

Romancing SaGa (Import) Armor Guide

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Romancing SaGa Armor Guide

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I. Introduction

Hello and welcome to my first FAQ - please forgive any rookie mistakes I may make. I have finally gotten around to playing this game in Japanese, tired of waiting for someone to finish a working English patch. Thanks to the other GameFAQs posted, I felt I now had enough info to make it though the game. However, neither guide had any armor translations or information, so I decided to write it up.

I didn't know the Japanese language, and this game makes it harder by not including any of the standard weapon / armor / item icons used in both older and newer Square games. This makes it hard to tell a sword from a potion from a helmet from whatever without being able to read the language.

I know more about Japanese writing (script) now thanks to some research I did after the first time I tried to play this game a few years ago. The PC educational game, Slime Forest (www.lrnj.com), helped me learn the basics of the Japanese scripts: Kana (Katakana, Hiragana) and Kanji. Other helpful references were the Wikipedia pages on the Kana scripts and a couple Kanji lookup sites. Some final help came from library books, as all the translation sites I first tried to use gave confusing / misleading results for some searches, such as the phrase for "Leather Hat" being instead once translated figuratively as "good story of one's late elder sister". Even "kawa" (leather)

can usually mean "river", so I had to look through a few books to figure that one out. Of course, as I gathered more resources, things became both simpler and more complicated.

Addendum: I wrote in the above early in making the guide. Of course now after spending the effort to share the translations I found, I'm starting to recognize the Japanese characters without help. I'll still need to reference my own guide from time to time though, heh.

II. Armor Data

[Items Key (example)]

92: ¥¬;¼¥é¥è¥ø¥è¥à

=> ROM memory index: Japanese script

[ga- ra ru he lu mu] ~ Garal Helm

=> [Romaji] ~ English translation

(I sometimes swapped R to L for clarity in Romaji)

+6 Def; Weight:8

=> Defense bonus; Weight(evade penalty?); Resist, Weak to, Immune to _ effects

Buy for 3700 g; Sell for 1850 g

=> Price (if buyable); amount offered by shopkeepers

Buy in ¥ö¥è¥¬;¼¥i (Bruelle), ¥¬¥¹¥¿¥ß¥è (South Estameel);

Reward from the Emperor in ¥á¥è¥ó¥è (Melville) after ...

=> Buy in [towns];

Found at location;

Character who starts with: NPC = joining character,

PC = New Game player character

(mostly based on parents' classes)

[[A]]

Æ¬ ~[atama]~ Head (helmets/hats)

(there are also a few blocks of items in the ROM classified under this, such as location names, which may be used to classify local monster resistance/weakness/etc)

EB: ¥ç¥à¥è¤í¥·¥ó¥ü¥è

[a mu to no shi n bo lu] ~ Amuto's Symbol

+0 Def; Weight:0

Sell for ? g

Find?

(key item; is this equip-able?)

EC: ¥¬¥è¥¹¤í¥·¥ó¥ü¥è

[e ri su no shi n bo lu] ~ Eris's Symbol

+0 Def; Weight:0
Sell for ? g
Find?
(key item; is this equip-able?)

E1: ƳꜥƳ̄ƳꜥƳꜥƳꜥƳꜥ
[a ku a ma ri n] ~ Aquamarine (Water Destiny Stone)
+0 Def; Weight:0; Resist Fire/Death effects
Sell for ? g
Find in Ƴ̄ƳꜥƳ̄ƳꜥƳ̄ƳꜥƳ̄Ƴꜥ (Crystal Lake [cave])
[Note: this is automatically given to Ƴ̄ƳꜥƳ̄ƳꜥƳ̄ƳꜥƳ̄Ƴꜥ (Neidhart)
in Ƴ̄ƳꜥƳ̄ƳꜥƳ̄ƳꜥƳ̄Ƴꜥ (Crystal City) if you return to him for
a post-quest reward]

E7: Ƴ̄Ƴ̄Ƴ̄Ƴ̄Ƴ̄
[o bu shi da n] ~ Obsidian (Evil Destiny Stone)
+0 Def; Weight:0;
Immune to Sleep/Confuse/Poison/Illusion/Paralyze/Petrify/Death effects
Sell for ? g
Find?

E8: Ƴ̄Ƴ̄Ƴ̄Ƴ̄Ƴ̄
[e me ra lu do] ~ Emerald (Demon Destiny Stone)
+0 Def; Weight:0; Immune to Death effects
Sell for ? g
Find?

8D: ÈéâîÈ¹»Ò or ««âîâîâîÜâ!â·
[ka wa no bo u shi] ~ Leather Hat
(adjacent vowels may mean elongate first vowel -> kawa no bo-shi)
+1 Def; Weight:4
Buy for 50 g; Sell for 25 g
Buy in Ƴ̄; Ƴ̄Ƴ̄Ƴ̄Ƴ̄Ƴ̄Ƴ̄ (Gold Mine), Ƴ̄; Ƴ̄Ƴ̄Ƴ̄Ƴ̄Ƴ̄Ƴ̄ (West End),
Ƴ̄-Ƴ̄iƳ̄pƳ̄Ƴ̄Ƴ̄Ƴ̄ (Glacial Steppe [Tararl Village]);
Found in Ƴ̄âƳ̄óƳ̄¹Ƴ̄; Ƴ̄ (Monster, dungeon near Ƴ̄ßƳ̄ëƳ̄Ƴ̄Ƴ̄ (Milzabel));
Ƴ̄, Ƴ̄âƳ̄ßƳ̄ë (Jamil[NPC]), Ƴ̄Ƴ̄Ƴ̄ëƳ̄Ƴ̄ (Elman) starts with

93: ìÓÈé or «±«-«î
[ke ga wa] ~ Pelt
+1 Def; Weight:0
Ƴ̄-Ƴ̄ëƳ̄ÜƳ̄ (Sylvan) and Ƴ̄ÖƳ̄éƳ̄; (Brau), companions of Ƴ̄Ƴ̄Ƴ̄i; Ƴ̄Ƴ̄Ƴ̄Ƴ̄Ƴ̄ (Claudia[PC]),
start with this equipped in 6 slots (can't be removed)

E3: Ƴ̄̄Ƴ̄Ñ; Ƴ̄ë
(; Ƴ̄ means longer held vowel sound)
[o pa- lu] ~ Opal (Wind Destiny Stone)
+1 Def; Weight:0; immune to Earth/Death effects
Sell for ? g
Find?

