

MR2 Item Effects

Food

* **Potato:**

Liked: +1 Spoil, -1 Form

Neutral: +4 Stress, +3 Fear, -4 Spoil, -1 Form

Disliked: +16 Stress, +4 Fear, -10 Spoil, -1 Form

* **Milk:**

Liked: -3 Stress, +3 Spoil, +1 Form

Neutral: -2 Stress, +1 Spoil, +1 Form

Disliked: +4 Stress, -4 Spoil, +1 Form

* **Fish:**

Liked: -6 Stress, +3 Spoil, +2 Form

Neutral: -3 Stress, +2 Spoil, +2 Form

Disliked: +2 Stress, +1 Fear, -2 Spoil, +2 Form

* **Cup Jelly:**

Liked: -7 Stress, +1 Fear, +2 Spoil, -3 Form

Neutral: -5 Stress, +1 Fear, +1 Spoil, -3 Form

Disliked: +1 Stress, +1 Fear, -1 Spoil, -3 Form

* **Meat:**

Liked: -8 Stress, +6 Spoil, +6 Form

Neutral: -6 Stress, +4 Spoil, +6 Form

Disliked: +1 Fear, +1 Spoil, +6 Form

* **Tablets:**

Liked: -15 Stress, +2 Fear, +3 Spoil, +3 Form

Neutral: -13 Stress, +2 Fear, +1 Spoil, +3 Form

Disliked: -10 Stress, +2 Fear, -1 Spoil, +3 Form

Tablets are the only worthwhile food. Cup Jelly on a budget. Colt's Cake gives +15 Form.

Active Items

* **Mango:** -10 Fatigue, +1 Fear, +1 Spoil, +1 Form

* **Candy:** -2 Stress, +1 Spoil, +10 Form

* **Smoked Snake:** +40% Fear, -20% Spoil, -10 Form

* **Apple Cake:** -10% Fear, +10 Spoil, +10 Form

* **Mint Leaf:** -50% Stress, -2 Spoil, -5 Form

* **Powder:** +5 Fatigue, -24 Form

* **Sweet Jelly:** +5 Form, -5 Nature Shift

- * **Sour Jelly:** +5 Form, +5 Nature Shift
- * **Nuts Oil:** -28 Fatigue, (-20% Stress), +1 Fear, +1 Spoil
- ^ Stress reduction only for Arrowhead, Henger, and Durahan Main or Sub Breeds
- * **Star Prunes:** +5 Spoil, +1 Form, +20 Fame
- * **Magic Banana:** (+/- 10 Fear), (+/- 10 Spoil), (-/+ 1 Form), (-/+ 1 Lifespan) [Guide v]
https://docs.google.com/document/d/1Q6sQOgza-cpWlozH_-DyIVXc55RovmSrIEly8gtr6NA/edit
- * **Nageel:** +50% SKI and DEF at tournament this week, -20 Lifespan
- * **Kasseitan:** +50% POW and SPD at tournament this week, -20 Lifespan
- * **Larox:** +10 POW and DEF, -10 LIF, -4 Lifespan
- * **Manseitan:** +10 LIF and SKI, -10 SPD, -5 Lifespan
- * **Troron:** +10 POW and +5 SKI on successful drills for a month, -6 Lifespan
- * **Paradoxine:** +30 POW & SKI; -10% SPD & DEF on successful drills for a month. -18 Lifespan
- * **Teromeann:** +100% SPD, +20% POW, and +20% SKI at tournament this week. -20 Lifespan
- * **Golden Peach:** +50 Lifespan
- * **Silver Peach:** +25 Lifespan
- * **Half Eaten:** +1 Form
- * **Rock Candy:** +1 Form
- * **Irritator:** +10 Fatigue, +15 Stress, -1 Form
- * **Griever:** +10 Fatigue, -40% Stress, -1 Form
- * **Ducken Doll:** +50% Fatigue, -50% Stress (Applies automatically if you give it to monster)

Passive Items

- * **Artemis Statue:** At the beginning of each month, reduce your monster's fatigue by 3% (floored), and increase their Spoil by 1. Artemis statues are not very useful due to rounding down and being judged separately (one at a time), but have minor use after Errantries.
- * **Gemini Pot:** At the beginning of each month, reduce your monster's stress by 3% (floored), and increase their Fear by 1. Similarly bad at reducing Stress, but the extra fear is useful for raising loyalty as it is normally harder to come by. Hang onto a few for easy 100 loyalty.
- * **Lump of Ice:** At the beginning of each month during June to August, reduce your monster's fatigue by 3%, and their stress by 2% (floored). Does not enhance rest. Mostly useless.
- * **Fire Stone:** Identical to Artemis Statue from December to February, but without the +Spoil effect. Sell it for a decent profit.
- * **Hero and Heel Badges:** Increase or decrease your monster's nature shift by 1 (respectively) at the beginning of each month. Stops having an effect at certain high/low natures.
- * **Dino Tail:** Artemis Statue, but by 1% (floored), and without the Spoil effect. Entirely useless.
- * **Pure Gold:** At the beginning of each month, if your monster is a Gold Suez, reduce its stress and fatigue by 1% (floored). Yes, really. It's pointless, just sell it.

Combination Items

All disc chips also give additional moderate % weighting to their respective type of monster.

