

Final Fantasy: Crystal Chronicles Item Guide

by omniwarren

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      Final Fantasy: Crystal Chronicles
      Item List and Item Location Guide
      Created by omniwarren
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      Version 2.0
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Check the FAQ before looking through the guide

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I. LEGAL INFO.
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II. FAQ

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***If you're looking through a section of this guide and there is something you don't understand, please read the short paragraphs at the beginning of the section. The answer to a lot of your questions may be there!

Q. How do I know what level my family is on?

A. Your family makes or gives new items each time they level up. Check this FAQ to see exactly what they sell and at what level. This is how you can determine what level your family is on.

Q. Why can't I choose certain artifacts during the bonus points screen (it's grayed out)?

A. You cannot get an artifact more than once. Any artifacts that you already have will show up grayed out on the bonus points screen.

Q. I got the score required to get (insert item here) but it still didn't show up on the bonus points screen.

A. Even if you met the requirements to get the item there is still only a 1 in 4 chance of the item showing up. Also, for all the items that require a certain score, you need to be on THE THIRD CYCLE! This'll stop all the e-mails about that. Mwa ha ha. . .

Q. I have a question, what's your e-mail address?

A. Unfortunately I've stopped responding to e-mails. I'm looking through my piles of e-mails to try to answer every possible question related to THIS FAQ (I often get questions that belong in other FAQs). The message board is a perfect way to find all your answers much more quickly though.

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III. WHAT TO SEND YOUR FAMILY

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Your parents have an occupation and the higher their level is, the better items you can receive. You raise your parent's level by talking to all the members in your family each year. Your family also has relationship levels. Sending certain items home will raise this. I've listed what to send home and you're your parents give you according to their level.

****Important Note!!!!**

There is no other way that I know of to obtain the Greatest Weapon scroll and Ring Of Invincibility scroll than from an Alchemist parent. If you want your ultimate weapon and the best accessory in the game, make sure your main character's parent is an Alchemist. No need to worry if your parent is something else though, because every character has an alternate weapon that is just as strong as the ultimate weapon (check weapons section). If anyone has any alternate solutions please inform me.

****End Important Note!!!!**

If your parents sell items, you can get discounts based on your relationship with them.

Family Relationships:

Very Happy Face (Pink) - 65% Discount
Happy Face (Orange) - 55% Discount
Unanimated Face (Green) - 30% Discount
Frown (Blue) and Mad Face (Purple) - Full Price

****Seeds will raise family relationships in any career****

Fisherman

Not a good choice for your main character's parent. Send home fish and any seeds. The higher his level, the more fish you receive each year.

Miller

Another bad choice. Send home seeds. Sending a wheat seed will get you a loaf of bread. Then after two years you'll get bags of flour.

Farmer

Same as a Miller parent, except after two years you'll get bundles of wheat instead.

Rancher

Send home seeds. You'll start off getting slices of meat. If you send a cow home from the Fields Of Fum you will get bottles of milk.

Special Note: Having every type of parent in your town is ideal. If your main character's parent is either a Merchant, Blacksmith, or Tailor, when he levels up, so will the other two parents (talk to all the parents each year to make sure they do).

Merchant

A merchant parent is an OK choice. Send home materials to raise production levels. You can also sell unwanted items for more than usual. Remember leveling up this parent will level up your blacksmith and tailor if you talk to their families each year. Here's what you can buy:

Starting Off - Meat, Bronze, Alloy, Fish, Iron, Spring Water
Level 1 - Mythril, Gold, Silver, Bronze Shard, Iron Shard
Level 2 - Magma Rock, Chilly Gel, Thunderball
Level 3 - Ultimite, Dark Sphere

Blacksmith

A very good choice. Send home materials and scrolls. You'll be able to get good weapons pretty early on with this parent, and cheap too. Remember leveling up this parent will level up your tailor and merchant if you talk to their families each year. Here's what your parent can make:

Starting Off - Novice's Weapon, Warrior's Weapon, Bronze Armor, Iron Armor, Iron Shields, Bronze Gloves, Iron Gloves, Bronze Belt, Iron Belt
Level 1 - Master's Weapon, Mythril Shield, Mythril Gloves, Mythril Sallet, Mythril Belt