8E: Ƴ̄ÁƳ̄S; Ƴ̄óƳ̄ØƳ̄ëƳ̄à
[che- n he lu mu] ~ Chain Helm
+2 Def; Weight:5
Buy for 250 g; Sell for 125 g
Buy in Ƴ̄̄; Ƴ̄óƳ̄ë (Obiru), Ƴ̄, Ƴ̄SƳ̄ëƳ̄ëƳ̄ (Jelton), Ƴ̄î; Ƴ̄¹Ƴ̄ýƳ̄Ƴ̄óƳ̄ë (Northpoint)
«Ø««·1 (Soldier1), «Ø««·2 (Soldier2) starts with

97: Ƴ̄¹Ƴ̄ÚƳ̄-Ƴ̄âƳ̄ëƳ̄ØƳ̄ëƳ̄à2
[su pe sha lu he lu mu 2] ~ Special Helm 2
+2 Def; Weight:4

Sell for ? g
(dummied item)

8F: ¥¢¥¤¥¦¥¨¥ª¥¬¥®¥°¥²¥´¥¶¥¸¥º¥¼¥¾¥¸¥à

[a i a n he lu mu] ~ Iron Helm

+3 Def; Weight:6

Buy for 700 g; Sell for 350 g

Buy in ¥¸¥º¥¼¥¾¥¸¥à (Bruelle), ¥ª¥¬¥®¥°¥²¥´¥¶¥¸¥º¥¼¥¾¥¸¥à (Oygenschadt)

96: ºÐ;ÀÈÈ,æÎ or ???? (I need the in-game kana to properly translate)

?[hi kami bo-gyo wa] ~ Fire God Protection Circle ? (circlet?)

+4 Def; Weight:7; Resist Fire/Water effects

(similar to Pocket Dragon or Dragon Eye rings in remake)

Sell for ? g

Find?

90: ¥¹¥³¥¸¥º¥¼¥¾¥¸¥à

[su chi- lu he lu mu] ~ Steel Helm

+4 Def; Weight:6

Buy for 1400 g; Sell for 700 g

Buy in ¥¢¥¥¥¦¥¨¥ª¥¬¥®¥°¥²¥´¥¶¥¸¥º¥¼¥¾¥¸¥à (Allucia), ¥ª¥¬¥®¥°¥²¥´¥¶¥¸¥º¥¼¥¾¥¸¥à (Melville), ¥¹¥³¥¸¥º¥¼¥¾¥¸¥à (Weipu);

Reward from ¥¸¥º¥¼¥¾¥¸¥à¥ª¥¬¥®¥°¥²¥´¥¶¥¸¥º¥¼¥¾¥¸¥à (Neidhart) in ¥¹¥³¥¸¥º¥¼¥¾¥¸¥à¥ª¥¬¥®¥°¥²¥´¥¶¥¸¥º¥¼¥¾¥¸¥à (Crystal City):

choose the third option: "protector" after retrieving the

¥¢¥¥¥¦¥¨¥ª¥¬¥®¥°¥²¥´¥¶¥¸¥º¥¼¥¾¥¸¥à (Aquamarine)

91: ¥¸¥º¥¼¥¾¥¸¥à¥ª¥¬¥®¥°¥²¥´¥¶¥¸¥º¥¼¥¾¥¸¥à

[ve ru ni- he lu mu] ~ Vernie Helm

+5 Def; Weight:6

Buy for 2400 g; Sell for 1200 g

Buy in ¥¹¥³¥¸¥º¥¼¥¾¥¸¥à¥ª¥¬¥®¥°¥²¥´¥¶¥¸¥º¥¼¥¾¥¸¥à (Crystal City), ¥¹¥³¥¸¥º¥¼¥¾¥¸¥à (South Estameel),

¥¹¥³¥¸¥º¥¼¥¾¥¸¥à (Godongo)

92: ¥¬¥¸¥º¥¼¥¾¥¸¥à¥ª¥¬¥®¥°¥²¥´¥¶¥¸¥º¥¼¥¾¥¸¥à

[ga- ra ru he lu mu] ~ Garal Helm

+6 Def; Weight:8

Buy for 3700 g; Sell for 1850 g

Buy in ¥¸¥º¥¼¥¾¥¸¥à¥ª¥¬¥®¥°¥²¥´¥¶¥¸¥º¥¼¥¾¥¸¥à (Bruelle), ¥¹¥³¥¸¥º¥¼¥¾¥¸¥à (South Estameel);

Reward from the Emperor in ¥ª¥¬¥®¥°¥²¥´¥¶¥¸¥º¥¼¥¾¥¸¥à (Melville) after completing the quest

to cure him (choose third option to get this and the gauntlet)

98: ¥¸¥º¥¼¥¾¥¸¥à¥ª¥¬¥®¥°¥²¥´¥¶¥¸¥º¥¼¥¾¥¸¥à

[bu ra kku he lu mu] ~ Black Helm

(small ¥¸ means double next consonant)

+7 Def; Weight:6

Sell for ? g

Find?

99: ¥¹¥³¥¸¥º¥¼¥¾¥¸¥à

[go zzu he lu mu] ~ Gods Helm

+12 Def; Weight:7

Sell for ? g

(dummied item? likely used for power-testing)

[[B]]

ÂÎ ~[karada]~ Body (armor)

Buy for 6000 g; Sell for 3000 g
Buy in ¥¢¥ë¥ ;¼¥ë (Allucia), ¥á¥ë¥ó¥ë (Melville)

87: ¥¬;¼¥é¥ë¥¢;¼¥Ð;¼
[ga- ra ru a- ma-] ~ Garal Armor
+22 Def; Weight:45
Buy for 9999 g; Sell for 4999 g
Buy in ¥ö¥ë¥ ;¼¥i (Bruelle), ¥¨¥¹¥¿¥ß¥ë (South Estameel)

8B: ¥ö¥é¥ã¥¬¥¢;¼¥Ð;¼
[bu la kku a- ma-] ~ Black Armor
+28 Def; Weight:34
Sell for ? g
Find?

8A: ¥¹¥ú¥·¥ã¥ë¥¢;¼¥Ð;¼2
[su pe sha lu a- ma- 2] ~ Special Armor 2
+34 Def; Weight:43
Sell for ? g
(dummied item)

89: »ààî³» or ¢·àîèèí¤¤ ? (need the in-game kana)
[shi no yoroi] ~ Death's Armor / Armor of Death
+42 Def; Weight:52; Weak to Light effects
Sell for ? g
Find?

8C: ¥´¥ã¥°¥¢;¼¥Ð;¼
[go zzu a- ma-] ~ Gods Armor
+85 Def; Weight:51
Sell for ? g
(dummied item?)

