Golden Sun Shop/Item Guide

by skaven

Updated to v1.01 on Jul 30, 2006

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=-=-=-=-=-=-=-=-= 	Golden Sun? Shop & Item Guid Game Boy Advance ? Nintendo/Camelot	 le

Nestled away at the foot of Mount Aleph, the most sacred peak on the continent of Angara, rests a quiet village called Vale. For ages, the elders of this remote community have been the caretakers of Sol Sanctum - an ancient temple on the mountain's slope that for eons has guarded the seal on the ancient science of Alchemy. Now, that seal has been broken. A mysterious figure is attempting to release the powers of Alchemy upon the world, a power so great that one who wields its full force can attain any of his heart's desires - countless riches, endless life, even the power to destroy the world. Once the combined power of the four elements - earth, water, wind, and fire, which together make up all matter - is unleashed, the world willfall to its knees before the one who wields it. If this horrible fate is to be avoided, a brave soul must now arise!

=-=-=- #XVDE = I. FIRST PART

- Text from instruction book -

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=-=-=-=-=-=-	#FYZR		
= II. SECOND PART == Introduction			
======================================			
To navigate easy this numbers. Just put the			com letters and
=-=-=-================================	#UGWY		
This part if divided	into each vill	age/city.	
= #SXZ1 a) VALE =			
WEAPONS			
Item	Cost	Effect	
Long Sword	200	Attack +14	
Short Sword	120	Attack +8	
Mace	80	Attack +6	
Wooden Stick	40	Attack +4	
ARMORS			
Item	Cost	Effect	
Travel Vest	50	Defense +7	
Wooden Shield	40	Defense +4	
Leather Cap	30	Defense +3	
One-Piece Dress	25	Defense +4	
Cotten Shirt Padded Gloves	20 10	Defense +3 Defense +2	
ITEMS			
Item	Cost	Effect	
Antidote	20	Cures PSN	
Herb	10	Restores 50HP	
= #EQR2 b) VAULT			