Level 2 - Legendary Weapon, Diamond Armor, Diamond Gloves, Diamond Sallet,
Diamond Belt

Level 3 - Greatest Weapon

Tailor

Another good choice. You'll be glad to have the discounts considering you'll probably buy new accessories whenever you have the material to do so. Remember leveling up this parent will level up your blacksmith and merchant if you talk to their families each year. Send home materials and scrolls to increase production levels. Here's what your parent can make:

Starting Off - Flame Craft, Frost Craft, Lightning Craft, Clockwork

Level 1 - New Clockwork, Blue Yarn, Tome Of Wisdom, Tome Of Speed, Fiend Kit, Faerie Kit, Eyewear Techniques, Goggle Techniques

Level 2 - White Yarn, Gold Craft, Secrets Of Wisdom, Secrets Of Speed, Daemon Kit, Angel Kit, Designer Glasses, Designer Goggles

Level 3 - Ring Of Invincibility

Alchemist

Having an Alchemist is the only way (that I know of) to get the Ring Of Invincibility scroll and the Greatest Weapon scroll. These scrolls are needed to make the best accessory in the game and your ultimate weapon, respectively. Send home materials, scrolls, and seeds to raise production levels. Starting year two, your parent will give you a new scroll every year based on his level. Here are the scrolls you can get:

Level 1 - Iron Armor

Level 2 - Warrior's Weapon

Level 3 - Flame Armor

Level 4 - Clockwork

Level 5 - Mythril Armor

Level 6 - Frost Armor

Level 7 - Lightning Craft

Level 8 - Master's Weapon

Level 9 - Ring Of Light

Level 10 - Diamond Armor

Level 11 - Ring Of Invincibility

Level 12 - Greatest Weapon

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IV. FOODS

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Mmmm. . .food. Foods restore HP and give you a temporary stat bonus. The amount of HP you gain depends from each type of food depends on how much your character likes it. Be warned though, if your character eats food that he/she dislikes, he will get a stat decrease. This section shows what stat each food raises and each tribes' likes and dislikes.

Important Note: The more your character eats a certain type of food, the more he will like it. Keep eating all foods and your character will eventually like every type of food!!

Strength +2 - Fish, Meat

Defense +2 - Gourd Potato, Star Carrot, Round Corn
Magic +2 - Cherry Cluster, Rainbow Grapes, Striped Apple

*All foods cost 40 gil and are sold for 10.

Clavats:

Striped Apple	Likes	
Cherry Cluster		
Rainbow Grapes		
Star Carrot		
Gourd Potato		
Round Corn		
Meat		
Fish	Dislikes	

Lilties

Meat	Likes	
Gourd Potato		
Round Corn		
Star Carrot		
Fish		
Rainbow Grapes		
Cherry Cluster		
Striped Apple	Dislikes	

Yukes

Star Carrot	Likes	
Round Corn		
Fish		
Cherry Cluster		
Rainbow Grapes		
Meat		
Gourd Potato		
Striped Apple	Dislikes	

Selkies

Fish	Likes	
Meat		
Striped Apple		
Rainbow Grapes		
Cherry Cluster		
Star Carrot		
Round Corn		
Gourd Potato	Dislikes	

To get a weapon, you are required to have certain materials and a scroll. To top it off you'll need some gil. Once you've got all of this, take it to a blacksmith and he will forge the weapon for you. Note: Some blacksmiths have limited abilities and cannot make all weapons. Also if you have a blacksmith parent, he can make any weapon when his level is at the max (3). Having a Level 3 blacksmith is the only way to make the greatest weapon!

The following tables list all the weapons available in the game and what you need to get them. I haven't included the materials needed, simply because it's too much to write. My hands would fall off! But no need to worry because blacksmiths tell you what you need to make each weapon anyway! Also I've included a list of where to find each material in this FAQ.