[[C]]
İó ~ [ude] ~ Arm (gloves/gauntlets)

A0: ÉáÀîàîİóİø or ¢ð¤ã¤;¤îİóİø
[fu tsu- no udewa] ~ Common Bracelet
+1 Def; Weight:1
Sell for 0 g
¥Ð;¼¥Ð¥é (Barbara[NPC]) starts with

EA: ä°îî¤èİóİø or ¢¤¤¤¤èİóİø
[ki re i na udewa] ~ Beautiful Bracelet
+1 Def; Weight:0
Sell for 50 g (but is needed for quest?)
¥, ¥ã¥ß¥ë (Jamil[PC]) starts with in Items (he stole it)

E6: ¥à;¼¥ó¥¹¥è;¼¥ó
[mu- n su to- n] ~ Moonstone (Ki/Spirit Destiny Stone)
+1 Def; Weight:0; Immune to Illusion/Death effects
Sell for ? g
Find?

A1: (blank)
+2 Def; Weight:8

Sell for ? g
(dummied item)

9A: 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕
[le za- gu la bu] ~ Leather Glove
+2 Def; Weight:7
Buy for 250 g; Sell for 125 g
Buy in 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕 (Gold Mine),
𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕 (Glacial Steppe [Tararl Village])
𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕 (Sif[NPC]) starts with

9B: 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕 or 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕
[ku sa ri no ko te] ~ Chain Gauntlet
+3 Def; Weight:10
Buy for 700 g; Sell for 350 g
Buy in 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕 (Obiru), 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕 (Northpoint)

58: 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕 or 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕 ? (need the in-game kana)
(found in weapons section of memory)
[amagumo no udewa] ~ Raincloud Armllet / Nimbus Bracelet (my translation)
+3 Def; Weight:1;
("𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕" from Tiger's Nest site means "Water Recovery Meditation")
(means immune to Water effects, like in remake?)
Sell for ? g
Find?

9C: 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕 or 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕
[te tsu no ko te] ~ Iron Gauntlet
+4 Def; Weight:12
Buy for 1400 g; Sell for 700 g
Buy in 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕 (Loban), 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕 (Oygenschadt)

A2: (blank)
+4 Def; Weight:8
Sell for ? g
(dummied item)

9D: 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕 or 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕
[ha ga ne no ko te] ~ Steel Gauntlet
+5 Def; Weight:12
Buy for 2400 g; Sell for 1200 g
Buy in 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕 (Allucia), 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕 (Melville)

9E: 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕 or 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕
[ve ru ni- no ko te] ~ Vernie Gauntlet
+6 Def; Weight:11
Buy for 3700 g; Sell for 1850 g
Buy in 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕 (Crystal City), 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕 (Godongo)

9F: 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕 or 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕
[ga- ra ru no ko te] ~ Garal Gauntlet
+7 Def; Weight:13
Buy for 5300 g; Sell for 2650 g
Buy in 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕 (Bruelle);
Reward from the Emperor in 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕 (Melville) after completing the quest
to cure him (choose third option to get this and the helmet)

A5: 𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕
[bu la kku ga n to le tto] ~ Black Gauntlet
+8 Def; Weight:19

Sell for ? g
Find?

A3: ¥¹ÝÚÝ·ÝãÝè³¼¼é1 or ...¼³¼Æ1
[su pe sha la ko te 1] ~ Special Gauntlet 1
+10 Def; Weight:12
Sell for ? g
(dummied item)

A4: ¥¹ÝÚÝ·ÝãÝè³¼¼é2 or ...¼³¼Æ2
[su pe sha la ko te 2] ~ Special Gauntlet 2
+12 Def; Weight:15
Sell for ? g
(dummied item)

A6: ¥´ÝÃÝ°Ý-ÝóÝÈÝìÝÃÝÈ
[go zzu ga n to le tto] ~ Gods Gauntlet
+24 Def; Weight:14
Sell for ? g
(dummied item?)

[[D]]
Â ~[ashi]~ Foot (shoes)

A7: ¼ÀÈ-¼î·¼ or ¼·¼Ã¼×¼î¼-¼Ã ? (need the in-game kana)
[shippu- no kutsu] ~ Cyclone Shoes
+5 Def; Weight:0; +10 Speed (or Agility?)
Sell for ? g
Find?

A9: ¥¬;¼ÝÉÝÈÝ·Ýã;¼Ý°
[ga- ra lu shu- zu] ~ Garal Shoes
+7 Def; Weight:30
Sell for ? g
Find?

A8: ¼ö¼í¼í¼ç·¼ or ¼î¼í¼í¼í¼ç¼-¼Ã ? (need the in-game kana)
[norowareta kutsu] ~ Cursed Shoes / Shoes of the Damned (Google translation)
+10 Def; Weight:20; Weak to ALL elements/effects
(similar to remake's Silent Greaves but much worse)
Sell for ? g
Find?

[[E]]
¼ó ~[kubi]~ Neck (necklaces, etc)

AA: ÉáÀì¼í¼Ý¼Ã¼-¼ì¼¹ or ¼ö¼Ã¼;¼î¼í¼Ý¼Ã¼-¼ì¼¹ ? (need the in-game kana)
[fu tsu- no ne kku re su] ~ Common Necklace
+0 Def; Weight:0
Sell for ? g
(dummied item?)

AB: 𐄂𐄂𐄂𐄂 or 𐄂𐄂𐄂𐄂𐄂 ? (need the in-game kana)

[omamori] ~ Amulet

+0 Def; Weight:0

Sell for ? g

(dummied item?)

AC: 𐄂𐄂𐄂 or 𐄂𐄂𐄂 ? (need the in-game kana)

[kubi 3] ~ Neck 3

+0 Def; Weight:0

Sell for ? g

(dummied item)

E2: 𐄂𐄂𐄂;𐄂𐄂

[to pa- zu] ~ Topaz (Earth Destiny Stone)

+0 Def; Weight:0; Immune to Wind/Death effects

Sell for ? g

Find?

E9: 𐄂𐄂𐄂,𐄂𐄂𐄂

[a me ji(shi") su to] ~ Amethyst (Illusion Destiny Stone)

+1 Def; Weight:0; Resist Illusion/Death effects

Sell for 0 g

𐄂𐄂;𐄂𐄂𐄂 (Barbara[PC]) gets by dancing in 𐄂;𐄂𐄂𐄂𐄂𐄂𐄂 (West End) Pub,

𐄂𐄂;𐄂𐄂𐄂 (Barbara[NPC]) starts with

[[F]]

»Ø ~[yubi]~ Finger (rings)

23: 𐄂·𐄂𐄂𐄂𐄂𐄂𐄂»ØÍØ

(found in weapons section of memory)

[she ri lu no yubiwa] ~ Sheryl's Ring

+0 Def; Weight:0

Sell for ? g

(dummied item?)

E0: 𐄂𐄂𐄂;𐄂

[ru bi-] ~ Ruby (Fire Destiny Stone)

+0 Def; Weight:0; Immune to Water/Lightning/Death effects

Sell for ? g

Find?

