

# Tales of Destiny 2 Item List

by Odin

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Tales of Destiny II Item List  
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This is a list of all the items in Tales of Destiny II. There is also the description the game provides for the item and for weapons and armor, I put the stats it changes and whatnot. In the future, I plan to add where items can be found.

Oh yeah, I included the dummied out items cause I feel like being a perfectionist I guess or something. They are Etapoke1, Etapoke2, Etapoke3, and Etapoke4 (in the Valuables section). I'm assuming they were used in the Japanese version of the game, and am curious what they're for. If anybody knows, it'd be cool if you could let me know.

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TOOLS  
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Apple Gel: A gelatin-based medicine. Restores HP by 30% of max.

Bellebane: A special herb. Increases Evade by +1.

Elixir: A mysterious potion. Completely restores HP and TP.

Lavender: A special herb. Increases Strength by +1.

Lemon Gel: A gelatin-based medicine. Restores HP by 60% of max.

Melange Gel: A gel that restores HP and TP to 30% of max HP and TP.

Miracle Gel: A gel that restores HP and TP to 60% of max HP and TP.

Orange Gel: A gelatin-based medicine. Restores TP by 30% of max.

Pine Gel: A gelatin-based medicine. Restores TP by 60% of max.

Red Bellebane: A special herb. Increases Evade by +2.

Red Lavender: A special herb. Increases Strength by +2.

Red Sage: A special herb. Increases max HP by 10%.

Red Savory: A special herb. Increases max TP by 10%.

Sage: A special herb. Increases max HP by 5%.

Savory: A special herb. Increases max TP by 5%.

Tuna Gel: A gelatin-based medicine. Periodically regenerates some HP.

Banrea: Pain reliever made of Firewood Bug, Goat Horn and Dried Peels.

Colain's Pot: Open it at your own risk.

Dried Peels: One of the ingredients of Banrea.

Firewood Bug: Insects found in Nostos Cave. Often found near a warm glow of fire.

Goat Horn: Its powdered form can be used as an ingredient for medicine.

Snow Tomato: A tomato that grows only in cold places. Nice and juicy.

Charm Bottle: A potion that increases charm. Use it in a shop for a 30% discount.

Dark Bottle: A bottle with darkness sealed within. Temporarily increases enemy encounter.

Holy Bottle: A bottle with light sealed within. Temporarily reduces enemy encounter.

Life Bottle: Water of life. Revives a dead ally.

Miracle Charm: A very potent bottle of charm. Use it in a shop for a 50% discount.

Panacea Bottle: A cure-all medicine. Cures abnormal physical conditions.

Rune Bottle: A special potion. It can transform items in ???

All-Divide: Reduces all damages of both allies and enemies by 1/2.

Bush Baby: An animal ornament found in Celestia.

Button: Live by the button. Die by the button.

Crib Sheet: Cheating will only take you so far. Don't rely on it too much.

Donies Potpourri: A scent that relaxes the soul. It is not a fertilizer.

Drama Script: Read it 5 times to act it. Read it 10 times to be it.

Earth Crystal: Use on a Craymel. Increases vitality of a yellow Craymel by +2.

Earth Shard: Use on a Craymel. Increases vitality of a yellow Craymel by +1.

Face Powder: To look your best.

Fire Crystal: Use on a Craymel. Increases vitality of a red Craymel by +2.

Fire Shard: Use on a Craymel. Increases vitality of a red Craymel by +1.

Golden Choker: A choker worn only by the royal family of Inferia.

Hourglass: Temporarily freezes enemy movement for a short duration during

battle.

Light Crystal: Use on a Craymel. Increases vitality of a white Craymel by +2.

Light Shard: Use on a Craymel. Increases vitality of a white Craymel by +1.

Losagna's Dress: An old, worn out dress.

Shadow Crystal: Use on a Craymel. Increases vitality of a black Craymel by +2.

Shadow Shard: Use on a Craymel. Increases vitality of a black Craymel by +1.

Silver Cage: A silver-colored Craymel Cage. Its size makes it difficult to carry.

Snow Crystal: Use on a Craymel. Increases vitality of a blue Craymel by +2.