Ex: |Name | Strength | Scroll Needed | Price |

SWORDS (Clavats)

Copper Sword	15	-	-	
Treasured Sword*	18	-	-	
Iron Sword	20	Novice's Weapon	100	
Marr Sword*	22	-	-	
Steel Blade	25	Warrior's Weapon	300	
Rune Blade	30	Master's Weapon	700	
Defender	31	Victorious Weapon	500	
Feather Saber	31	Valiant Weapon	500	
Bastard Sword	32	Mighty Weapon	500	
Father's Sword*	32	-	-	
Excalibur	33	Legendary Weapon	2500	
Ragnarok	35	Dark Weapon	5000	
Ultima Sword	35	Greatest Weapon	50000	

SPEARS (Lilties)

Iron Lance	15	-	-	
Treasured Spear*	18	-	-	
Partisan	20	Novice's Weapon	100	
Marr Spear*	22	-	-	
Sonic Lance	25	Warrior's Weapon	300	
Dragon Lance	30	Master's Weapon	700	
Titan Lance	31	Valiant Weapon	500	
Highwind	31	Victorious Weapon	500	
Halberd	32	Mighty Weapon	500	
Father's Spear*	32	-	-	
Dragoon's Spear	33	Hero's Weapon	5000	
Gungnir	35	Legendary Weapon	2500	
Longinus	40	Celestial Weapon	8000	
Ultima Lance	35	Greatest Weapon	50000	

HAMMERS (Yukes)

Orc Hammer	15	-	-	
Treasured Hammer*	18	-	-	
Wave Hammer	20	Novice's Weapon	100	
Marr Hammer*	22	-	-	
Rune Hammer	25	Warrior's Weapon	300	
Mythril Hammer	30	Master's Weapon	700	
Goblin Hammer	31	Valiant Weapon	500	

Prism Hammer	31	Victorious Weapon	500	
Sonic Hammer	32	Mighty Weapon	500	
Father's Hammer*	32	-	-	
Mystic Hammer	35	Legendary Weapon	2500	
Ultima Hammer	35	Greatest Weapon	50000	

RACKETS (Selkies)

Aura Racket	15	-	-	
Treasured Maul*	18	-	-	
Solid Racket	20	Novice's Weapon	100	
Marr Maul*	22	-	-	
Dual Shooter	25	Warrior's Weapon	300	
Butterfly Head	30	Master's Weapon	700	
Prism Bludgeon	31	Victorious Weapon	500	
Elemental Cudgel	31	Valiant Weapon	500	
Steel Cudgel	32	Mighty Weapon	500	
Father's Maul*	32	-	-	
Queen's Heel	33	Legendary Weapon	2500	
Dreamcatcher	35	Lunar Weapon	5000	
Ultima Maul	35	Greatest Weapon	50000	

*Story Items

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VI. ARMOR

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To get a piece of armor, you are required to have certain materials and a scroll. To top it off you'll need some gil. Once you've got all of this, take it to a blacksmith and he will forge the armor for you. Note: Some blacksmiths have limited abilities and cannot make all equipment. Also if you have a blacksmith parent, he can make any piece of equipment when his level is at the max (3).

The following tables list all the body armor available in the game and what you need to get them. I haven't included the materials needed, simply because it's too much to write. My hands would fall off! But no need to worry because blacksmiths tell you what you need to make each one anyway! Also I've included a list of where to find each material in this FAQ.

Ex: |Name | Defense | Effect | Scroll Needed | Price |

ARMOR (All Tribes)

Travel Clothes	10	-	-	-	
Bronze Plate	13	-	Bronze Armor	100	
Iron Plate	17	-	Iron Armor	200	
Mythril Plate	22	-	Mythril Armor	500	
Blessed Mail	23	Resist Poison	Pure Armor	500	
Saintly Mail	23	Resist Curse	Holy Armor	500	
Time Mail	23	Resist Slow	Time Armor	500	
Eternal Mail	23	Resist Stasis	Eternal Armor	500	
Crystal Mail	24	Resist Miasma	Radiant Armor	500	
Flame Mail	24	Resist Burning	Flame Armor	500	

Frost Mail	24	Resist Freezing	Frost Armor	500	
Storm Mail	24	Resist Paralysis	Lightning Armor	500	
Gold Mail	24	Resist Stone	Gold Armor	500	
Diamond Plate	27	-	Diamond Armor	2500	
Gaia Plate*	30	-	Earth Armor	5000	