E5: 𐄂𐄂𐄂𐄂𐄂𐄂𐄂𐄂

[bu ra kku da i a] ~ Black Diamond (Dark Destiny Stone)

+0 Def; Weight:0; Immune to Light/Death effects

Sell for ? g

(allegedly un-acquirable)

AD: 𐄂𐄂𐄂𐄂»ØÍØ or 𐄂𐄂𐄂𐄂;𐄂𐄂»ØÍØ

[fu tsu- no yubiwa] ~ Common Ring

+1 Def; Weight:0

Sell for 0 g

𐄂𐄂;𐄂𐄂𐄂 (Barbara[NPC]) starts with

AF: 𐄂𐄂𐄂𐄂𐄂𐄂»ØÍØ

[sa n go no yubiwa] ~ Sango's/Coral Ring

+1 Def; Weight:0; Resist Death effects

Find?

Note: "Mag.Shield" from some translations is actually supposed to be the recovery item, "Magic Shelter"

III. Appendix

[[AA]] Elements/Effects

All Elements/Effects

- Weakness: 𐌆𐌚𐌚𐌚𐌚𐌚𐌚𐌚𐌚 (or 𐌆𐌚𐌚𐌚𐌚𐌚𐌚𐌚𐌚 ?) Cursed Shoes (Foot)

𐌆𐌆 - Fire

- Resistance: 𐌆𐌆𐌆𐌆𐌆𐌆𐌆𐌆 (or ?kana?) Fire God Protection Circle (Head),
𐌆𐌆𐌆𐌆𐌆𐌆𐌆𐌆 Aquamarine (Head)

𐌆𐌆 - Water

- Immunity: 𐌆𐌆𐌆𐌆𐌆𐌆 Ruby (Finger)
- Resistance: 𐌆𐌆𐌆𐌆𐌆𐌆𐌆𐌆 (or ?kana?) Fire God Protection Circle (Head)

𐌆𐌆 - Earth

- Immunity: 𐌆𐌆𐌆𐌆𐌆𐌆 Opal (Head)

𐌆𐌆 - Wind

- Immunity: 𐌆𐌆𐌆𐌆𐌆𐌆 Topaz (Neck)

𐌆𐌆 - Cold

- Nothing immune/resistant

𐌆𐌆 - Lightning

- Immunity: 𐌆𐌆𐌆𐌆𐌆𐌆 Ruby (Finger)

𐌆𐌆 - Light

- Immunity: 𐌆𐌆𐌆𐌆𐌆𐌆 Black Diamond (Finger)
- Weakness: 𐌆𐌆𐌆𐌆𐌆𐌆 (or 𐌆𐌆𐌆𐌆𐌆𐌆 ?) Death's Armor (Body)

𐌆𐌆 - Darkness

- Immunity: 𐌆𐌆𐌆𐌆𐌆𐌆 Diamond (Finger)

𐌆𐌆 - Time

- Resistance: 𐌆𐌆𐌆𐌆𐌆𐌆 Expensive Ring (Finger)

𐌆𐌆 - Sleep

- Immunity: 𐌆𐌆𐌆𐌆𐌆𐌆 Obsidian (Head)

𐌆𐌆 - Confusion

- Immunity: 𐌆𐌆𐌆𐌆𐌆𐌆 Obsidian (Head)

𐌆𐌆 - Poison

- Immunity: 𐌆𐌆𐌆𐌆𐌆𐌆 Obsidian (Head)

𐌆𐌆 - Illusion

- Immunity: 𐌆𐌆𐌆𐌆𐌆𐌆 Moonstone (Arm), 𐌆𐌆𐌆𐌆𐌆𐌆 Obsidian (Head)

- Resistance: ƳċƳáƳ, Ƴ¹ƳÈ Amethyst (Neck)

áã - Paralysis

- Immunity: ƳªƳÖƳ·ƳÀƳó Obsidian (Head)

ÀÐ - Petrification

- Immunity: ƳªƳÖƳ·ƳÀƳó Obsidian (Head)

»à - Death

- Immunity: ƳÈƳÓ;¼ Ruby (Finger), ƳÈƳÑ;¼Ƴ° Topaz (Neck), ƳªƳÑ;¼ƳÈ Opal (Head),
ƳÀƳªƳàƳáƳóƳÈ Diamond (Finger), ƳÖƳéƳÀƳ¯ƳÀƳªƳċ Black Diamond (Finger),
Ƴà;¼ƳóƳ¹ƳÈ;¼Ƴó Moonstone (Arm), ƳªƳÖƳ·ƳÀƳó Obsidian (Head),

Ƴ¯ƳáƳéƳÈƳÈ Emerald (Head)

- Resistance: ƳµƳóƳ´ªÎ»ØÎØ Coral Ring (Finger), ƳċƳ¯ƳċƳÐƳÈƳó Aquamarine (Head),
ƳċƳáƳ, Ƴ¹ƳÈ Amethyst (Neck)

[[AB]] Locations

Names from AKlein's FAQ, TheSpelunker's FAQ (mostly 0.40 English patch),
and the PS2 remake, Minstrel Song [ms]

Frontier (ƳÖƳíƳóƳÈƳªƳċ)

Ƴ|Ƴ¯Ƴ¹ƳÈƳ¯ƳóƳÈ (West End / Weston[ms]):

E9: ƳċƳáƳ, Ƴ¹ƳÈ Amethyst ("reward" for Barbara(PC))

80: ƳÈƳóƳ°ƳáƳªƳÈ Ring Mail (160g)

8D: ª«ªîªîªÛª;ª· Leather Hat (50g)

ƳÈƳáƳ|Ƴí;¼ƳÈ (New Road)

ƳàƳé ([Left|Right] Village / Yassi|Saoki[ms])

ªÉª;ª¯ªÀ [do- ku tsu] (Cave / Yassi Cavern[ms])

ƳÀƳóƳ, ƳċƳó (Dungeon / Saoki Cavern[ms])

ƳóƳ;ƳóƳÑƳªƳċ (Vampire / Vampire's Den[ms])

?? (Jewel Beast's Lair)

Kujarat / Kujaraht[ms] (Ƴ¯Ƴ, ƳãƳéƳÈ)

(Èî or ªßªÈªß) Ƴ¯Ƴ¹ƳċƳßƳÈ (South Estameel/Estamir[ms]):

91: ƳóƳƳÈƳÈ;¼ƳóƳéƳà Vernie Helm (2400g)

92: Ƴ¯;¼ƳéƳéƳóƳéƳà Garal Helm (3700g)

85: Ƴ¹Ƴ±ƳªƳéƳáƳªƳÈ Scale Mail (900g)

88: ƳóƳƳÈƳÈ;¼Ƴċ;¼ƳÐ;¼ Vernie Armor (4000g)