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Item	Cost	Effect
Battle Axe	280	
Long Sword	200	
Short Sword	120	Attack +8
Mace	80	Attack +6
ARMORS		
Item 	Cost	Effect
Leather Armlet	180	Defense +7
Circlet	120	Defense +6
Travel Vest	50	Defense +7
Wooden Shield	40	Defense +6
Leather Cap	30	Defense +3
Padded Gloves	10	Defense +2
ITEMS		
Item	Cost	Effect
Antidote	20	Cures PSN
Herb	10	Restores 50HP
= #RXZ3		
c) BILIBIN		
c) BILIBIN		
) BILIBIN -===		
) BILIBIN -== EAPONS	Cost	Effect
E) BILIBIN EEAPONS Etem		
E) BILIBIN EAPONS tem	1000	Attack +40
) BILIBIN -=== EAPONS tem road Sword unter's Sword	1000 520	Attack +40 Attack +28
) BILIBIN -=== EAPONS tem road Sword unter's Sword eavy Mace	1000 520 500	Attack +40 Attack +28 Attack +26
E) BILIBIN = JEAPONS Item Broad Sword Junter's Sword Jeavy Mace Battle Axe	1000 520	Attack +40 Attack +28 Attack +26 Attack +24
E) BILIBIN = NEAPONS Item Broad Sword Hunter's Sword Heavy Mace Battle Axe Long Sword	1000 520 500 280	Attack +40 Attack +28 Attack +26 Attack +24
E) BILIBIN= WEAPONS Item Broad Sword Munter's Sword Meavy Mace Battle Axe Long Sword	1000 520 500 280	Attack +40 Attack +28 Attack +26 Attack +24 Attack +14
E) BILIBIN= WEAPONS Item Broad Sword Hunter's Sword Heavy Mace Battle Axe Long Sword ARMORS Item	1000 520 500 280 200	Attack +40 Attack +28 Attack +26 Attack +24 Attack +14 Effect
E) BILIBIN= WEAPONS Item Broad Sword Hunter's Sword Heavy Mace Battle Axe Long Sword ARMORS Item Bronze Shield	1000 520 500 280 200 Cost	Attack +40 Attack +28 Attack +26 Attack +24 Attack +14 Effect Defense +14
E) BILIBIN = WEAPONS Item Broad Sword Hunter's Sword Heavy Mace Battle Axe Long Sword ARMORS Item Bronze Shield Leather Armor	1000 520 500 280 200 Cost	Attack +40 Attack +28 Attack +26 Attack +24 Attack +14 Effect Defense +14 Defense +12
E) BILIBIN = NEAPONS Item Broad Sword Hunter's Sword Heavy Mace Battle Axe Long Sword ARMORS Item Bronze Shield Leather Armor Leather Gloves	1000 520 500 280 200 Cost 500 240 220	Attack +40 Attack +28 Attack +26 Attack +24 Attack +14 Effect Defense +14 Defense +12 Defense +10
E) BILIBIN = NEAPONS Item Broad Sword Hunter's Sword Heavy Mace Battle Axe Long Sword ARMORS Item Bronze Shield Leather Armor Leather Gloves Iravel Robe	1000 520 500 280 200 Cost 500 240 220 200	Attack +40 Attack +28 Attack +26 Attack +24 Attack +14 Effect Defense +14 Defense +12 Defense +10 Defense +10
E) BILIBIN = WEAPONS Item Broad Sword Hunter's Sword Heavy Mace Battle Axe Long Sword ARMORS Item Bronze Shield Leather Armor Leather Gloves Fravel Robe Open Helmet	1000 520 500 280 200 Cost 500 240 220 200 180	Attack +40 Attack +28 Attack +26 Attack +24 Attack +14 Effect Defense +14 Defense +12 Defense +10 Defense +9
E) BILIBIN = WEAPONS Item Broad Sword Hunter's Sword Heavy Mace Battle Axe Long Sword ARMORS Item Bronze Shield Leather Armor Leather Gloves Travel Robe Deen Helmet Leather Armlet	1000 520 500 280 200 Cost 500 240 220 200 180 180	Attack +40 Attack +28 Attack +26 Attack +24 Attack +14 Effect Defense +14 Defense +12 Defense +10 Defense +10 Defense +9 Defense +7
E) BILIBIN = NEAPONS Item Broad Sword Hunter's Sword Heavy Mace Battle Axe Long Sword ARMORS Item Bronze Shield Leather Armor Leather Gloves Fravel Robe Dpen Helmet Leather Armlet	1000 520 500 280 200 Cost 500 240 220 200 180	Attack +40 Attack +28 Attack +26 Attack +24 Attack +14 Effect Defense +14 Defense +12 Defense +10 Defense +10 Defense +9 Defense +7
Hunter's Sword Heavy Mace Battle Axe Long Sword ARMORS Item	1000 520 500 280 200 Cost 500 240 220 200 180 180 50	Attack +40 Attack +28 Attack +26 Attack +24 Attack +14 Effect Defense +14 Defense +12 Defense +10 Defense +10 Defense +9 Defense +7 Defense +7
E) BILIBIN = NEAPONS Item Broad Sword Hunter's Sword Heavy Mace Battle Axe Long Sword ARMORS Item Bronze Shield Leather Armor Leather Gloves Travel Robe Dpen Helmet Leather Armlet Travel Vest ITEMS Item	1000 520 500 280 200 Cost 500 240 220 200 180 180 50	Attack +40 Attack +28 Attack +26 Attack +24 Attack +14 Effect Defense +14 Defense +12 Defense +10 Defense +10 Defense +9 Defense +7
WEAPONS Item Broad Sword Hunter's Sword Heavy Mace Battle Axe Long Sword ARMORS Item Bronze Shield Leather Armor Leather Gloves Iravel Robe Dpen Helmet Leather Armlet Iravel Vest ITEMS Item	1000 520 500 280 200 Cost 500 240 220 200 180 180 50	Attack +40 Attack +28 Attack +26 Attack +24 Attack +14 Effect Defense +14 Defense +12 Defense +10 Defense +10 Defense +9 Defense +7 Defense +7 Defense +7 Effect
E) BILIBIN = NEAPONS Item Broad Sword Hunter's Sword Heavy Mace Battle Axe Long Sword ARMORS Item Bronze Shield Leather Armor Leather Gloves Travel Robe Dpen Helmet Icather Armlet Travel Vest ITEMS Item Bacred Feather	1000 520 500 280 200 Cost 500 240 220 200 180 180 50	Attack +40 Attack +28 Attack +26 Attack +24 Attack +14 Effect Defense +14 Defense +12 Defense +10 Defense +9 Defense +9 Defense +7 Defense +7 Defense +7
WEAPONS Item Broad Sword Hunter's Sword Heavy Mace Battle Axe Long Sword ARMORS Item Bronze Shield Leather Armor Leather Gloves Iravel Robe Open Helmet Leather Armlet Iravel Vest ITEMS Item	1000 520 500 280 200 Cost 500 240 220 200 180 180 50 Cost	Attack +40 Attack +28 Attack +26 Attack +24 Attack +14 Effect Defense +14 Defense +12 Defense +10 Defense +10 Defense +9 Defense +7 Defense +7 Defense +7 Effect