Snow Shard: Use on a Craymel. Increases vitality of a blue Craymel by +1.

Spectacles: A magical lens that scans the enemy's HP and attributes.

Uchiwa: A paper fan autographed by Aya.

Volt Crystal: Use on a Craymel. Increases vitality of a purple Craymel by +2.

Volt Shard: Use on a Craymel. Increases vitality of a purple Craymel by +1.

Water Crystal: Use on a Craymel. Increases vitality of a light blue Craymel by +2.

Water Shard: Use on a Craymel. Increases vitality of a light blue Craymel by +1.

Wind Bell: A bell crafted in Rasheans.

Wind Crystal: Use on a Craymel. Increases vitality of a green Craymel by +2.

Wind Shard: Use on a Craymel. Increases vitality of a green Craymel by +1.

Flare Bottle: Temporarily increases Attack by 30% and reduces Defense by 20%.

Syrup Bottle: Protects against Freeze, Poison, and Stun, but reduces attack by 20%.

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#### WEAPONS - SWORDS

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Bastard Sword: A long one-handed sword.

Slash 180, Thrust 175

Dao Blade: A sword with hatchet blades.

Slash 295, Thrust 285

Destroyer: A tool of destruction. Increases the probability of a critical hit.

Slash 440, Thrust 440

Earth Blade: A sword bearing the power of earth.

Slash 410, Thrust 405, Attribute Earth

Eternal Sword: A sword bearing the name that represents time and space.

Slash 890, Thrust 850, Attribute Time

Excalibur: A legendary sword that emits light. A possession of an ancient hero.

Slash 615, Thrust 590, Attribute Light

Flamberge: A sword with blades that resemble flames.

Slash 320, Thrust 320, Attribute Fire

Flame Sword: A sword with blades of fire.

Slash 610, Thrust 605, Accuracy 5, Attribute Fire

Ice Coffin: A sword that bears the name of an ice seal.

Slash 475, Thrust 460, Accuracy 15, Attribute Ice

Knight Saber: A saber crafted for use by the royal knights.

Slash 150, Thrust 130

Last Fencer: A sword crafted with Ribavious ore.

Slash 765, Thrust 758, Accuracy 10, Evade 3, Luck 5

Long Sword: A sword made of 3 feet of iron.

Slash 70, Thrust 70

Nimble Rapier: A thin sword that can slice like the wind.

Slash 200, Thrust 320, Accuracy 10

Ninja Sword: A sword once held by a legendary ninja girl.

Slash 740, Thrust 720, Accuracy 10

Ogre Sword: A sword crafted and polished to its finest.

Slash 500, Thrust 470

Rapier: A sword designed for thrust attack.

Slash 80, Thrust 140, Accuracy 10

Saber: A sword crafted and designed for slashing.

Slash 105, Thrust 85, Accuracy 5

Saint Rapier: A holy sword designed for thrust attack.

Slash 100, Thrust 200

Saw Saber: A sword crafted with blades that resemble a saw.

Slash 355, Thrust 350, Accuracy 5

Shamsel: A curved sword.

Slash 260, Thrust 200

Voltic Sword: A lightning sword made of seven unique blades.

Slash 550, Thrust 565, Accuracy 10, Attribute Volt

Vorpal Sword: A sword with a shiny blue blade.

Slash 735, Thrust 710, Attribute Water

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WEAPONS - SPEARS

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Arc Wind: A spear of wind. One swing of the spear causes a gust of wind.

Slash 170, Thrust 320, Accuracy 5, Attribute Wind

Demon Javelin: A spear bloodied in many previous wars.  
Slash 320, Thrust 520, Accuracy 5, Attribute Shadow

Dragger Lance: A lance rumored to possess the power to slay a dragon with a single blow.  
Slash 400, Thrust 680

Flame Spear: A spear bearing the power of the Fire Craymel.  
Slash 500, Thrust 780, Attribute Fire

Gungnir: A spear used in the final battles during the war of the gods.  
Slash 600, Thrust 999, Accuracy 5

Long Spear: An extra long spear equipped by the Imperial Guards.  
Slash 66, Thrust 130

Ogre Lance: Fang-like blades can tear apart an enemy with a single blow.  
Slash 300, Thrust 450, Attribute Earth