87: Ƴ¯;¼ƳéƳéƳċ;¼ƳÐ;¼ Garal Armor (9999g)

1E: ƳóƳƳÈƳÈ;¼Ƴ;¼ƳéƳÈ Vernie Shield (1300g)

ƳċƳéƳßƳÀƳċ (Talmitta / Tarumita / Tarmitta[ms]):

82: ƳÏ;¼ƳÈƳíƳŒ;¼Ƴċ;¼ƳÐ;¼ Hard Leather Armor (84g)

ƳÐƳéƳÈ (Lake Malar, [Water Dragon Temple])

YcYÃYµY·YóY@YéYÉ (Assassins' Guild)

YÉYáY|Yí;YÉ (New Road): (see Frontier, above)

Knight's Domain / Knights Dominion[ms] (µ³»ÎÃÎÎ)

YB YèY¶YÖ;Yé (Milzabel / Mirsaburg[ms]):

84: YcYµYcYóYc;YB;Y Iron Armor (2300g)

1D: YcYµYcYóY·;YéYÉ Iron Shield (800g)

YªYµY²YóY·YáY;YÃYÈ (Oygenschtadt / Voygen Chateau / Eugenstadt[ms]):

8F: YcYµYcYóYØYéYà Iron Helm (700g)

9C: µÆµÃµîµ³µÆ Iron Gauntlet (1400g)

AE: Y¬;YÇYLYcYóYéYóY° Guardian Ring (5000g)

YD YµYµYéY¶Yà (Baizelheim / Weiserheim[ms])

YâYóY¹Yç;Y (Monster / Abandoned Keep[ms]):

8D: µ«µîµîµÛµ;µ· Leather Hat (chest)

Y³YóY¹Yç;YóYÃ (Constance / Kidnappers' Cave[ms])

YEYªYÉ;Yé (Theodore / Pagan Ruins[ms])

YD YèY¶YéYóYÉ (Valhalland):

81: YÖYiYóY°Yc;YB;Y Bronze Armor (440g)

Far Northern Rozalia / Northpoint / Dry Lands[ms]

Yî;YªY¹YÝµYóYÈ (North Point / Northpoint)

8E: YÁY§;YóYØYéYà Chain Helm (250g)

83: YÁY§;YóYáYµYé Chain Mail (1500g)

9B: µ¬µµµêµîµ³µÆ Chain Gauntlet (700g)

Y«Y¯YéYàµµµÐµ¯ (Kakram Desert / Kaklim Desert[ms]):

(see Northern Rozalia, below)

? / Auldburg[ms]

? / Trials of Elore[ms]

Northern Rozalia / Dry Lands[ms]

Y|Yí (Uro / Uso[ms])

Y«Y¯YéYàµµµÐµ¯ (Kakram Desert / Kaklim Desert[ms])

Y¬YiYµY¹YEYÃY× (Glacier/Glacial/Galessa[ms] Steppe, [Tararl Village]):

8D: µ«µîµîµÛµ;µ· Leather Hat (50g)

82: Y¶;YÉYiY¶;Yc;YB;Y Hard Leather Armor (84g)

9A: YiY¶;Y°YéYÖ Leather Glove (250g)

Rozalia (Yí;¼YŕYêYç)

ȲYêY¹Yç;YêY·;¼YŕYŕ (Crystal City):
 90: Y¹YÁ;¼YêYØYêYà Steel Helm (reward)
 91: YØYŒYêYË;¼YØYêYà Vernie Helm (2400g)
 88: YØYŒYêYË;¼Yç;¼YŒ;¼ Vernie Armor (4000g)
 9E: YØYŒYêYË;¼ŕŕ³ŕŕ Vernie Gauntlet (3700g)
 AE: Y¬;¼YçYŒYçYóYêYóY° Guardian Ring (5000g)
 1E: YØYŒYêYË;¼Y·;¼YêYË Vernie Shield (1300g)

YçYêY·;¼Yê (Allucia / Altours[ms]):
 90: Y¹YÁ;¼YêYØYêYà Steel Helm (1400g)
 86: Y¹YÁ;¼YêYç;¼YŒ;¼ Steel Armor (6000g)
 9D: ŕŕŕŕŕŕŕŕŕŕŕŕ Steel Gauntlet (2400g)

Yª;¼YØYê (Obiru / Orrville [Google translation] / Yeoville[ms]):
 8E: YÁYŒ;¼YóYØYêYà Chain Helm (250g)
 80: YêYóY°YáYŕYê Ring Mail (160g)
 83: YÁYŒ;¼YóYáYŕYê Chain Mail (1500g)
 9B: ŕŕŕŕŕŕŕŕŕŕŕŕ Chain Gauntlet (700g)

(ËÏ or ŕŕç) Y¹Y¹YçYŒYê (North Estameel/Estamir[ms]):
 AE: Y¬;¼YçYŒYçYóYêYóY° Guardian Ring (5000g)

YŕY¹YŒY¹ (Isthmus / Izmus Castle/Cave)

ȲYêY¹Yç;YêYiYŕȲ (Crystal Lake):
 E1: YçȲYçYŒYêYó Aquamarine (chest in cave)

Y¹Y«YÖ (Sukabu Mountain / Mt. Scurve[ms])

Y¬YiYŕY¹YŒYŒY× (Glacier/Glacial/Galessa[ms] Steppe):
 (see North Rozalia, above)

[West] Bafal / Bafal Empire[ms] (YŒYÖY;Yê)

YiYŒ;¼Yó (Roban / Loban):
 84: YçYŕYçYóYç;¼YŒ;¼ Iron Armor (2300g)
 9C: ŕŕŕŕŕŕŕŕŕŕŕŕ Iron Gauntlet (1400g)
 1D: YçYŕYçYóY·;¼YêYË Iron Shield (800g)

YØYêY·;¼Yi (Blue Ele / Blue Eddy / Bruelle):
 8F: YçYŕYçYóYØYêYà Iron Helm (700g)
 92: Y¬;¼YêYêYØYêYà Garal Helm (3700g)
 87: Y¬;¼YêYêYç;¼YŒ;¼ Garal Armor (9999g)
 9F: Y¬;¼YêYêŕŕŕŕŕŕŕŕŕŕŕŕ Garal Gauntlet (5300g)

YÜYŕYê¹â,ŕ (Veil/Hell/Bayre[ms] Plateau)

YŕY¹YŒY¹ (Isthmus): (see Rozalia, above)

[East] Bafal / Bafal Empire[ms] (YŒYÖY;Yê)

YáYèYÓYè (Melville / Mirubiru / Melvir[ms]):

90: Y¹YÁ;¼YèYØYèYà Steel Helm (1400g)