*Can only be used by Clavats

SHIELDS (Clavats)

Makeshift Shield	7	-	-	-	
Iron Shield	10	-	Iron Shield	150	
Mythril Shield	15	-	Mythril Shield	400	
Flame Shield	17	Resist Burning	Flame Shield	400	
Frost Shield	17	Resist Freezing	Frost Shield	400	
Storm Shield	17	Resist Paralysis	Lightning Shield	400	
Rune Shield	18	Spell range + 20	Magic Shield	400	
Saintly Shield	18	Resist Curse	Holy Shield	400	
Chocobo Shield	25	-	Legendary Shield	3000	
Diamond Shield	22	-	Diamond Shield	2000	

GLOVES (Lilties)

Gauntlets	5	-	-	-	
Bronze Gauntlets	8	-	Bronze Gloves	80	
Iron Gauntlets	12	-	Iron Gloves	150	
Mythril Gauntlets	15	-	Mythril Gloves	400	
Flame Armlets	17	Resist Burning	Flame Gloves	400	
Frost Armlets	17	Resist Freezing	Frost Gloves	400	
Storm Armlets	17	Resist Paralysis	Lightning Gloves	400	
Gold Armlets	18	Resist Stone	Gold Gloves	400	
Diamond Armlets	22	-	Diamond Gloves	2000	

HELMS (Yukes)

Helm	5	-	-	-	
Bronze Helm	8	-	Bronze Sallet	80	
Iron Helm	12	-	Iron Sallet	150	
Mythril Helm	15	-	Mythril Sallet	400	
Flame Helm	17	Resist Burning	Flame Sallet	400	
Frost Helm	17	Resist Freezing	Frost Sallet	400	
Storm Helm	17	Resist Paralysis	Lightning Sallet	400	
Eternal Helm	18	Resist Stasis	Eternal Sallet	400	
Time Helm	18	Resist Slow	Time Sallet	400	
Diamond Helm	22	-	Diamond Sallet	2000	

BELTS (Selkies)

Old Belt	5	-	-	-	
Bronze Belt	8	-	Bronze Belt	80	
Iron Belt	12	-	Iron Belt	150	
Mythril Belt	15	-	Mythril Belt	400	
Flame Sash	17	Resist Burning	Flame Belt	400	
Frost Sash	17	Resist Freezing	Frost Belt	400	
Storm Sash	17	Resist Paralysis	Lightning Belt	400	
Blessed Sash	18	Resist Poison	Pure Belt	400	
Winged Belt	18	Focus Attack range +20	Wind Belt	400	

- Resist Attack
- Ring Of Invincibility
- Orichalcum, Dark Sphere, 50000 Gil

Gold Necklace

- Resist Stone
- Gold Craft
- Gold(2), Cockatrice Scale, 300 Gil

Unfaltering Watch

- Resist Stasis
- New Clockwork
- Toad Oil, Bronze Shard(3), Gear, 300 Gil

White Misanga

- Resist Curse
- White Yarn
- Needle, White Silk, 300 Gil

ACCESSORIES FOR MALE CHARACTERS

Headband Of Healing

- Increased Regeneration
- Healing Kit
- White Silk, Tiny Crystal, Remedy, 2500 Gil

Headband Of Zeal

- Focus Attack charge time -5
- Zeal Kit
- Blue Silk, Tiny Crystal, Remedy, 400 Gil

ACCESSORIES FOR FEMALE CHARACTERS

Jade Bracer

- Increased Regeneration
- Fashion Kit
- Jade, Silver(2), Pressed Flower, 2500 Gil

Flower Bracer

- Casting time -5
- Lady's Accessories
- Ruby, Silver(2), Pressed Flower, 400 Gil

ACCESSORIES FOR SELKIES

Angel's Earring

- Resist status changes +60
- Angel Kit
- Silver, Angel's Tear, 1200 Gil

Charm Of Speed

- Focus Attack charge time -5
- Tome Of Speed
- Needle, Gigas Claw, 400 Gil

Eagle Goggles

- Focus Attack range +20
- Designer Goggles
- Iron, Crystal Ball(2), Griffin's Wing, 1200 Gil

