

## Monster Rancher 1 Item List

### APPLE CAKE

Treat your monster with this mildly sweet treat that was prepared by a great chef.

How to Obtain:

- Buy in Item Shop for 500G (300G on sale)
- Find on Expeditions, while training or working

Positive Effects:

- Helps increase a monster's life Span when given as a reward for winning a tournament
- Increases a monster's loyalty
- Increase a monster's condition

Negative Effects:

- May fatten or spoil a monster

### CALM STONE

How to Obtain:

- Find during the Hartville Expedition

Positive Effects:

- Keeps your monsters from becoming stressed
- Works automatically for all monsters when possessed; does not need to be used.

### CANDY

A fattening treat for your monster. It's a Barees specialty.

How to Obtain:

- Buy in Item Shop for 100G (60G on sale)
- Find on Expeditions, while training or working

Positive Effects:

- Increases a monster's loyalty and condition

Negative Effects:

- May fatten or Spoil a monster

### CAT DOLL

A mimic of an ancient wall painting.

How to Obtain:

- Buy in Item Shop for 1000G (650G on sale) - can eventually be purchased
- Can be found in the Titus Expedition

Positive Effects:

- Use when combining any two monsters to get a Nya

### CD FRAGMENTS

Use when you combine monsters.

How to Obtain:

- These are won in tournaments or found on expeditions

Positive Effects:

- Use when combining monsters to increase the chance of getting a particular monster

- There are CD Fragments for every monster color and each fragment gives an attribute bonus:

Tri-Color - +10 Life

Grey - +10 Power

Blue - +10 Defense

Black - +10 Defense

Red - +10 Intelligence

White - +10 Intelligence

Gold - +10 Skill

Orange - +10 Skill

Sapphire - +10 Skill

Green - +10 Skill

#### CLAY DOLL

How to Obtain:

- Find all the Doll Pieces and win the Doll Head

Positive Effects:

- Needed to make the Henger

#### DIAMOND

How to Obtain:

- Found during expeditions or won during tournaments

Positive Effects:

- Sell for 10000G

#### DOLL HEAD

How to Obtain:

- Won during a A Class Inventational Tournament (must have all the Doll Pieces)

Positive Effects:

- Get the Clay Doll

#### DOLL PIECES

How to Obtain:

- Found during the Reno Expedition; there are four pieces

Positive Effects:

- Invited to tournament to win the Doll Head

#### DRAGON HORN

How to Obtain:

- Win an Inventational A Class Tournament

Positive Effects:

- Use when combining a Stinger (Naga/Dino) and a Grape (Dino/Naga) to get a Dragon

#### EMERALD

Positive Effects:

- Sell for 8000G

How to Obtain:

- Found during expeditions or won during tournaments

#### FIRE STONE

How to Obtain:

- Found during the Titus Expedition

Positive Effects:

- Works automatically for all monsters when possessed; does not need to be used

#### FISH

An appropriate snack for your monster. The ocean overflows with this fish.

How to Obtain:

- Automatically available at the first of the month; costs 100G

Positive Effects:

- Increases a monster's loyalty

#### FLYPILL

This Alta Vista item will raise Speed by 20. but drop Def. by 10.

How to Obtain:

- Buy in Item Shop for 2000 (1400 on sale) - can eventually be purchased
- Can be won in tournaments

Positive Effects:

- Gives a monster +20 Speed, and -10 Defense

Negative Effects:

- Shortens a monster's life span

#### FURELIA GOD

He represents Life and Wisdom. Use him in your monster mixes.

How to Obtain:

- Found during the Titus Expedition.

Positive Effects:

- Use when combining monsters to increase a monster's Life and Intelligence by fifty

#### GADAMON GOD

He represents the rise and fall of man. Use him in mixing monsters.

How to Obtain:

- Found during the Reno Expedition

Positive Effects:

- Use when combining monsters to increase a monster's Strength and Defence by fifty

#### GOLDEN PEACH

How to Obtain:

- Found during the Reno Expedition, but can only be found once every ten years

Positive Effects:

- Increase a monster's life span by one to five years

#### HEARTPILL

Another Alta Vista item that will Raise Skill by 20. but drop Power by 10.

How to Obtain:

- Buy in Item Shop for 2000G (1400G on sale) - can eventually be purchased

- Can be won in tournaments

Positive Effects:

- Gives a monster +20 Skill, and -10 Power

Negative Effects:

- Shortens a monster's life span

#### HERB

This item will help burn the fat off your monster. It's found in Hartville.

How to Obtain:

- Buy in Item Shop for 100G (60G on Sale) - can eventually be purchased

- Find on Expeditions, while training or working

Positive Effects:

- Burns fat off of a monster and cures the Spoiled condition

Negative Effects:

- Drops Loyalty

#### MAGIC BANANA

How to Obtain:

- Found during the Hartville Expedition

Positive Effects:

- Use when combining two spoiled monsters to get an Ape

#### MANGO

A monster's tasty dessert found in the Hartville regions.