92: Y¬;¼YéYèYØYèYà Garal Helm (reward)

86: Y¹YÁ;¼YèYç;¼YÐ;¼ Steel Armor (6000g)

9D: ¼î¼¬¼í¼î¼³¼Æ Steel Gauntlet (2400g)

9F: Y¬;¼YéYè¼î¼³¼Æ Garal Gauntlet (reward)

Y´;¼YèYÉYÐY¼Yó (Gold Mine / Aurefont[ms]):

8D: ¼«¼í¼î¼û¼¼· Leather Hat (50g)

81: YÖYíYóY°Yç;¼YÐ;¼ Bronze Armor (440g)

9A: YìY¶;¼Y°YéYÖ Leather Glove (250g)

îÂ¼¼¼îç¹ or¼Ð¼è¼¼ (Confusing/Lost Forest/Woods / Mazewood[ms])

?[Èâ¼îÂç or ¼Ð¼î¼è¼¼ need kana]? (Devil's/Evil Island / Isle of Evil[ms])

Rigau Island / Ligau Isle[ms] (YèY¬Y¼;¼è¼¼)

Y, YSYèYÈYó (Jeriton / Jelton):

8E: YÁY§;¼YóYØYèYà Chain Helm (250g)

83: YÁY§;¼YóYáY¼Yè Chain Mail (1500g)

Áð, ¶ (Plains)

YÈYÐY´²Ð»³ (Tomae Volcano / Mt. Tomae[ms])

Alon Island / Walon Isle[ms] (YçYíYó¼è¼¼)

Y|Y´Y¼Y× (Weipu / Oapu[ms]):

90: Y¹YÁ;¼YèYØYèYà Steel Helm (1400g)

Y´YÉYóY´ (Godongo):

91: YØY§YèYÈ;¼YØYèYà Vernie Helm (2400g)

88: YØY§YèYÈ;¼Yç;¼YÐ;¼ Vernie Armor (4000g)

9E: YØY§YèYÈ;¼¼î¼³¼Æ Vernie Gauntlet (3700g)

Y, YãYóY°Yè (Jungle, [Geckling Cave])

Æó¼Ä¼î¼î¼î¼ÄÄÄ (Temple of the Two Moons / Twin Moon Temple, in Jungle)

Pirate Area / Coral Sea (YµYóY´³¼)

YµYóY´³¼ (Coral Sea)

YÑY¼YìYÁY³;¼Y¹YÈ (Pirate's/Pirate[ms] Coast):

82: Yî;¼YÉYìY¶;¼Yç;¼YÐ;¼ Hard Leather Armor (84g)

85: Y¹Y±Y¼YèYáY¼Yè Scale Mail (900g)

YÐY¹Y¬¼è¼¼ (Mask Island/Isle[ms])

[[AC]] Characters/Classes (starting armor)

PC = New Game player character, based on parents' classes

NPC = joining character

PC Æi»Î Soldier-

½:Ài»Î -Amazon: YÖYíYóY°Yç;¼YÐ;¼ Bronze Armor (+6)
»»»»»»»»»» -Paladin: YÖYíYóY°Yç;¼YÐ;¼ Bronze Armor (+6)
»Ö»É»|»« -MartialArtist: YÖYíYóY°Yç;¼YÐ;¼ Bronze Armor (+6)
ËâÀi»Î -MagicKnight: YÖYíYóY°Yç;¼YÐ;¼ Bronze Armor (+6)
»½»|»ê»ç -Monk: YÖYíYóY°Yç;¼YÐ;¼ Bronze Armor (+6)
Y·;¼YÖ -Thief: YêYóY°YáY»Yë Ring Mail (+4)
Ëâ½Ñ»Î -Magician: YÖYíYóY°Yç;¼YÐ;¼ Bronze Armor (+6)
»|»é»ê»»»» -FortuneTeller: YÖYíYóY°Yç;¼YÐ;¼ Bronze Armor (+6)

PC »»»»»»»»»» Paladin-

½:Ài»Î -Amazon: YÖYíYóY°Yç;¼YÐ;¼ Bronze Armor (+6)
»»»»»»»»»» -Paladin: YÖYíYóY°Yç;¼YÐ;¼ Bronze Armor (+6)
»Ö»É»|»« -MartialArtist: YêYóY°YáY»Yë Ring Mail (+4)
ËâÀi»Î -MagicKnight: YÖYíYóY°Yç;¼YÐ;¼ Bronze Armor (+6)
»½»|»ê»ç -Monk: YÖYíYóY°Yç;¼YÐ;¼ Bronze Armor (+6)
Y·;¼YÖ -Thief: YêYóY°YáY»Yë Ring Mail (+4)
Ëâ½Ñ»Î -Magician: YÖYíYóY°Yç;¼YÐ;¼ Bronze Armor (+6)
»|»é»ê»»»» -FortuneTeller: Nothing (+0)

PC »Ö»É»|»« MartialArtist-

½:Ài»Î -Amazon: YêYóY°YáY»Yë Ring Mail (+4)
»»»»»»»»»» -Paladin: YêYóY°YáY»Yë Ring Mail (+4)
»Ö»É»|»« -MartialArtist: YÏ;¼YÉYíY¶;¼Yç;¼YÐ;¼ Hard Leather Armor (+3)
ËâÀi»Î -MagicKnight: YêYóY°YáY»Yë Ring Mail (+4)
»½»|»ê»ç -Monk: YêYóY°YáY»Yë Ring Mail (+4)
Y·;¼YÖ -Thief: YÏ;¼YÉYíY¶;¼Yç;¼YÐ;¼ Hard Leather Armor (+3)
Ëâ½Ñ»Î -Magician: YÏ;¼YÉYíY¶;¼Yç;¼YÐ;¼ Hard Leather Armor (+3)
»|»é»ê»»»» -FortuneTeller: YÏ;¼YÉYíY¶;¼Yç;¼YÐ;¼ Hard Leather Armor (+3)

PC ËâÀi»Î MagicKnight-

½:Ài»Î -Amazon: YêYóY°YáY»Yë Ring Mail (+4)
»»»»»»»»»» -Paladin: YÖYíYóY°Yç;¼YÐ;¼ Bronze Armor (+6)
»Ö»É»|»« -MartialArtist: YêYóY°YáY»Yë Ring Mail (+4)
ËâÀi»Î -MagicKnight: Nothing (+0)
»½»|»ê»ç -Monk: YÖYíYóY°Yç;¼YÐ;¼ Bronze Armor (+6)
Y·;¼YÖ -Thief: YÏ;¼YÉYíY¶;¼Yç;¼YÐ;¼ Hard Leather Armor (+3)
Ëâ½Ñ»Î -Magician: YÏ;¼YÉYíY¶;¼Yç;¼YÐ;¼ Hard Leather Armor (+3)
»|»é»ê»»»» -FortuneTeller: Nothing (+0)