Talisman Of Speed

- Focus Attack charge time -10
- Secrets Of Speed
- Needle, Zu's Beak, 1200 Gil

Thief's Emblem

- Focus Attack charge time -15
- Brigandology
- Wind Crystal, Orc Belt, Green Sphere, 5000 Gil

ACCESSORIES FOR YUKES

Bishop's Soul

- Magic Power +3
- Tome Of Sorcery
- Jade(2), Cursed Crook, 2000 Gil

Charm Of Wisdom

- Casting Time -10
- Tome Of Wisdom
- Needle, Coeurl's Whisker, 400 Gil

Daemon's Earring

- Status change effects +30
- Fiend Kit
- Silver, Fiend's Claw, 400 Gil

Elemental's Soul

- Spell damage +5
- Forbidden Tome
- Dweomer Spore, Ethereal Orb, Malboro Seed, 5000 Gil

Twisted Spectacles

- Spell range +20
- Eyewear Techniques
- Crystal Ball(2), Silver, 400 Gil

Wizard's Soul

- Spell damage +1
- Tome Of Magic
- Jade, Coeurl's Whisker, 800 Gil

ACCESSORIES FOR CLAVATS

Devil's Earring

- Status change effects +60
- Daemon Kit
- Silver, Devil's Claw, 1200 Gil

Talisman Of Wisdom

- Casting time -15
- Secrets Of Wisdom
- Needle, Chimera's Horn, 1200 Gil

Twisted Scope

- Spell range +20
- Designer Glasses
- Gold, Crystal Ball(2), Chimera's Horn, 1200 Gil

ACCESSORIES FOR LILTIES

Dragon's Heart

- Focus Attack +3
- Soul Of The Dragon
- Dragon's Fang, Ruby(2), Orc Belt, 2000 Gil

Lion's Heart

- Focus Attack +1
- Soul Of The Lion
- Ruby, Cerberus's Fang, 800 Gil

Pixie's Earring

- Resist status changes +30
- Faerie Kit
- Silver, Faerie's Tear, 400 Gil

Power Goggles

- Focus Attack range +20
- Goggle Techniques
- Crystal Ball, Bronze, 400 Gil

-**------**-
VIII. ITEMS
-**------**-

Here are some common items that you'll often find during your adventure.

Ex: |Name | What it does |

Phoenix Down	Revives	
Bannock	Restores HP	
Cactus Flower	20% Discount on ferry rides	
Flour	Useless (sell)	
Kilanda Sulfur	20% discount on ferry rides	
Mark Of Shella	Gain entrance to Shella	
Milk	Restores 1 heart	
Spring Water	Restores 1 heart	
Strange Liquid	Restores 1 or 2 hearts	
Wheat	Useless (sell)	
Worn Bandana	-	

Seeds

Seeds are a good gift for family members. When they are sent home, they raise relationship levels as well as grow into items. Here's a list of the seeds you can find:

Flower Seed - Only good for a gift. Sell it otherwise.

Fruit Seed - Becomes Striped Apple, Rainbow Grapes, or Cherry Cluster

Strange Seed - Becomes random fruit or vegetable that's not wheat-based

Vegetable Seed - Becomes Star Carrot, Round Corn, or Gourd Potato

Wheat Seed - Becomes Bannock Bread, Flour, or Wheat

-**------**-
IX. ARTIFACTS
-**------**-

Artifacts are found in dungeons and raise your stats temporarily while in that dungeon. After you defeat the dungeon boss, you can choose an artifact that you found and keep it permanently. Trying to raise a certain stat? This section will show you where to easily find the artifacts for it.

****Important Note:** You'll notice in the following tables that next to most of the locations there is a cycle number (ex: Cycle 3). After obtaining a drop of Myrrh from a dungeon, the tree will not replenish until one (1) year. When you return to a dungeon after it's Myrrh Tree is replenished, new enemies and items appear. This is called Cycle 2. Wait another for it's Myrrh Tree to replenish and even newer enemies and items appear. This is Cycle 3. Returning to a dungeon after this will yield the same items and enemies as in Cycle 3. Locations with a cycle number next to them means they are found during that cycle.