Partisan: A finely sharpened fork-tip spear made of copper.  
Slash 155, Thrust 260, Accuracy 10

Ranseur: A pole-sharped weapon. It is nicknamed the Wind Spear.  
Slash 80, Thrust 230

Short Lance: A weapon with a comfortable handle.  
Slash 100, Thrust 220, Accuracy 5

Short Spear: A standered spear made of iron.  
Slash 50, Thrust 85

Trident: A spear crafted to resemble Undine's weapon.  
Slash 240, Thrust 400, Attribute Water

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WEAPONS - AXES  
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Bardis: A weapon with jagged blades that can tear apart enemies.  
Slash 410, Thrust 300

Battle Axe: An axe designed specifically for use in battle.  
Slash 190, Thrust 60, Accuracy 5

Battle Pick: A pick with superior destructive power.  
Slash 480, Thrust 200

Crescent Axe: An axe with blades in the shape of a crescent moon.  
Slash 300, Thrust 140

Francesca: An iron axe that is easy to handle.  
Slash 110, Thrust 70

Gaia Cleaver: A special axe with attributes of the Earth Craymel.  
Slash 999, Thrust 500, Accuracy -5, Attribute Earth

Hand Axe: An axe used for hunting.  
Slash 75, Thrust 60

Strike Axe: An axe bearing the power of the Volt Craymel.

Slash 680, Thrust 320, Accuracy -5, Attribute Volt

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WEAPONS - MACES  
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Mace: A mace with a metallic lump on the tip.  
Attack 110

Star Mace: A magic mace that leaves a trail of stars in its wake.  
Attack 650, Intelligence 5

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WEAPONS - HALBERDS  
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Deck Brush: A mystic brush protected by the Wind Craymel.  
Slash 200, Thrust 200, Accuracy 30, Attribute Wind

Halberd: An excellent weapon with combined attributes of a hatchet and spear.  
Slash 300, Thrust 300, Accuracy -5

Heavy Grave: A hatchet-spear with smooth wavy blades.  
Slash 220, Thrust 220, Accuracy -10

Merenol: A weapon bearing the power of the Volt Craymel.  
Slash 510, Thrust 515, Accuracy -10, Attribute Volt

Pole Axe: An axe with attributes of a halberd.  
Slash 120, Thrust 120, Accuracy -15

Saint Halberd: A halberd blessed by a supreme god.  
Slash 630, Thrust 630, Accuracy -15, Luck 8

War Hammer: A powerful hammer with a wide grip.  
Slash 370, Thrust 370, Accuracy -10

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WEAPONS - RODS  
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Crystal Rod: A supreme rod used by an ancient Craymel Mage.  
Attack 740

Gem Rod: A rod decorated with a cheap gem on the tip.  
Attack 200

Holy Staff: A staff blessed by a god.  
Attack 480, Luck 8, Attribute Light

Rod: A simple rod made of bone.  
Attack 40

Ruby Wand: A wand decorated with a ruby on the tip.  
Attack 260

Skull Staff: A staff with an eerie skeleton on the tip.  
Attack 380, Intelligence 5, Luck -10

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WEAPONS - DAGGERS

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Assault Dagger: A sharp dagger that is easy to handle.  
Slash 250, Thrust 260, Accuracy 30, Attribute Wind

Crystal Dagger: A dagger with blades made of crystal. The blades are extremely sharp.

Slash 650, Thrust 650, Accuracy 30

Gladius: A meticulously crafted steel dagger.

Slash 320, Thrust 310, Accuracy 20

Gnome Pick: A small hammer made of hard rock.

Slash 390, Thrust 360, Accuracy 30, Attribute Earth

Hydra Dagger: A dagger crafted from mystic metal. The blades are extremely sharp.

Slash 160, Thrust 170, Accuracy 30, Attribute Water

Katar: A short dagger made of mythril. A very easy weapon to handle.

Slash 450, Thrust 450, Accuracy 20, Evade 2

Short Sword: A simple-sharped sword.

Slash 50, Thrust 40, Accuracy 30

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WEAPONS - KNUCKLES

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Bear Claw: A weapon that can leave scars reminiscent of a bear fight.