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Item	Cost	Effect
Hunter's Sword	520	
Broad Sword	1000	
Heavy Mace	500	Attack +26
Battle Axe	280	Attack +24
ARMORS		
Item	Cost	Effect
Adept's Clothers	850	PP +8, Defense +18
Bronze Shield	500	Defense +14
Leather Armor	240	Defense +12
Wooden Cap	400	Defense +10
Leather Gloves	220	Defense +10
Open Helmet	180	Defense +9
Leather Armlet	180	Defense +7
Circlet	120	Defense +6
Item	Cost	
 Sacred Feather	70	Reduces monster encounters
Elixir	30	Cures sleep, delusion and stun
Antidote	20	Cures PSN
Herb	10	Restores 50HP
= #LQD5 e) KOLIMA=		
e) KOLIMA == WEAPONS	Cost	Effect
e) KOLIMA== WEAPONS Item		
e) KOLIMA== WEAPONS ItemBroad Axe	1400	Attack +50
e) KOLIMA= WEAPONS Item Broad Axe Broad Sword	1400 1000	Attack +50 Attack +40
e) KOLIMA= WEAPONS Item Broad Axe Broad Sword Hunter's Sword	1400	Attack +50 Attack +40
e) KOLIMA= WEAPONS Item Broad Axe Broad Sword Hunter's Sword Heavy Mace	1400 1000 520	Attack +50 Attack +40 Attack +28
e) KOLIMA= WEAPONS Item Broad Axe Broad Sword Hunter's Sword Heavy Mace ARMORS Item	1400 1000 520 500	Attack +50 Attack +40 Attack +28 Attack +26 Effect
e) KOLIMA= WEAPONS Item Broad Axe Broad Sword Hunter's Sword Heavy Mace ARMORS Item	1400 1000 520 500	Attack +50 Attack +40 Attack +28 Attack +26 Effect
e) KOLIMA= WEAPONS ItemBroad Axe Broad Sword Hunter's Sword Heavy Mace ARMORS Item	1400 1000 520 500 Cost	Attack +50 Attack +40 Attack +28 Attack +26 Effect PP +8, Defense +18
e) KOLIMA= WEAPONS Item Broad Axe Broad Sword Hunter's Sword Heavy Mace ARMORS Item Adept's Clothers Armlet	1400 1000 520 500 Cost	Attack +50 Attack +40 Attack +28 Attack +26 Effect PP +8, Defense +18 Defense +17
e) KOLIMA= WEAPONS Item Broad Axe Broad Sword Hunter's Sword Heavy Mace ARMORS Item	1400 1000 520 500 Cost 850 900 600	Attack +50 Attack +40 Attack +28 Attack +26 Effect PP +8, Defense +18 Defense +17 Defense +14
e) KOLIMA= WEAPONS Item	1400 1000 520 500 Cost 850 900 600 500	Attack +50 Attack +40 Attack +28 Attack +26 Effect PP +8, Defense +18 Defense +17 Defense +14 Defense +14
e) KOLIMA= WEAPONS Item Broad Axe Broad Sword Hunter's Sword Heavy Mace ARMORS Item Adept's Clothers Armlet Bronze Helmet Bronze Shield Leather Armor	1400 1000 520 500 Cost 850 900 600 500 240	Attack +50 Attack +40 Attack +28 Attack +26 Effect PP +8, Defense +18 Defense +17 Defense +14 Defense +14 Defense +14
e) KOLIMA= WEAPONS Item	1400 1000 520 500 Cost 850 900 600 500	Attack +50 Attack +40 Attack +28 Attack +26 Effect PP +8, Defense +18 Defense +17 Defense +14 Defense +14 Defense +14
e) KOLIMA= WEAPONS Item	1400 1000 520 500 Cost 850 900 600 500 240 400	Attack +50 Attack +40 Attack +28 Attack +26 Effect PP +8, Defense +18 Defense +17 Defense +14 Defense +14 Defense +14 Defense +12 Defense +10
e) KOLIMA= WEAPONS Item	1400 1000 520 500 Cost 850 900 600 500 240 400	Attack +50 Attack +40 Attack +28 Attack +26 Effect PP +8, Defense +18 Defense +17 Defense +14 Defense +14 Defense +12 Defense +10
e) KOLIMA== WEAPONS Item	1400 1000 520 500 Cost 850 900 600 500 240 400 220	Attack +50 Attack +40 Attack +28 Attack +26 Effect PP +8, Defense +18 Defense +17 Defense +14 Defense +14 Defense +12 Defense +10 Defense +10 Effect
e) KOLIMA= WEAPONS Item	1400 1000 520 500 Cost 850 900 600 500 240 400 220	Attack +50 Attack +40 Attack +28 Attack +26 Effect PP +8, Defense +18 Defense +17 Defense +14 Defense +14 Defense +12 Defense +10 Defense +10
e) KOLIMA= WEAPONS Item Broad Axe Broad Sword Hunter's Sword Heavy Mace ARMORS Item	1400 1000 520 500 Cost 850 900 600 500 240 400 220	Attack +50 Attack +40 Attack +28 Attack +26 Effect PP +8, Defense +18 Defense +17 Defense +14 Defense +14 Defense +10 Defense +10 Defense +10 Effect
e) KOLIMA== WEAPONS Item Broad Axe Broad Sword Hunter's Sword Heavy Mace ARMORS Item Adept's Clothers Armlet Bronze Helmet Bronze Shield Leather Armor Wooden Cap Leather Gloves ITEMS Item	1400 1000 520 500 Cost 850 900 600 500 240 400 220	Attack +50 Attack +40 Attack +28 Attack +26 Effect PP +8, Defense +18 Defense +17 Defense +14 Defense +12 Defense +10 Defense +10 Effect Reduces monster encounters Cures sleep, delusion and stun