****EVEN MORE IMPORTANT NOTE:** You'll notice that the location for some artifacts says "(Boss)". This means that you have to defeat the boss for that dungeon during the third cycle and also get a very high score for the dungeon. After this, a high percentage of the time the artifact can be chosen at the bonus points screen. The score needed is different for each dungeon so I wrote the number next to the location.

****END OF EVEN MORE IMPORTANT NOTE**

Ex: |Name | Effect | Location |

****Key:** Str = Strength, Mag = Magic, Def = Defense, CS = Command Slot

STRENGTH RAISING ARTIFACTS

Ashura	Str +1	Tida (Cycle 1)	
Double Axe	Str +1	River Belle Path (Cycle 1)	
Engetsurin	Str +2	Daemon's Court (Cycle 1)	
Fang Charm	Str +1	Daemon's Court (Cycle 1)	
Flametongue	Str +2	Kilanda (Cycle 1)	
Gekkabijin	Str +5	Moschet Manor (Boss)133+	
Giant's Glove	Str +3	Kilanda (Cycle 1)	
Green Beret	Str +1	Mushroom Forest (Cycle 1)	
Heavy Armband	Str +3	Daemon's Court (Cycle 2)	
Ice Brand	Str +2	Tida (Cycle 1)	
Kaiser Knuckles	Str +1	Tida (Cycle 1)	
Loaded Dice	Str +2	Conall Curach (Cycle 1)	
Maneater	Str +1	River Belle Path (Cycle 1)	
Masamune	Str +5	Kilanda (Boss)	
Masquerade	Str +3	Daemon's Court (Cycle 2)	
Mjollnir	Str +3	Selepation Cave (Cycle 2)	
Murasame	Str +4	Cathuriges Mine (Boss)182+	
Ogrekiller	Str +2	Tida (Cycle 1)	
Onion Sword	Str +1	Veo Lu Sluice (Cycle 3)	

Power Wristband	Str +1	Veo Lu Sluice (Cycle 1)	
Sasuke's Blade	Str +3	River Belle Path (Cycle 3)	
Shuriken	Str +1	River Belle Path (Cycle 1)	
Twisted Headband	Str +2	Veo Lu Sluice (Cycle 1)	

MAGIC RAISING ARTIFACTS

Book Of Light	Mag +1	Veo Lu Sluice (Cycle 1)	
Candy Ring	Mag +1	Tida (Cycle 1)	
Cat's Bell	Mag +1	Selepation Cave (Cycle 1)	
Dark Matter	Mag +5	Tida (Cycle 3)	
Dragon's Whisker	Mag +1	River Belle Path (Cycle 1)	
Faerie Ring	Mag +1	Tida (Cycle 1)	
Galatyn	Mag +7	Goblin Wall (Boss)173+	
Gold Hairpin	Mag +5	Daemon's Court (Cycle 2)	
Kris	Mag +3	Veo Lu Sluice (Cycle 1)	
Mage Masher	Mag +1	River Belle Path (Cycle 1)	
Mage's Staff	Mag +5	Daemon's Court (Cycle 2 and 3)	
Noah's Lute	Mag +5	Kilanda (Cycle 1)	
Red Slippers	Mag +3	Conall Curach (Cycle 1)	
Ribbon	Mag +9	Rebena Te Ra (Boss)233+	
Rune Bell	Mag +3	Rebena Te Ra (Cycle 2)	
Rune Staff	Mag +1	Moschet Manor (Cycle 1)	
Sage's Staff	Mag +3	Kilanda (Cycle 1)	
Silver Bracer	Mag +1	River Belle Path (Cycle 1)	
Taotie Motif	Mag +7	Veo Lu Sluice (Boss)143+	
Tome Of Ultima	Mag +10	Conall Curach (Boss)302+	
Winged Cap	Mag +1	Tida (Cycle 1)	
Wonder Wand	Mag +3	Tida (Cycle 1)	