Punch 325, Kick 320, Accuracy 8

Bone Knuckles: A weapon made of sharpened bones.

Punch 300, Kick 295, Accuracy 2, Luck -6, Attribute Shadow

Chain Arms: Arms knitted with metallic chain.

Punch 90, Kick 92, Accuracy 5

Crystal Shell: A weapon with mystic crystals attached to the tips.

Punch 400, Kick 420, Accuracy 5

Diamond Fist: A weapon with diamonds attached to the tips.

Punch 660, Kick 635, Accuracy 7

Dragon Fang: A weapon with sharp dragon fangs attached to the tips.

Punch 470, Kick 440, Accuracy 10

Flare Arms: Arms bearing the power of the Fire Craymel.

Punch 580, Kick 620, Accuracy 7, Attribute Fire

Ghost Shell: A weapon cursed by evil spirits.

Punch 365, Kick 360, Luck -10, Attribute Shadow

Iron Arms: Arms made of iron. Well suited for martial arts.

Punch 180, Kick 165, Accuracy 2

Kaiser Fist: A weapon bearing an emperor's name. It can be equipped only by the chosen.

Punch 760, Kick 725, Accuracy 10

Leather Arms: Arms made of tanned leather.

Punch 60, Kick 68, Accuracy 2

Mythril Arms: Arms entirely made of mythril metal.

Punch 515, Kick 530, Accuracy 5

Needle Glove: Leather arms with sharp nails on the tips.

Punch 210, Kick 180, Accuracy 5

Omni Weapon: An unusual weapon known to grant wishes.

Punch 800, Kick 805, Accuracy 7, Attribute Light

Poison Thorn: A weapon made of poison thorns.

Punch 118, Kick 125, Accuracy 7

Power Arms: Leather arms that increase attack power.

Punch 67, Kick 75, Accuracy 3

Silver Knuckles: A high performance weapon decorated in silver.

Punch 275, Kick 255, Accuracy 10

Venom: A weapon made with a venomous snake. It has an added effect of Stun.

Punch 240, Kick 215, Accuracy 3

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#### WEAPONS - L-SWORDS

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Dragon Vein: A sword for slaying dragons. The blades sparkle even after battle.

Slash 670, Thrust 650, Accuracy -30, Attribute Shadow

Great Sword: A steel sword crafted by a master craftsman.

Slash 390, Thrust 370, Accuracy -20, Evade -3

Hero Cane: A staff used as a weapon by a legendary hero.

Slash 790, Thrust 740, Accuracy -20, Luck 5

Mystic Sword: A sword with a mystic gleam. It is protected by the Water Craymel.

Slash 865, Thrust 840, Defense 5, Accuracy -10, Attribute Water

Soul Eater: A sword known to eat the souls of those slain by it.

Slash 490, Thrust 430, Accuracy -30, Attribute Shadow

Steel Sword: A sword made of extremely tough iron.

Slash 330, Thrust 240, Accuracy -20, Evade -2

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#### WEAPONS - WHISTLES

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Bird Whistle: A whistle that chirps like a bird.

Attack 160

Chirp Whistle: A cute whistle in the shape of a chick.

Attack 100, Accuracy -5, Luck 5

Eternia Melody: A legendary whistle that plays a love melody for eternity.

Attack 750, Intelligence 5, Attribute Time



Memory Whistle: A silver whistle that was lost a long time ago.

Attack 300

Pretty Whistle: A whistle sounded before battle.

Attack 200, Luck 8

Trumpet: A trumpet played before battle. It can raise morale.

Attack 460

Twinkle Flute: A flute that plays a tone as beautiful as the twinkling stars.

Attack 580, Intelligence 3, Luck 8

Whistle: A whistle blown to signal a command.

Attack 35, Accuracy -3

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WEAPONS - GUNS

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Assault Shot: A must have for a warrior at the front line of battle.

Attack 485

Grand Magnum: If you want to be cool, this weapon is for you!!

Attack 610

Impulse Cannon: A weapon that is simply amazing. Your enemies don't stand a chance!!

Attack 700

Mega Launcher: For those that demand the best of the best.

Attack 955

Photon Ray: A weapon with unparalleled power. It destroys everything in sight.