f) XIAN --==--WEAPONS Effect Item Cost ______ 2900 Battle Rapier Attack +58 Battle Mace 2600 Attack +56 1400 Broad Axe Attack +50 1000 Broad Sword Attack +40 ARMORS Cost 1400 Silk Robe Defense +20 Defense +20 Iron Shield 1200 Adept's Clothes 850 Defense +20, PP +8 900 Defense +17 Defense +16 1300 Silver Circlet Bronze Helmet 500 Defense +14 400 Defense +10 Wooden Cap ITEMS Cost _____ 70 Reduces monster encounters Sacred Feather Elixir 30 Cures sleep, delusion and stun 20 Cures PSN Antidote 10 Restores 50HP Herb --==-- #YGW7 g) ALTIN WEAPONS Effect Item Cost ______ Claymore 4000 Attack +70 2900 Battle Rapier Attack +58 Battle Mace 2600 Attack +56 1400 Broad Axe Attack +50 ARMORS Cost Effect Item ______ Gauntlets 1600 Defense +23 Silk Robe 1400 Defense +20 1200 Defense +20 Iron Shield 850 Defense +20, PP +8 Adept's Clothes Armlet 900 Defense +17 1300 Defense +16 Silver Circlet 600 Defense +14 Bronze Helm ITEMS Item Cost Effect _____