- * **Pixie Chips:** +50 INT
- * **Worm Chips:** +50 LIF
- * **Naga Chips:** +50 SKI
- * **Golem Chips:** +50 POW
- * **Ducken Chips:** +50 SPD
- * **Monol Chips:** +50 DEF
- * **Dragon Chips:** Fury Battle Special
- * **Arrowhead Chips:** Guard Battle Special
- * **Tiger Chips:** Will Battle Special
- * **Hare Chips:** Grit Battle Special
- * **Bajarl Chips:** Vigor Battle Special
- * **Mew Chips:** Hurry Battle Special
- * **Suezo Chips:** Ease Battle Special
- * **Gaboo Chips:** Fight Battle Special
- * **Colorpandora Chips:** +50 Spoil
- * **Metalner Chips:** +50 Fear
- * **Beaclon Chips:** (+1) on Pull
- * **Henger Chips:** (+1) on Shoot
- * **Wracky Chips:** (+1) on Leap
- * **Zuum Chips:** (+1) on Run
- * **Durahan Chips:** (+1) on Domino
- * **Jell Chips:** (+1) on Endure
- * **Undine Chips:** (+1) on Study
- * **Niton Chips:** (+1) on Swim
- * **Kato Chips:** (+1) on Meditate
- * **Ghost Chips:** (+1) on Dodge
- * **Hopper Chips:** -50 Form
- * **Baku Chips:** +50 Form
- * **Gali Chips:** +50 Base Nature
- * **Joker Chips:** -50 Base Nature
- * **Centaur Chips:** (+1) on Mandy Desert Errantry
- * **Zilla Chips:** (+1) on Torble Coast Errantry
- * **Ape Chips:** (+1) on Parepare Jungle Errantry
- * **Phoenix Chips:** (+1) on Kawrea Volcano Errantry
- * **Jill Chips:** (+1) on Papas Mountain Errantry
- * **Mocchi Chips:** +50 Fame
- * **Mock Chips:** +10 Lifespan
- * **Plant Chips:** +10 Lifespan
- * **Taurus Horn:** Give Centaur heavy combination weight, +25 Nature (if has a positive nature)
- * **Crab Claw:** +50 SKI, +50 DEF

- * **Dragon Tusk:** Generate Dragon
- * **Stick:** Generate Ghost
- * **Old Sheath:** -10 DEF
- * **Double Edged:** Generate Durahan
- * **Pot:** Generate Bajarl
- * **Mask:** Generate Joker
- * **Big Footprint:** +10 LIF, +10 DEF
- * **Big Boots:** Generate Jill
- * **Feather:** Generate Phoenix
- * **Zilla Beard:** Generate Zilla
- * **Ducken Doll:** Generate Ducken
- * **Undine Slate:** Generate Undine
- * **Spear:** Generate Centaur

The only way to get the Strong Glue out of your inventory is to cheat.

The items your monster will request for a drill have very minor effects like +1 form, -2 form, or -1 stress. For the most part they do the same thing but cost different amounts. None of them are important- they're just there to cause your monster stress if you say "No."

Monster Food Preferences:

Potato:

Like: Colorpandora, Beaclon, Baku, Ducken

Neutral: Centaur, Henger, Metalner, Jill, Mock, Plant, Worm

Dislike: Pixie, Dragon, Wracky, Golem, Zuum, Durahan, Arrowhead, Tiger, Hopper, Hare, Gali, Kato, Zilla, Bajarl, Mew, Phoenix, Ghost, Suezo, Mocchi, Joker, Gaboo, Jell, Undine, Niton, Monol, Ape, Naga

Milk:

Like: Colorpandora, Wracky, Hopper, Hare, Baku, Mew, Ghost, Gaboo, Mock, Ducken, Plant, Ape

Neutral: Centaur, Beaclon, Henger, Golem, Zuum, Arrowhead, Tiger, Zilla, Bajarl, Metalner, Suezo, Mocchi, Jell, Undine, Niton, Monol, Worm

Dislike: Pixie, Dragon, Durahan, Gali, Kato, Phoenix, Jill, Joker, Naga

(A monster will always like Milk during its first life stage unless it is the listed Dislike on the monster's status)

Fish:

Like: Pixie, Golem, Zuum, Arrowhead, Hare, Baku, Kato, Zilla, Mew, Phoenix, Jill, Mocchi, Jell, Undine, Niton, Mock, Ducken, Plant, Naga

Neutral: Dragon, Colorpandora, Beaclon, Henger, Durahan, Tiger, Hopper, Gali, Bajarl, Ghost, Metalner, Suezo, Gaboo, Monol

Dislike: Centaur, Wracky, Joker, Ape, Worm

Cup Jelly:

Like: Pixie, Centaur, Beaclon, Wracky, Gali, Ghost, Metalner, Suezo, Mocchi, Gaboo, Ducken, Monol, Worm

Neutral: Dragon, Colorpandora, Henger, Zuum, Durahan, Arrowhead, Tiger, Hopper, Hare, Zilla, Bajarl, Mew, Phoenix, Joker, Niton, Mock, Plant, Ape

Dislike: Golem, Baku, Kato, Jill, Jell, Undine, Naga

Meat:

Like: Dragon, Centaur, Henger, Wracky, Golem, Zuum, Durahan, Tiger, Hopper, Baku, Gali, Bajarl, Phoenix, Suezo, Jill, Joker, Ducken, Ape, Naga

Neutral: Colorpandora, Beaclon, Hare, Kato, Zilla, Mew, Ghost, Metalner, Mocchi, Gaboo, Jell, Mock, Monol

Dislike: Pixie, Arrowhead, Undine, Niton, Plant, Worm

Tablets:

Like: Centaur, Colorpandora, Beaclon, Henger, Golem, Durahan, Arrowhead, Tiger, Hare, Gali, Bajarl, Metalner, Mocchi, Gaboo, Jell, Ducken, Plant, Worm, Naga

Neutral: Pixie, Dragon, Wracky, Zuum, Hopper, Zilla, Mew, Phoenix, Ghost, Suezo, Jill, Joker, Niton, Mock, Monol, Ape

Disliked: Baku, Kato, Undine

A monster's Like/Dislike on the status screen will override these innate preferences.