PC »½»|»ê»ç Monk-

½:Ài»Î -Amazon: YÖYíYóY°Yç;¼YÐ;¼ Bronze Armor (+6)
»»»»»»»»»» -Paladin: YÖYíYóY°Yç;¼YÐ;¼ Bronze Armor (+6)
»Ö»É»|»« -MartialArtist: YêYóY°YáY»Yë Ring Mail (+4)
ËâÀi»Î -MagicKnight: YÖYíYóY°Yç;¼YÐ;¼ Bronze Armor (+6)
»½»|»ê»ç -Monk: Nothing (+0)
Y·;¼YÖ -Thief: YÏ;¼YÉYíY¶;¼Yç;¼YÐ;¼ Hard Leather Armor (+3)
Ëâ½Ñ»Î -Magician: Nothing (+0)
»|»é»ê»»»» -FortuneTeller: Nothing (+0)

PC Ƴ·;¼ƳŒ Thief-

- ½:Ài»Î -Amazon: ƳêƳóƳ°ƳáƳ¤Ƴê Ring Mail (+4)
- ¤»¤¤¤¤¤¤¤¤¤¤ -Paladin: ƳêƳóƳ°ƳáƳ¤Ƴê Ring Mail (+4)
- ¤Œ¤É¤|¤« -MartialArtist: Ƴİ;¼ƳÉƳİƳŒ;¼ƳŒ;¼ƳŒ;¼ Hard Leather Armor (+3)
- ĒâÀi»Î -MagicKnight: Ƴİ;¼ƳÉƳİƳŒ;¼ƳŒ;¼ƳŒ;¼ Hard Leather Armor (+3)
- ¤½¤|¤ê¤Œ -Monk: Ƴİ;¼ƳÉƳİƳŒ;¼ƳŒ;¼ƳŒ;¼ Hard Leather Armor (+3)
- Ƴ·;¼ƳŒ -Thief: Ƴİ;¼ƳÉƳİƳŒ;¼ƳŒ;¼ƳŒ;¼ Hard Leather Armor (+3)
- Ēâ¼Œ»Î -Magician: Ƴİ;¼ƳÉƳİƳŒ;¼ƳŒ;¼ƳŒ;¼ Hard Leather Armor (+3)
- ¤|¤é¤É¤¤¤¤¤¤ -FortuneTeller: Ƴİ;¼ƳÉƳİƳŒ;¼ƳŒ;¼ƳŒ;¼ Hard Leather Armor (+3)

PC ¤·¤,¤ó Poet-

- ½:Ài»Î -Amazon: ƳêƳóƳ°ƳáƳ¤Ƴê Ring Mail (+4)
- ¤»¤¤¤¤¤¤¤¤¤¤ -Paladin: ƳêƳóƳ°ƳáƳ¤Ƴê Ring Mail (+4)
- ¤Œ¤É¤|¤« -MartialArtist: Ƴİ;¼ƳÉƳİƳŒ;¼ƳŒ;¼ƳŒ;¼ Hard Leather Armor (+3)
- ĒâÀi»Î -MagicKnight: Ƴİ;¼ƳÉƳİƳŒ;¼ƳŒ;¼ƳŒ;¼ Hard Leather Armor (+3)
- ¤½¤|¤ê¤Œ -Monk: Ƴİ;¼ƳÉƳİƳŒ;¼ƳŒ;¼ƳŒ;¼ Hard Leather Armor (+3)
- Ƴ·;¼ƳŒ -Thief: Ƴİ;¼ƳÉƳİƳŒ;¼ƳŒ;¼ƳŒ;¼ Hard Leather Armor (+3)
- Ēâ¼Œ»Î -Magician: Ƴİ;¼ƳÉƳİƳŒ;¼ƳŒ;¼ƳŒ;¼ Hard Leather Armor (+3)
- ¤|¤é¤É¤¤¤¤¤¤ -FortuneTeller: Nothing (+0)

PC Ēâ¼Œ»Î Magician-

- ½:Ài»Î -Amazon: ƳêƳóƳ°ƳáƳ¤Ƴê Ring Mail (+4)
- ¤»¤¤¤¤¤¤¤¤¤¤ -Paladin: ƳŒƳİƳóƳ°ƳŒ;¼ƳŒ;¼ Bronze Armor (+6)
- ¤Œ¤É¤|¤« -MartialArtist: Ƴİ;¼ƳÉƳİƳŒ;¼ƳŒ;¼ƳŒ;¼ Hard Leather Armor (+3)
- ĒâÀi»Î -MagicKnight: Ƴİ;¼ƳÉƳİƳŒ;¼ƳŒ;¼ƳŒ;¼ Hard Leather Armor (+3)
- ¤½¤|¤ê¤Œ -Monk: Nothing (+0)
- Ƴ·;¼ƳŒ -Thief: Ƴİ;¼ƳÉƳİƳŒ;¼ƳŒ;¼ƳŒ;¼ Hard Leather Armor (+3)
- Ēâ¼Œ»Î -Magician: Nothing (+0)
- ¤|¤é¤É¤¤¤¤¤¤ -FortuneTeller: Nothing (+0)

ƳŒƳ¤ƳƳ·Ƴă Aisha (NPC): Nothing (+0)

ƳŒƳêƳŒƳŒƳŒ Albert (NPC): ƳŒƳİƳóƳ°ƳŒ;¼ƳŒ;¼ Bronze Armor (+6)

ƳŒ;¼ƳŒƳê Barbara (NPC):
¤Œ¤Ā¤|¤ĀİŒŒŒŒ Common Bracelet (+1), ƳŒƳáƳ,Ƴ¹ƳĒ Amethyst (+1),
¤Œ¤Ā¤|¤Āİ»ŒŒŒŒ Common Ring (+1)

ƳŒƳêƳ| Brau: ¤±¤-¤İ Pelt (+1 x6), can't be removed

ƳŒƳİ;¼ƳŒƳŒƳŒ Claudia (PC): Ƴ¤ƳóƳ°ƳĀİ»ŒŒŒŒ Coral Ring (+1)

ƳŒƳİ;¼ƳŒƳŒƳŒ Claudia (NPC):
Ƴİ;¼ƳÉƳİƳŒ;¼ƳŒ;¼ƳŒ;¼ Hard Leather Armor (+3),
Ƴ¤ƳóƳ°ƳĀİ»ŒŒŒŒ Coral Ring (+1)

ƳĀƳ|ƳĒ Daud: Ƴİ;¼ƳÉƳİƳŒ;¼ƳŒ;¼ƳŒ;¼ Hard Leather Armor (+3)

