

Relics & Items

Name	Cost	Requirements	Special Effects
Character Relics			
Resister's Ring	75		+5 Magic Resistance
Caster's Ring	75		+3 Magic AV
Ring of Agility	75		+3 Dexterity
Flametongue	~		Doubles damage and mana cost of attacking Fire spells
Earth Pendant	~		Doubles the amount of creatures summoned using Earth Magic
Tome of Water	~		Allows character to cast all Water Magic spells
Black Pearl	~		Halves the mana cost of all Shadow Magic spells
Elven Mantle	150		Halves damage received from magic spells
True Knight	100		Allows character to take attacks for another character or creature in his group
Faore's Ring	200		Allows character to create a portal that he can teleport back to anytime (except when imprisoned) May dissolve old one and create a new one
Sprint Shoes	75		+2 Speed
Rage Ring	100		1/2 Chance to do max damage
Luck Ring	100		1/6 chance to do double damage
Strength of Yadei	90		+25 Max Health
Insurance Amulet	150		Character may not be killed while in battle, only stunned
Pendant of Mayhem	125		Increases damage of all spells by 50%
Spellbinder Pendant	125		Increases endurance of all spells by 50%
Unicorn Horn	125		Increases range of all spells by 50%
Dark Crystal	125		Allows character to use Health as Mana.
Cure Ring	75		+5 Regeneration
Mystic Pearl	75		+5 Mysticism
Rune Stone	125		Doubles effectiveness of Runic
Precision Ring	110		Allows a character to roll only 3 higher than normal to aim for a specific area.
Kotan's Ring	75		Allows your dexterity to remain at each level for one extra missed attack
Kotan's Amulet	90		Prevents dexterity from being lowered farther than half

Mooglee Tail	75		Halves opponent's Shield Avoidance
Mooglee Foot	75		Doubles character's Shield Avoidance
Lens of Light	110		+2 Night Vision
Experience Egg	150		Earn 150% experience from all battles
Genji Glove	200		Allows a character to hold a two-handed weapon (except bows) with one hand
Dragon Glove	200		Allows a character to hold a one-handed weapon (except crossbows, throwing, knives and gauntlets) with two hands, increasing damage by 50%
Fire Cloak	100		Same as Fire Shield
Gem of Equity	130		Makes all characters' and creatures' dexterity in a battle equal to character with gem equipped
Back Guard	150		Prevents you from being Surprise or Pincer Attacked
Lizard Tongue	90		+3 Points earned per level
Fairy Pendent	90		+5 Max Health per level
Loaded Dice	150		Allows character to roll an extra die when attacking
Painter's Brush	130		Allows character to learn all skills
Ammo Cart	100		Endless arrows & bolts
Arcane Necklace	100		+25 Max Mana
Endless Pouch of Gold	~		+10 gold per turn
Endless Purse of Gold	~		+25 gold per turn
Minor Scroll of Knowledge	75		+5 Intelligence
Major Scroll of Knowledge	150		+10 Intelligence
Medal of Courage	100		+3 Strength +2 Dexterity
Medal of Valor	175		+5 Strength +3 Dexterity
Creature Relics			
Chain of Haste	150		+2 Speed
Chain of Alacrity			Increases Dexterity by 50%
Fury Pendent	100		+1 Damage dice roll to all attacks' basic damage
Wrath Pendent	150		+2 Damage dice rolls to all attacks' basic damage
Tempest	100		+2 Piercing Damage

Collar			
Storm Collar	150		+ 5 Piercing Damage
Iron Scales	90		+5 Armor
Steel Scales	175		+10 Armor
War Scales	200		Protected Special
Magic Scales	75		+5 Magic Resistance
Shadow Collar	90		Makes Shadow Meld last one extra turn
Spiked Collar	75		Deals 10 Damage to an attacking unit for each close ranged attack
Bladed Collar	125		Deals 15 Damage to an attacking unit for each close ranged attack
Glyphs of Fear	150		1/6 chance for enemy to lose turn if attacking creature with relic equipped
Moon Pendent	100		+25 Max Mana
Poison Talisman			+5 Poison
Venom Talisman			+10 Poison
Items			
Antidote	10		Makes character immune to Poison for battle
Megalixir			+100 Health +100 Mana
Ether			+50 Health +50 Mana
Tonic	30		+50 Health
Potion	50		+100 Health
Tincture	20		+50 Mana
Elixir	35		+100 Mana
Empty Flask			Holds liquids
Rope 50'	15		
Tinderbox	5		Lights fires
Torch x 5	15		Illuminates Area
Compass & Map	5		Points to north