Attack 840

Plasma Cannon: A destructive weapon that burns everything to ashes.

Attack 525, Attribute Water

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WEAPONS - BAGS

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Big Bag: A bag fully-loaded with the power of Craymels.

Attack 480

Chat Bag: A bag stuffed with the power of Craymels.

Attack 315

Luck Bag: A bag that brings luck and happiness.

Attack 720, Luck 30

Tote Bag: A charming bag with infinite capacity.

Attack 400

Wonder Bag: Marvelous bag once used by Aifread.

Attack 780

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ARMOR (BODY) - BODY

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Battlesuit: An armor made of small metallic plates. The joints are protected by chain mail.

Defense 22, Evade -3

Chain Mail: An upper body armor made of thick metallic chain mail.

Defense 10

Golden Armor: An armor of an ancient legendary hero.

Defense 49, Attribute Water, Wind, Fire, Light

Hard Leather: An armor made of layers of durable leather.

Defense 4

Mumbane: An armor protected by the Deity of Earth.

Defense 42, Attribute Earth, Ice, Volt, Shadow

Mythril Plate: A plate armor made of mythril, a metal with mysterious power.

Defense 37, Evade -3

Plate Mail: A metallic plate armor that completely covers the upper body.

Defense 18, Evade -3

Protector: An armor that only covers the chest to enhance mobility.

Defense 7

Rare Plate: A masterpiece crafted by a master craftsman.

Defense 38, Evade -5

Reflect: An armor that protects against Time Elemental attack.

Defense 35, Evade -3, Attribute Time

Ring Mail: An upper body armor made of extremely thick metallic chain mail.

Defense 13

Silver Plate: A full body armor completely composed of metal.

Defense 28, Evade -5

Soft Leather: An armor made of softened 2-layer leather. Mobility is not hindered.

Defense 2

Splint Mail: An upper body chain mail armor with a metal chest plate.

Defense 15

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ARMOR (BODY) - CLOAKS  
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Amber Cloak: Cloak decorated in amber.

Defense 10, Evade 10

Cloak: Cloak made of durable cloth.

Defense 5

Holy Cloak: A cloak blessed by a supreme god.

Defense 25, Luck 5

Mythril Mesh: A cloak made of threads processed from mythril metal.

Intelligence 2, Defense 35, Evade 5

Silk Cloak: Cloak made of silk. Wear it for the refined look.  
Intelligence 1, Defense 10, Luck 2

Silver Cloak: A cloak made of silver threads.  
Defense 16, Evade 7

Star Cloak: A cloak with star-like glitter and filled with magical power.  
Intelligence 3, Defense 40

White Cloak: A cloak that can be worn only by those with a pure heart.  
Defense 8, Evade 5

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ARMOR (BODY) - ROBES  
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Bloody Robe: A bloody-red robe.  
Defense 14, Attribute Shadow

Crystal Robe: A robe decorated with crystals.  
Defense 12, Evade 2

Feather Robe: A feather-light robe.  
Defense 9, Evade 3, Luck 2

Misty Robe: A robe made of cloth, thin as mist.  
Defense 14

Moon Robe: A robe embroidered with moon stones that emits light.  
Intelligence 3, Defense 28

Robe: A robe made of thick cloth.  
Defense 12, Evade 1

Scale Robe: A robe made from scales of a rare fish. Protects against Poison and Weak.  
Defense 22

Spirit Robe: A valuable robe protecte by all Craymels.  
Defense 34, Evade 5, Attribute Water, Wind, Fire, Earth, Ice, Volt, Shadow, Light, Elemental, Time

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ARMOR (SHIELD) - SHIELDS  
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Apple Shield: A mystical apple-shaped shield.  
Evade 10, Luck 5

Beam Shield: A shield with peculiar color and shape. High defense ratings.  
Defense 32, Evade 12

Blue Shield: A shield also known as the Abandoned Shield.  
Defense 12, Evade 32

Buckler: A small iron shield  
Defense 4, Evade 2

Chaos Shield: A shield bearing a red cross.

Defense 40, Evade 2, Luck -5

Fine Shield: An excellent shield reinforced with two layers of metal.

