify: An Aura Disc engraved with the image of light.  
Slash Attack 82, Thrust Attack 96

Empower: An Aura Disc engraved with the image of water.  
Slash Attack 200, Thrust Attack 200, Defense 25

Flame: An Aura Disc engraved with the image of fire.  
Slash Attack 1, Thrust Attack 5

Flood: An Aura Disc engraved with the image of water.  
Slash Attack 420, Thrust Attack 420

Giant: An Aura Disc engraved with the image of a giant.  
Slash Attack 200, Thrust Attack 200

Hellfire: An Aura Disc engraved with the image of fire.  
Slash Attack 255, Thrust Attack 278

Light: An Aura Disc engraved with the image of light.  
Slash Attack 52, Thrust Attack 60

Megalith: An Aura Disc engraved with the image of a megalith.  
Slash Attack 460, Thrust Attack 460

Mercy: An Aura Disc with the image of a saint.  
Defense 20

Purity: An Aura Disc with the image of water.  
Slash Attack 20, Thrust Attack 20, Defense 12

Revitalize: An Aura Disc engraved with the image of wind.  
Slash Attack 35, Thrust Attack 46

Scorched Earth: An Aura Disc engraved with the image of fire.  
Slash Attack 12, Thrust Attack 12

Sharp Stone: An Aura Disc engraved with the image of earth.  
Slash Attack 6, Thrust Attack 15

Shelter: An Aura Disc engraved with the image of water.  
Slash Attack: 32, Thrust Attack 16, Defense 8

SP010022: This Aura Disc increases attack power.  
Slash Attack 10, Thrust Attack 22

SP025062: This Aura Disc increases attack power.  
Slash Attack 25, Thrust Attack 62

SP075115: This Aura Disc increases attack power.  
Slash Attack 75, Thrust Attack 115

SP098140: This Aura Disc increases attack power.  
Slash Attack 98, Thrust Attack 140

SP100300: This Aura Disc increases attack power.  
Slash Attack 100, Thrust Attack 300

SP240360: This Aura Disc increases attack power.  
Slash Attack 240, Thrust Attack 360

SP300410: This Aura Disc increases attack power.  
Slash Attack 300, Thrust Attack 410

SP420470: This Aura Disc increases attack power.  
Slash Attack 420, Thrust Attack 470

SP480520: This Aura Disc increases attack power  
Slash Attack 480, Thrust Attack 520

Strengthen: An Aura Disc engraved with the image of water.  
Slash Attack 120, Thrust Attack 85, Defense 5

SWO20020: This Aura Disc increases attack power.  
Slash Attack 20, Thrust Attack 20

SW060060: This Aura Disc increases attack power.  
Slash Attack 60, Thrust Attack 60

SW100100: This Aura Disc increases attack power.  
Slash Attack 100, Thrust Attack 100

SW130130: This Aura Disc increases attack power.  
Slash Attack 130, Thrust Attack 130

SW180180: This Aura Disc increases attack power.  
Slash Attack 180, Thrust Attack 180

SW280280: This Aura Disc increases attack power.  
Slash Attack 280, Thrust Attack 280

SW350350: This Aura Disc increases attack power.  
Slash Attack 350, Thrust Attack 350

SW400400: This Aura Disc increases attack power.  
Slash Attack 400, Thrust Attack 400

SW450450: This Aura Disc increases attack power.  
Slash Attack 450, Thrust Attack 450

SW500490: This Aura Disc increases attack power.  
Slash Attack 500, Thrust Attack 490

Swirling Flame: An Aura Disc engraved with the image of fire.  
Slash Attack 42, Thrust Attack 40

Thunder: An Aura Disc engraved with the image of light.  
Slash Attack 260, Thrust Attack 260

Thunder Spirit: An Aura Disc engraved with the image of the lightning spirit.  
Slash Attack 85, Thrust Attack 85

Tornado: An Aura Disc engraved with the image of wind.  
Slash Attack 139, Thrust Attack 164

Volcano: An Aura Disc engraved with the image of a volcano.  
Slash Attack 145, Thrust 145

Wall of Flame: An Aura Disc engraved with the image of fire.  
Slash Attack 10, Thrust Attack 15

Wind Power: An Aura Disc engraved with the image of the wind spirit.  
Slash Attack 380, Thrust Attack 380

Wind Spear: An Aura Disc engraved with the image of wind.  
Slash Attack 74, Thrust Attack 55

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\*\*\* VALUABLES \*\*\*  
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World Map: A map of the world. Enables you to get a fix on your bearings.

Horn: A strange horn which makes an equally strange sound. It's said that it will summon a gigantic sea creature.

Food Sack S: This sack enables you to collect food. You can store up to 200.

Food Sack M: This sack enables you to collect food. You can store up to 2000.

Food Sack L: This sack enables you to collect food. You can store up to 20000.

Boot Disc: This Boot Disc is necessary to restart Radisrol.

Fish: Lillith's favorite kind of fish.

Delis Emblem: A gilded crest made from fragments. Its purpose isn't clear.

Card Key: The key to unlock a certain door.

Belselium: A strange metal made with ancient technology.

Lens: A mid-size Lens with higher than normal energy output.

ID Card B: The key to unlock a certain door. It's colored blue.

ID Card R: The key to unlock a certain door. It's colored red.

Passport: You need this to pass through the border.

Valve Handle: A handle to open and close some valve.

Bronze Key: A key made of bronze.

Iron Key: A key made of iron.

Gold Key: A key made of gold.

Pickaxe: This tool will enable you to break down boulders. Won't break easily.

Egg: This is as large as an ostrich's egg. It would be a shame to eat it.

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