

ACCESSORIES

Following is a list of accessories. You will gain a special ability associated with each accessory when you equip it.

Name	Description
Bandana	Increases agility by 1 point
Berserker	Increases attack & defense ability, but you cannot control character
Black Rock	Allows use of special hidden magic, Dark Eternal
Charm Top	Increases Ayla's charm technique
Dash Ring	Increases agility by 3 points
Defender	Increases Vigor by 2 points
Gold Earring	Increases max. HP limit by 50%
Gold Stud	Reduces MP consumption by 75%
Hero Medal	Increases amt. of Masmune's critical hits
Hit Ring	Increases Strike by 10 points
Magic Ring	Increases Magic power by 6 points
Magic Scarf	Increases Magic power by 2 points
Power Glove	Increases strength by 2 points
Power Scarf	Increases strength by 4 points
Rage Band	When attacked, a character counter-attacks 50% of the time
Ribbon	Increases critical hit number by 2
Sight Scope	Allows character to see enemy's HP (except the boss's)
Silver Earring	Increases max. HP by 25%
Silver Stud	Reduces MP consumption by 50%
Speed Belt	Increases agility by 2 points

ITEMS

When your HP or MP is low during or after a battle, you will need these items. The rate of recovery is different according to each item.

Name	Price	Description
Barrier		Decreases magical attack damage by 1/3
Elixir		Recovers all HP & MP points
Ether	800G	Recovers 10 MP points
Full Ether		Recovers 60 MP points
Full Tonic	700G	Recovers 500 HP points
Heal	10G	Recovers status
Magic Tab		Increases Magic power by 1 point
Mid Ether		Recovers 30 MP points
Mid Tonic	100G	Recovers 200 HP points
Power Meal		Recovers all HP & MP points
Power Tab		Increases Power by 1 point
Revive	200G	Recovers disability in battle
Shelter	150G	Recovers all HP & MP points when on Map Screen or on a save point
Shield		Decreases physical attack damage by 1/3