200 Restores 200HP

20 Cures PSN

Sacred Feather

Elixir Antidote 70 Reduces monster encounters

30 Cures sleep, delusion and stun

### ACCOST	Herb	10	Restores 50HP
MEAPONS Item			
Tem	•		
Great Axe 5200 Attack +80 Claymore 4000 Attack +70 Battle Rapier 2900 Attack +56 Battle Mace 2600 Attack +56 Battle Mace 2600 Attack +56 ARMORS Item Cost Effect Jerkin 2400 Defense +26 Chain mail 2000 Defense +25 Heavy Armlet 2000 Defense +25 Gauntlets 1600 Defense +23 Gauntlets 1600 Defense +20 ITEMS Item Cost Effect Nut 200 Restores 200HP Sacred Feather 70 Reduces monster encounters Elixir 30 Cures psn Attack +84 Herb 10 Restores 50HP ==#RDH9 i) TOLBI	WEAPONS		
Street Axe			
### Battle Rapier			
### Battle Mace 2600 Attack +56 ARMORS Item Cost Effect	Claymore	4000	Attack +70
ARMORS Item Cost Effect Jerkin	Battle Rapier	2900	Attack +58
Tem	Battle Mace	2600	Attack +56
Jerkin	ARMORS		
Jerkin 2400 Defense +26 Chain mail 2000 Defense +25 Heavy Armlet 2000 Defense +23 Mail Cap 2000 Defense +23 Gauntlets 1600 Defense +23 Iron Shield 1200 Defense +20 ITEMS Item Cost Effect ITEMS Item Cost Effect ITEMS Sacred Feather 70 Reduces monster encounters Elixir 30 Cures sleep, delusion and stu Antidote 20 Cures PSN Herb 10 Restores 50HP			
Heavy Armlet			
Mail Cap 2000 Defense +23 Gauntlets 1600 Defense +23 Iron Shield 1200 Defense +20 ITEMS Item Cost Effect Nut 200 Restores 200HP Sacred Feather 70 Reduces monster encounters Elixir 30 Cures sleep, delusion and stu Antidote 20 Cures PSN Herb 10 Restores 50HP	Chain mail	2000	Defense +25
Gauntlets	Heavy Armlet	2000	Defense +25
Tron Shield	Mail Cap	2000	Defense +23
TTEMS	Gauntlets	1600	Defense +23
Time	Iron Shield	1200	Defense +20
Nut 200 Restores 200HP Sacred Feather 70 Reduces monster encounters Elixir 30 Cures sleep, delusion and stu Antidote 20 Cures PSN Herb 10 Restores 50HP =#RDH9 i) TOLBI= WEAPONS Item Cost Effect Great Sword 7000 Attack +90 Master Rapier 6800 Attack +86 War Mace 6200 Attack +84 Great Axe 5200 Attack +80 ARMORS Item Cost Effect	ITEMS		
Sacred Feather 70 Reduces monster encounters Elixir 30 Cures sleep, delusion and stu Antidote 20 Cures PSN Herb 10 Restores 50HP ==#RDH9 i) TOLBI =#CH WEAPONS Item Cost Effect Great Sword 7000 Attack +90 Master Rapier 6800 Attack +86 War Mace 6200 Attack +84 Great Axe 5200 Attack +80 ARMORS Item Cost Effect			
Elixir 30 Cures sleep, delusion and stu Antidote 20 Cures PSN Herb 10 Restores 50HP =#RDH9 i) TOLBI= WEAPONS Item Cost Effect Great Sword 7000 Attack +90 Master Rapier 6800 Attack +86 War Mace 6200 Attack +84 Great Axe 5200 Attack +80 ARMORS Item Cost Effect	Nut		
Antidote 20 Cures PSN Herb 10 Restores 50HP =#RDH9 i) TOLBI WEAPONS Item Cost Effect Great Sword 7000 Attack +90 Master Rapier 6800 Attack +86 War Mace 6200 Attack +84 Great Axe 5200 Attack +80 ARMORS Item Cost Effect	Sacred Feather		
Herb 10 Restores 50HP ====- #RDH9 i) TOLBI==- WEAPONS Item Cost Effect Great Sword 7000 Attack +90 Master Rapier 6800 Attack +86 War Mace 6200 Attack +84 Great Axe 5200 Attack +80 ARMORS Item Cost Effect	Elixir		
=#RDH9 i) TOLBI=	Antidote		Cures PSN
i) TOLBI	Herb	10	Restores 50HP