Defense 18, Evade 8

Kite Shield: A metallic shield in the shape of a kite.

Defense 13, Evade 5

Lid Shield: Fire resistant kitchenware. It can also be used as a shield.

Defense 2, Attribute Fire

Omega Shield: A shield bearing the omega symbol. It has a healing effect.

Defense 10, Evade 4

Order Shield: A shield with a white snake design.

Defense 26, Evade 10

Rare Shield: Richly decorated shield. Its quality is topnotch.

Defense 10, Evade 28

Red Shield: A shield that will raise your fighting spirit.

Defense 28, Evade 4

Round Shield: An extremely durable circular shield.

Defense 9, Evade 3

Square Shield: A shield that protects against Fire Craymels.

Defense 6, Evade 8, Attribute Fire

Star Shield: A shield in the shape of a star. It protects against Shadow Craymels.

Defense 30, Evade 10, Attribute Shadow

Storm Shield: A shield that protects against Wind Craymels.

Defense 6, Evade 3, Attribute Wind

Wooden Shield: A shield made of durable wood.

Defense 3, Evade 1

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ARMOR (SHIELD) - BRACELETS

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Angel Bracelet: A bracelet of happiness with an embroidered angel.

Defense 18, Luck 8

Bracelet: A bracelet made of silver.

Defense 5

Diamond Armllet: An armllet made of diamonds.

Defense 14

Gold Bracelet: A bracelet made of gold.

Defense 8

Iron Wrist: A wristband made of iron.

Defense 3

Lapis Bracelet: A bracelet with lapis lazuli attached.

Intelligence 2, Defense 11, Luck 2

Mythril Bracelet: A bracelet made of mythril, a metal with mysterious power.  
Intelligence 2, Defense 22

Star Bracelet: A bracelet made of an unknown substance.  
Defense 26

Wristband: A cloth band used for siping off sweat.  
Defense 1

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ARMOR (SHIELD) - MITTENS  
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Cute Mitten: A very charming mitten.  
Defense 15, Accuracy 5, Evade 5, Luck 5

Kitchen Mitten: A mitten for cooking and holding pot.  
Defense 5, Evade 5, Attribute Fire

Lovely Mitten: A very lovely mitten.  
Defense 12, Evade 5, Luck 3, Attribute Light, Shadow

Pretty Mitten: A very pretty mitten.  
Defense 9, Evade 2, Luck 10

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ARMOR (HEAD) - HELMETS  
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Ahmet Helm: An iron helmet that covers the face and head.  
Defense 5

Cross Helm: A refined version of the Ahmet Helm.  
Defense 10

Duel Helm: A gift given to a hero in an ancient land.  
Defense 14

Golden Helm: A possession of an ancient monarch.  
Defense 24, Evade 5

Iron Helm: A helmet made of iron.  
Defense 3

Leather Helm: A helmet that protects only the head.  
Defense 1

Mythril Helm: A helmet made of mythril, a metal with mysterious power.  
Intelligence 2, Defense 18

Rare Helm: A masterpiece crafted by a master craftsman.  
Defense 20

Star Helm: A helmet made of unknown substances. Light, yet very strong.  
Defense 28, Evade 3, Luck 2

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ARMOR (HEAD) - BERETS

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Aifread's Hat: A hat of the legendary pirate, Aifread.  
Defense 12

Captain's Hat: An ultimate hat that bears the history and spirit of pirates.  
Defense 24, Evade 12

Pirate's Hat: A simple, traditional hat for pirates.  
Defense 18, Evade 6

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ARMOR (HEAD) - RIBBONS  
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Arche Ribbon: Nice match for a heroine?  
Luck 50, Attribute Water, Wind, Fire, Earth

Blue Ribbon: A blue ribbon.  
Defense 5

Magical Ribbon: A magical ribbon. It's also very attractive.  
Intelligence 5, Defense 26, Evade 3

Pretty Ribbon: A very charming ribbon.  
Defense 20, Evade 5, Luck 5

Ribbon: A red ribbon.  
Defense 2

Striped Ribbon: A ribbon with stripes.  
Defense 9, Evade 5

Tartan Ribbon: A ribbon with a checkered tartan pattern.  
Defense 16, Evade 10

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ARMOR (HEAD) - CIRCLETS  
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Circlet: A silver circlet with embroidered patterns.  
Intelligence 4, Defense 1

