

Monster Rancher 3 Item List

Venture Items:

Ran Ran Smell: A free smell that gives you 30 movement points in venturing.
Ran Ran Leaf: The leaf of a Ran Ran that gives you 200 movement points and costs 500g.
Ran Ran Fruit: The fruit of a Ran Ran that gives you 400 movement points and costs 1000g.
Ran Ran Juice: The Juice of a Ran Ran that gives you 600 movement points and costs 2000g.

Aromascargo: A snail that gives monsters new attributes. (e.g. sweet smell, sharp ears, etc.)
Evil Leech: Always has bad effect from stat loss to tiredness and stress.
Gawdfly: A butterfly that gives you bad attributes (e.g. dry skin)
Noisy Bug: A bug which opens up the "Noisy Hall" which allows monsters to train in their attacks.
Nabanakawa: A banana peel that refreshes you.
Spade Leaf: Increases stats
Succulent Fruit: A flower that will raise one of your stats.
Shelley: A shell that teaches you "Water Secrets" and other attributes

Mucchi's Items:

(Depleting):
Honey Candy (120g): "Candy made by condensing honey and sugar."
Nitro Juice (300g): "Juice made by squeezing Nitro berries. Has a very stimulating taste."
Moak Soup (300g): "Soup made by simmering various types of mushrooms. Adjusts nutritional balance."
Bitter Garlic (400g): "Vegetable hated by monsters because of its extreme bitterness."
Yam Rice Cake (200g): "Fills the stomach, but has very little calories."
Energy Ball (1000g): "Medicine that cures many diseases."
Monster Nip (150g): "Innocent monsters love it when you shake it front of them."
Pretty Flower (100g): "Beautiful flower that warms the heart of anyone looking at it."

(Durable):
Glowing Rock (5000g): "Its beautiful glimmer calms the heart of a monster."
Shining Rock (25000g): "Its beautiful shine calms the heart of a monster."
Silver Goblet (5000g): "Drinking water from this goblet will reduce the monster's tiredness a little."
Golden Goblet (25000g): "Drinking water from this goblet will reduce some of the monster's tiredness."
Herbal Incense (3000g): "The sweet smell calms the spirit and lets the monster sleep peacefully."
Medicine Box (4000g): "First aid kit for injuries in battles."

Food Items:

Macky Fish (120g): "Fish available in the Goat region. A little fishy but taste good."
Bone-in Meat (200g): "A feast for monsters. Beware of overfeeding."
Carrot (60g): "A vegetable with distinct sweetness. Full of vitamins."
Nuts (70g): "Small in amount, but crunchy and nutritious."
Stem Mushroom (80g): "Mushrooms that contain some stimulants."
Hasgan Peach (100g): "Fruit that grows in high plains. Very juicy and tasty."
Vine Grass (180g): "A medical plant that tastes bad, but is good for the body."
Morx Mushroom (70g): "Mushroom that grows in the Morx region."
Mango (10g): "Fruit that grows in the Kalaragi region. Extremely sweet."
Nothing (0g): "Very effective for monsters with no discipline. Use it for punishment."