WEAPONS Item Cost Effect Great Sword 7000 Attack +90 Master Rapier 6800 Attack +86 War Mace 6200 Attack +84 Great Axe 5200 Attack +80 ARMORS Item Cost Effect Armored Shell 3600 Defense +30 Silver Vest 3200 Defense +28 Jerkin 2400 Defense +26 Guardian Cirlclet 3400 Defense +25 Heavy Armlet 2000 Defense +25 Gauntlets 1600 Defense +23 Mail Cap 2000 Defense +23 ITEMS Item Cost Effect			
Item Cost Effect Great Sword 7000 Attack +90 Master Rapier 6800 Attack +86 War Mace 6200 Attack +84 Great Axe 5200 Attack +80 ARMORS Item Cost Effect Armored Shell 3600 Defense +30 Silver Vest 3200 Defense +28 Jerkin 2400 Defense +26 Guardian Cirlclet 3400 Defense +25 Heavy Armlet 2000 Defense +25 Gauntlets 1600 Defense +23 Mail Cap 2000 Defense +23 ITEMS Item Cost Effect	,		
Great Sword 7000 Attack +90 Master Rapier 6800 Attack +86 War Mace 6200 Attack +84 Great Axe 5200 Attack +80 ARMORS Item Cost Effect Armored Shell 3600 Defense +30 Silver Vest 3200 Defense +28 Jerkin 2400 Defense +26 Guardian Cirlclet 3400 Defense +25 Heavy Armlet 2000 Defense +25 Gauntlets 1600 Defense +23 Mail Cap 2000 Defense +23 ITEMS Item Cost Effect Effect Effect Effect Cost Effect	WEAPONS		
Master Rapier 6800 Attack +86 War Mace 6200 Attack +84 Great Axe 5200 Attack +80 ARMORS Item Cost Effect	Item	Cost	Effect
War Mace 6200 Attack +84 Great Axe 5200 Attack +80 ARMORS Item Cost Effect Armored Shell 3600 Defense +30 Silver Vest 3200 Defense +28 Jerkin 2400 Defense +26 Guardian Cirlclet 3400 Defense +25 Heavy Armlet 2000 Defense +25 Gauntlets 1600 Defense +23 Mail Cap 2000 Defense +23 ITEMS Item Cost Effect	Great Sword	7000	Attack +90
ARMORS Item Cost Effect	Master Rapier	6800	Attack +86
ARMORS Item Cost Effect Armored Shell 3600 Defense +30 Silver Vest 3200 Defense +28 Jerkin 2400 Defense +26 Guardian Cirlclet 3400 Defense +25 Heavy Armlet 2000 Defense +25 Gauntlets 1600 Defense +23 Mail Cap 2000 Defense +23 ITEMS Item Cost Effect	War Mace	6200	Attack +84
Item Cost Effect Armored Shell 3600 Defense +30 Silver Vest 3200 Defense +28 Jerkin 2400 Defense +26 Guardian Cirlclet 3400 Defense +25 Heavy Armlet 2000 Defense +25 Gauntlets 1600 Defense +23 Mail Cap 2000 Defense +23 ITEMS Item Cost Effect	Great Axe	5200	Attack +80
Armored Shell 3600 Defense +30 Silver Vest 3200 Defense +28 Jerkin 2400 Defense +26 Guardian Cirlclet 3400 Defense +25 Heavy Armlet 2000 Defense +25 Gauntlets 1600 Defense +23 Mail Cap 2000 Defense +23 ITEMS Item Cost Effect	ARMORS		
Silver Vest 3200 Defense +28 Jerkin 2400 Defense +26 Guardian Cirlclet 3400 Defense +25 Heavy Armlet 2000 Defense +25 Gauntlets 1600 Defense +23 Mail Cap 2000 Defense +23 ITEMS Item Cost Effect	Item	Cost	Effect
Jerkin 2400 Defense +26 Guardian Cirlclet 3400 Defense +25 Heavy Armlet 2000 Defense +25 Gauntlets 1600 Defense +23 Mail Cap 2000 Defense +23 ITEMS Item Cost Effect	Armored Shell	3600	Defense +30
Guardian Cirlclet 3400 Defense +25 Heavy Armlet 2000 Defense +25 Gauntlets 1600 Defense +23 Mail Cap 2000 Defense +23 ITEMS Item Cost Effect	Silver Vest	3200	
Heavy Armlet 2000 Defense +25 Gauntlets 1600 Defense +23 Mail Cap 2000 Defense +23 ITEMS Item Cost Effect			
Gauntlets 1600 Defense +23 Mail Cap 2000 Defense +23 ITEMS Item Cost Effect			
Mail Cap 2000 Defense +23 ITEMS Item Cost Effect			
ITEMS Item Cost Effect			
Item Cost Effect	Mail Cap	2000	Defense +23
Nut 200 Restores 200HP	Item		
	Nut	200	Restores 200HP