Cress' Bandana: Nice match for a hero.  
Accuracy 10, Evade 20, Attribute Time

Gold Circlet: A circlet made of gold. Raises your level of concentration.  
Intelligence 8, Defense 2

Holy Circlet: A circlet embroidered with words of a deity.  
Intelligence 18, Defense 4, Luck 5

Mythril Circlet: A circlet made of mythril, a metal with mysterious power.  
Intelligence 12, Defense 3

Star Circlet: A mysterious circlet that twinkles like a star.  
Intelligence 24, Defense 5

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ACCESSORIES

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Blue Talisman: A protective charm. Increases Defense by 10%.

Canceler: A deadly weapon that emits three different levels of energy.

Combo Command: Execute special techniques by inputting commands.

Drain Charm: Prevents infimities including decline in Accuracy, Defense, and Spell Casting.

Freeze Charm: A charm that prevents Freeze.

Heal Bracelet: Defeat an enemy to recover 8% of the HP.

Mental Bracelet: Defeat an enemy to recover 3% of the TP.

Pico Revenge: A Pow Hammer wil randomly appear when you receive damage.

Poison Charm: Protects against HP reducing Poison and TP reducing Weak.

Stun Charm: A charm that protects against Stun.

Talisman: A protective charm. Increases Defense by 5%.

Technical Ring: Enables you to control Quickie while you are in the GUARD position.

WakeUp Charm: A charm that reduces the duration of unconsciousness by 1/2.

Elven Boots: Super light boots. Increases movement speed during battle.

Jet Boots: Boots that increase walking speed. Increases movement speed during battle.

Persha Boots: Shoes in the shape of a cat's paw. Reduces all damage by 30%.

Watercloud: Water resistant boots. Reduces water Elemental damage by 50%.

Aqua Cape: A cape that reduces Water and Ice Elemental damage by 30%.

Cape: A generic cape made of cloth. Standard equipment for rookies.

Celesti Cape: Protects against Craymels of Celestia, but weak against Water, Wind, and Fire.

Elven Cape: A super light cape. Increases Defense, Evade, and Luck.

Flare Cape: A cape that reduces Fire Elemental damge by 30%.

Inferi Cape: Protects against Craymels of Inferia, but weak against Earth, Ice, and Lightning.

Leather Cape: A cape made of leather. Standard equipment for adventurers.

Smash Cape: A cape that increases your charm. Receive extra bonus for Technical Smash.

Thief's Cape: The cape of choice for pirates.

Thunder Cape: A cape that reduces Lightning Elemental damage by 30%.

Emerald Ring: A ring with special power. Reduces TP consumption by 1/3.

Faerie Ring: A ring with an engraving of a faerie. Reduces TP consumption by 1/2.

Force Ring: A ring with an engraving of a war god. Reduces physical damage by 20%.

Mental Ring: A ring that eases the mind. Periodically regenerates TP by 1% of max.

Protect Ring: A ring with an engraving of a war god. Reduces physical damage by 10%.

Reflect Ring: A ring with an engraving of a goddess. Reduces Elemental Attack damage by 20%.

Resist Ring: A ring with an engraving of a goddess. Reduces Elemental Attack damage by 10%.

Resume Ring: If you're lucky, it might resurrect you from the dead during battle.

Reviverser: Press the GUARD button immediately after an enemy blow to reduce the damage.

Step Ring: Equipment that enables you to back step by pressing the GUARD + DOWN Button.

Reverse Doll: A voodoo doll that automatically resurrects you from the dead.

Sephira: Sculpture of a goddess. Quip to earn twice as much Gald.

Black Onyx: A jewel that increases max HP by 30%.

Magic Mist: A crystal with smoke sealed within. Increases getaway speed by 50%.

Moon Crystal: A jewel that increases max TP by 30%.

Demon's Seal: Exp. earned is doubled, but its curse can cause abnormalities.

Derris Emblem: A proof of victory against Sekundes. Increases Accuracy.

Extreme: Increases Attack considerably, but Defense is equally decreased.