How to Obtain:

- Buy in Item Shop for 50G (30G on sale)

- Find on Expeditions, while training or working

Positive Effects:

- Increases a monster's loyalty and condition

Negative Effects:

- May fatten or Spoil a monster

### MEAT

A feast for a special occasion. Monsters love it.

How to Obtain:

- Automatically available at the first of the month; cost 300G

Positive Effects:

- Helps increase a monster's life span when given the month it's birthday

- Increase a monster's loyalty (more than fish)

- Raising style is moved towards easy

Negative Effects:

- Too much can spoil a monster

### MEDICINE

How to Obtain:

- Buy in Item Shop - can eventually be purchased

- Can be won in Tournaments

- Found during the Jungle Expedition

Positive Effects:

- Doubles a monster's Power for one tournament

Negative Effects:

- If a monster is KO'd, there is a great chance that it will die

- Shortens a monster's life span

### MINT LEAF

An item found in Salem that'll reduce stress and help your monster to relax.

How to Obtain:

- Buy in Item Shop for 200G (130G on sale)

- Find on Expeditions, while training or working

Positive Effects:

- Heals stress

### MYSTIC SNAKE

Monsters hate this strong-smelling roasted snake.

How to Obtain:

- Buy in Item Shop for 500G (300G on sale)

- Find on Expeditions, while training or working

Positive Effects:

- Lowers condition

Negative Effects:

- Lowers Loyalty

#### OLD MIRROR

How to Obtain:

- Find during the Titus Expedition

Positive Effects:

- Use when breeding a Gali (Gali/Gali) and a Monol (Monol/Monol) to get a Magic.

#### PARAGOMA GOD

How to Obtain:

- Find during the Reno Expedition

Positive Effects:

- Use when combining monsters to increase a monster's Skill and Speed by fifty

#### PILL

A muscle booster which increase Power and Def. by 10. It also drops Lif. by 10.

How to Obtain:

- Buy in Item Shop for 2000G (1400G on Sale) - can eventually be purchased
- Win in tournaments

Positive Effects:

- Gives a monster +10 Power & Defense, and -10 Life

Negative Effects:

- Shortens a monster's life span

#### PLANT EGG

How to Obtain:

- Find during the Hartville Expedition.

Positive Effects:

- Increase a monster's life span by one to two years

#### POTATO

Animal feed that monsters dislike. Drops Loyalty.

How to Obtain:

- Automatically available at the first of the month; costs 10G

Positive Effects:

- Only costs 10G

Negative Effects:

- Drops loyalty

#### PURE GOLD

How to Obtain:

- Found during expeditions or won during tournaments

Positive Effects:

- Sell for 6000G

#### PURE SILVER

How to Obtain:

- Found during expeditions or won during tournaments

Positive Effects:

- Sell for 4000

#### STING DUST

An unknown powder made of ground scorpion. It will boost Loyalty.

Positive Effects:

- Increases Loyalty

#### TAFFY

This special item from Barees is full of nutrition and will heal fatigue.

How to Obtain:

- Buy in Item Shop for 200G (130G on sale)
- Find on Expeditions, while training or working

Positive Effects:

- Heals fatigue without rest

Negative Effects:

- May cause stress if used too much

#### VITAMIN A

This Tonga product improves Power and Lif. by 10. While reducing Skill by 10.

How to Obtain:

- Buy in Item Shop for 2000G (1400G on sale) - can eventually be purchased
- Find on Expeditions, while training or working

Positive Effects:

- Gives a monster +10 Power & Life, and -10 Speed.

Negative Effects:

- Shortens a monster's life span.

#### VITAMIN B

A Tonga item which hardens skin by raising Def. by 10 and reducing Speed by 10.

How to Obtain:

- Buy in Item Shop for 2000G (1400G on sale) - can eventually be purchased
- Find on Expeditions, while training or working

Positive Effects:

- Gives a monster +10 Defense, and -10 Speed.

Negative Effects:

- Shortens a monster's life span.

#### VITAMIN C

A Bares product which enhances training results. Don't overuse this strong item

How to Obtain:

- Buy in Item Shop for 2000G (1400G on sale) - can eventually be purchased
- Find on Expeditions, while training or working.

Positive Effects:

- Increases a monster's training results.

Negative Effects:

- Shortens a monster's life span.

#### VITAMIN D

How to Obtain:

- Buy in Item Shop for 2000G (1400G on sale) - can eventually be purchased
- Find on Expeditions, while training or working.

Positive Effects:

- Increase a monster's training results; stronger than Vitamin C.

Negative Effects:

- Shortens a monster's life span.
- Monster can pass out if used when the monster is fatigued.

#### WIND DRUM

How to Obtain:

- Find during the Reno Expedition

Positive Effects:

- Keeps your monster focused.
- They don't mess up as often.
- Loyalty increases faster.
- New techniques are learned faster.
- Works automatically for all monsters when possessed; does not need to be used.

#### WIND WHISTLE

How to Obtain:

- Found during the Reno Expedition

Positive Effects:

- Its the same as the Wind Drum.
- Keeps your monster focused.
- They don't mess up as often.
- Loyalty increases faster.
- New techniques are learned faster.

- Works automatically for all monsters when possessed; does not need to be used.