Sacred Feather	70	Reduces monster encounters
Elixir	30	Cures sleep, delusion and stun
Antidote	20	Cures PSN
Herb	10	Restores 50HP
= #OG10		
j) LUNPA		
=		
= #RDH9		
i) TOLBI		
=		
WEAPONS		
Item	Cost	Effect
Great Sword	7000	Attack +90
Master Rapier	6800	Attack +86
War Mace	6200	Attack +84
Great Axe	5200	Attack +80
02040 11110	3200	nocack 100
ARMORS	~ .	766
Item 	Cost 	Effect
Plate Mail	4400	Defense +33
Silver Armlet	4000	Defense +30
Silver Helmet	3900	Defense +30
Platinum Circlet	4200	Defense +29
k) SUHALLA == ITEMS		
Item	Cost	Effect
 Nut		Restores 200HP
Sacred Feather	70	Reduces monster encounters
Elixir	30	Cures sleep, delusion and stun
Antidote	20	Cures PSN
Herb	10	Restores 50HP
= #AP12		
l) LALIVERO =		
WEAPONS		
Item	Cost	Effect
Const. Consul		7.55-2.5-1.00
Great Sword	7000	Attack +90
Master Rapier		Attack +86
War Mace Great Axe	6200 5200	Attack +84 Attack +80
	-	
ARMORS Item	Cost	Effect
Steel Armor	4900	Defense +36
Knight's Helm	4600	Defense +33
Platinum Cirlet	4200	Defense +29

ITEMS Item Cost Effect ----- Nut 200 Restores 200HP Sacred Feather 70 Reduces monster encounters Elixir 30 Cures sleep, delusion and stun Antidote 20 Cures PSN Herb 10 Restores 50HP