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

Krona Symbol: It protects against all abnormalities.

Mystic Symbol: A mysterious emblem. Reduces the time it takes to cast a spell.

Rabbit's Foot: A rabbit's foot. Increases Luck by +30.

Warrior Symbol: A warrior's crest. Increases Strength by 10%.

Hyper Gauntlet: A possession of a legendary hero.

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## FOOD

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Amango: The official fruit of Celestia.

Banana: A fruit wrapped in yellow skin. Soft and white inside.

Bear Meat: Meat of an animal that inhabits Inferia.

Beet: A red-colored root crop. A necessary ingredient in a borsch.

Black Satay: Spice only found in Celestia. Used to add a bitter flavor.

Bread: The aroma is excellent when it is well baked.

Cabbage: One of the most versatile vegetables around.

Carrot: A vegetable with a unique shape and color. Tastes sweet when boiled.

Cheese: Fermented milk. Its scent is not enjoyed by all.

Cucumber: It turns yellow when heated. Eat it while it's still green.

Egg: An ingredient used in various cuisines. Also a high source of protein.

Kirima: The official fruit of Inferia.

Kiwi: An emerald green fruit. Tastes both sweet and sour.

Konia: It's prepared by simmering powdered konia stem and lime milk.

Lemon: An extremely sour fruit.

Lettuce: The undisputed King of Salad.

Milk: Cow milk. A very nutritional drink.

Onion: A popular vegetable grown around the world.

Panyan: Celestial noodles prepared by drying noodles marinated in broth.

Pasta: A general term for spaghetti and macaroni. Also defined as a kneaded product.

Potato: There are many ways to prepare it. Try it steamed and salted.

Purple Satay: Spice only found in Celestia. Used by the Chef Master as a secret ingredient.

Radish: One of many ingredients used in a hot pot.

Red Satay: Spice found only in Celestia. Use to add a touch of flavor.

Rice: Cooked rice. Steaming it to perfection can be quite difficult.

Shrimp: A sea creature with a hard shell and tender body.

Squid: Ten legged mollusk feared and nicknamed the Sea Demon in some parts of the world.

Strawberry: Tasty with milk and cream. An excellent topping on a cake.

Tofu: Processed soy bean. Known for its soft texture.

Tomato: A tasty fruit - hot or cold. It can be made into a juice or sauce.

Tuna: A very popular fish. Those caught during winter are especially tasty.

Tusk Meat: Meat of an animal that inhabits Celestia.

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VALUABLES

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Boarding Pass: A ticket to ride on an Inferia ship. Care to take a nice cruise?

Celesea Map: Underwater map of Celestia. Who knows what lurks below.

Celestia Map: World map of Celestia.

Collector's Book: A must have for item collectors. Have you recorded everything?

Dark Sphere: A sphere of shadow. One of Aifread's precious treasures.

Etapoke1: This item should not be attainable in the US version.

Etapoke2: This item should not be attainable in the US version.

Etapoke3: This item should not be attainable in the US version.

Etapoke4: This item should not be attainable in the US version.

Freeze Ring: Ring bearing the power of Ice Craymel. Press the L1 Button to shoot ice crystals.

GPS: Calculates the longitude and latitude. One of seven essential pirate equipment.

Galaxy Stone: The crystals of Ribavius ore. It looks like a star fragment.

Inferia Map: A map of Inferia.

Insea Map: Inferia's underwater map. Anything interesting down there?

Light Sphere: A sphere emitting a faint light. One of Aifread's precious treasures.

Manual: A scripture that unlocks MANUAL control. It teaches the path to professionalism.

Miacis Badge: Shileska Rebel badge. Designed with Miacis as the motif.

Monster Collection: A record of monster images and data. Try to complete the collection!

Orz Earring: An earring for reading another's heart. Communicate beyond the language barrier.

S.D.: Destiny can be summoned once every 30 minutes of play.

Seyfert Key: A key with special power. It will guide you to the right path.

Sorcerer's Ring: Ring bearing the power of Light Craymel. Press the R1 Button to emit a beam.

Train Cage: Craymel Cage for the Craymel Express.

WHIS: A popular game played in Celestia. A very addictive game.

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