ƳŒƳŒƳŒƳŒ Diana:
ƳŒƳİƳóƳ°ƳŒ;¼ƳŒ;¼ Bronze Armor (+6),
¤Āİ¤;¤Ē Wood Shield (+10 Evade)

ƳŒƳêƳŒƳó Elman: ¤«¤İ¤Āİ¤Œ¤|¤· Leather Hat (+1)

ƳŒ-ƳêƳİƳĒ Galahad (in Gray's intro): ƳŒƳİƳóƳ°ƳŒ;¼ƳŒ;¼ Bronze Armor (+6)

Ƴ²ƳêƳİ Geraha: starts with no armor but has a natural Defense of 3,
which he loses permanently if he's ever equipped with any armor pieces
or if you save/reload the game

ヴ°ヰiヰ Gray (NPC): ヴÖヰiヰóヰ°ヰç;¼ヰヰ;¼ Bronze Armor (+6)
 ヴÛ;¼ヰ Hawk (NPC): ヴÏ;¼ヰÉヰiヰヰ;¼ヰç;¼ヰヰ;¼ Hard Leather Armor (+3)
 ヴ, ヴãヰヰ Jamil (PC): ¨¨i¨¨¨ÉÏÓÏ Beautiful Bracelet (+1) (used for quest)
 ヴ, ヴãヰヰ Jamil (NPC):
 ヰÏ;¼ヰÉヰiヰヰ;¼ヰç;¼ヰヰ;¼ Hard Leather Armor (+3),
 ¨¨i¨¨¨ÏÜ¨¨¨ Leather Hat (+1)
 ヴ, ヴãヰó Jean: ?
 -didn't stay long enough to inspect
 ヴヰヰéヰçヰà Miriam: Nothing (+0)
 ヴÉヰ¨¨ÉヰÏ;¼ヰÈ Neidhart: (Black armor pieces)?
 -didn't stay long enough to inspect
 ヴéヰÏヰ;ヰ¨¨È Raphael:
 ヴÖヰiヰóヰ°ヰç;¼ヰヰ;¼ Bronze Armor (+6),
 ¨¨i¨¨¨;¨¨ Wood Shield (+10 Evade)
 ヴ·ヰÏ Sif (NPC):
 ヴÖヰiヰóヰ°ヰç;¼ヰヰ;¼ Bronze Armor (+6)
 ヰiヰヰ;¼ヰ°ヰéヰÏ Leather Glove (+2)
 ¨¨i¨¨¨;¨¨ Wood Shield (+10 Evade)
 ¨¨¨¨¨¨.1 Soldier1:
 ヴÁヰ\$;¼ヰóヰÏヰéヰà Chain Helm (+2)
 ヴéヰóヰ°ヰáヰ¨¨È Ring Mail (+4)
 ¨¨¨¨¨¨.2 Soldier2:
 ヴÁヰ\$;¼ヰóヰÏヰéヰà Chain Helm (+2)
 ヴéヰóヰ°ヰáヰ¨¨È Ring Mail (+4)
 ヴ·ヰéヰÛヰó Sylvan: ¨±¨-¨i Pelt (+1 x6), can't be removed
 ヴ¨¨¨¨¨È;¼ヰÈ Theodore:
 ヴÖヰiヰóヰ°ヰç;¼ヰヰ;¼ Bronze Armor (+6),
 ¨¨i¨¨¨;¨¨ Wood Shield (+10 Evade)

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 IV. Version History
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Ver 0.1, 06/09 - 07/09
 -Prepared initial armor chart with Japanese script and translations

 Ver 0.4, 07/11/09
 -Initial FAQ layout
 -Typed notes into text file, except Japanese script

 Ver 0.41, 07/14/09
 -Entered kana for armor pieces found so far
 -Began entering location info
 -Translated armor categories

Ver 0.42, 07/18/09

- Found <http://tangorin.com/mr-kanji> - Kanji lookup site
- Entered kanji found so far
- Just was referred, by Mew seeker, to Japanese hint site, Tiger's Nest (specifically the armor pages)
- Changed Vernie, Garal, etc to match terms from PS2 ver

Ver 0.5, 07/25/09

- Fixed formatting a bit
- Verified/fixed Google's translation of Tiger's Nest, preparing notes for writing the rest of FAQ
- added more Thanks

Ver 0.80, 07/28/09

- refomatted Contents and section headers
- entered remaining data from Tiger's Nest, except locations and Japanese script

Ver 0.90, 07/30/09

- entered remaining Japanese script
- entered some store and starting equipment info
- fixed copyright info
- formatted for GameFAQs and uploaded

Ver 0.91, 08/01/09

- fixed some resistance errors due to my wrong translation of the effects
- entered some more location data
- updated Thanks

Ver 0.95, 08/11/09

- more location data
- added appendix
- made an element/effect list
- started location list
- started character/class equip list

Ver 0.96, 8/13/09

- fixed formatting errors seen in last upload to GameFAQs (Japanese EUC characters are wider)

Ver 0.99, 09/28/09

- finished entering store bought and found armors from intros
- finished info on starting equipment
- add Kanji/Kana for North + South (Estamil)
- RoSalia -> RoZalia
- allow posting to Neoseeker

Future to do list

- finish info on chests, rewards, etc
- find out how Weight, Resistance, Weakness, etc. affects things, and how evasion works

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V. Thanks

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Arche Klein for his nice GameFAQs translation FAQ which partly inspired me to write this guide

TheSpelunker for his useful walkthrough at GameFAQs - his shop listings helped to ID many armors early on and to see some rewards I hadn't gotten yet

Lonely Planet Phrasebook: Japanese - first place I found proper translation for "kawa" ("leather" in this context)

Traveler's Language Guide: Japanese - a few words not in previous book

The Learner's Kanji Dictionary - useful offline reference; wish I had the full (not Learner's) edition

<http://tangorin.com/mr-kanji> - Kanji lookup site - very nice to copy/paste into/from and look up translations

All-Romanized English-Japanese Dictionary - to clarify some translations

Mew Seeker for reminding me of Tiger's Nest, the Japanese hint site for this game. I had seen it once (before I decided to make this guide) but couldn't make heads or tails then. Also, has been very helpful in spotting problems in my translations of some resistance effects. Gave me a heads up on getting to see Death in the end-game. Gave lots more help too.

<http://www8.plala.or.jp/alice4> - the aforementioned site

Gundam4Fun (Carlos M.) - for his weapon/armor guide for the PS2 remake, helping me to look for similarities in its names and attributes

knowurgameplan for some info on Shield mechanics

Mr Crispy and others from the Super Famicom RS and PS2 RS remake message boards for game help (not necessarily related to this guide)

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VI. Copyright
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