=-=-=- #IRVC

= V. FIFTH PART

== Item Guide

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--==-- #NDZ1

a) NORMAL ITEMS

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Item	Cost	Effect
Antidote	20	Cures PSN
Apple	500	Makes attack more effective
Bramble Seed	50	Causes DMG with thorns
Cookie	_	Boosts PP
Corn	12	Restores 100HP
Crystal Poweder	60	Causes DMG with ice
Elixir	30	Cures stun, SLP and delusion
Empty Bottle	1000	Used to gain Herme's Water
Game ticket	500	Play Tolbi Shot Machine
Hard Nut	500	Boosts defense
Herb	10	Restores 10HP
Hermes Water	2000	Bottle of water
Lucky Medal	10	Play Tolbi Springs Game
Lucky Pepper	_	Boosts lucky
Mint	500	Boosts agility
Nut	200	Restores 200HP
Oil Drop	30	Causes DMG with fire
Potion	750	Restores all HP
Power Bread	500	Boosts HP
Psy Crystal	1500	Restores all PP
Sacred Feather	70	Reducees enemy encounters
Sleep Bomb	60	Enemies will sleep
Smoke Bomb	30	Obscures enemies vision
Vial	500	Restores 500 HP
Water of Life	3000	Revives a fallen ally
Weasel's Claw	40	Causes DMG with wind

--==-- #RWP2

b) RINGS

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Ring	Cost	Effect
Adept Ring	-	Restores 7PP
Cleric Ring	6400	Removes curses effect
Fairy Ring	2900	Works like Elixir

Healing Ring	800	Restores 70HP
Sleep Ring	1400	Enemies will sleep
Unicorn Ring	1100	Removes PSN
War Ring	2600	Boosts attack

--=-- #PNV3 c) PSYNERGY ITEMS

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Item	Psyenergy	Location
Carry Stone	Carry	You have to use Reveal to the tree symbols in Lighthouse Babi. Then you've to find secret door.
Catch Beads	Catch	You get these when you meet Garet's sister in Vale, when you leave the city.
Cloak Ball	Cloak	You've to follow Babi after Colosso, and he will let you borrow this psynergy.
Douse Drop	Douse	Kill Killer Ape in Mogall Forest.
Orb of Force	Force	You must complete Waterfall challenge.
Frost Jewel	Frost	Kill Living Statue in Altin Mine.
Halt Gem	Halt	You find this end of cave of Vale.
Lifting Gem	Lift	Bottom of Altin Peak Mine.

--==-- #EFS4 d) EVENT ITEMS

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Item Description

Anchor Charm Little trinket shaped

Does: Captain will start the ship.

Boat Ticket What do you think? Does: Gain access to ship wich goes to Tolbi.

Bone Bone as bone

Does: Give it to dog in Vault.

Dragon's Eye Red shining jewel

Does: Put this to dragon statue.

Mars Star Element of fire

Does: Keep this with you whole game.

Mystic Draught Mysterious potion

Does: When Babi is sick, use this.

Muthril Bag Bag what is shining

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Does: Put it to the elemental stars.
Small Jewel
                           Little eye-shaped
Does: You can open doors in Sol Sanctum.
=-=-=- #SRCB
= VI. SIXTH PART
== What's New?
=-=-=-=-
Version [1.00]:
Actually I did everything at this first version. Wrote shops
and items.
=-=-=- #LEGF
= VII. SEVENTH PART
== Last words/Credits
=-=-=-=-
- Golden Sun Realm: good site with all informatives.
http://www.planetnintendo.com/goldensun/
- Golden Sun Syndicate: same words as above.
http://www.goldensun-syndicate.net/
- GameFAQs: to have a reason to do these.
I have looked the first two sites while doing this FAQ, really
big credits to those sites.
+----+
| Please, respect the copyrights. Contact info no longer |
| available.
+----+
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