DEFENSE RAISING ARTIFACTS

Aegis	Def +5	Daemon's Court (Boss)161+	
Black Hood	Def +2	Lynari Desert (Cycle 2)	
Buckler	Def +1	River Belle Path (Cycle 1)	
Chicken Knife	Def +3	Kilanda (Cycle 2)	
Drill	Def +1	Veo Lu Sluice (Cycle 1)	
Elven Mantle	Def +2	Rebena Te Ra (Cycle 1)	
Helm Of Arai	Def +2	Tida (Cycle 1)	
Main Gauche	Def +2	Veo Lu Sluice (Cycle 1)	
Rat's Tail	Def +2	Veo Lu Sluice (Cycle 2)	
Ring Of Protection	Def +4	Selepation Cave (Boss)247+	
Save The Queen	Def +4	River Belle Path (Boss)150+	
Silver Spectacles	Def +1	River Belle Path (Cycle 1)	
Sparkling Bracer	Def +1	Tida (Cycles 1 and 2)	
Teddy Bear	Def +2	Lynari Desert (Cycle 2)	
Wonder Bangle	Def +3	River Belle Path (Cycle 3)	

COMMAND LIST SLOT ADDING ARTIFACTS

Chocobo Pocket	CS +1	Tida (Cycle 1)	
Gobbie Pocket	CS +1	Lynari Desert (Cycle 1)	
Moogle Pocket	CS +1	River Belle Path (Cycle 1)	
Ultimate Pocket	CS +1	Catheriges Mine (Boss)146+	

HEART ADDING ARTIFACTS

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|Earth Pendant | Heart +1 | River Belle Path (Cycle 1) |
|Moon Pendant  | Heart +1 | Veo Lu Sluice (Cycle 1)      |
|Star Pendant  | Heart +1 | Lynari Desert (Cycle 1)      |
|Sun Pendant   | Heart +1 | Lynari Desert (Boss)227+     |
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MAGICITE ARTIFACTS

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|Ring Of Blizzard | Mag +1, Blizzard | Veo Lu Sluice          |
|Ring Of Cure     | Mag+1, Cure      | Conall Curach          |
|Ring of Fire     | Mag+1, Fire      | Kilanda                |
|Ring Of Life     | Mag +1, Life     | Conall Curach (Boss)302+ |
|Ring Of Thunder  | Mag +1, Thunder  | Selepation Cave        |
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X. MATERIALS AND SCROLLS
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ONLY USE THIS SECTION IF THE ITEM YOU NEED CAN ONLY BE OBTAINED FROM A BOSS!!

Materials and scrolls are you best friends. They enable you to make almost any weapon, armor, and accessory in the game! I've provided the locations of these materials and scrolls just in case you're having trouble finding them.

****Important Note:** You'll notice in the following tables that next to some of the locations there is a cycle number (ex: Cycle 3). After obtaining a drop of Myrrh from a dungeon, the tree will not replenish until one (1) year. When you return to a dungeon after it's Myrrh Tree is replenished, new enemies and items appear. This is called Cycle 2. Wait another for it's Myrrh Tree to replenish and even newer enemies and items appear. This is Cycle 3. Returning to a dungeon after this will yield the same items and enemies as in Cycle 3. Locations with a cycle number next to them means they are found during that cycle.

****EVEN MORE IMPORTANT NOTE:** You'll notice that the location for some materials/scrolls says "(Boss)". This means that you have to defeat the boss for that dungeon during the third cycle and also get a very high score for the dungeon. After this, a high percentage of the time the material/scroll can be chosen at the bonus points screen. The score needed is different for each dungeon so I wrote the number next to the location.

****END OF EVEN MORE IMPORTANT NOTE**

Ex: |Name | Location | Buy | Sell |

-The Item Location section will help you more than this section, but I left it here because there are still a few items that you can only get from bosses.
 ONLY USE THIS SECTION IF THE ITEM YOU NEED CAN ONLY BE OBTAINED FROM A BOSS!!

****MATERIALS****

Alloy	Goblin Wall (Cycles 2 and 3)	250	62	
Ancient Potion	Kilanda (Cycle 3)	-	5000	
Ancient Sword	River Belle Path (Boss)150+	-	7500	
Angel's Tear	Kilanda (Cycle 3)	-	250	
Blue Silk	Tida (Cycle 2)	1000	250	
Bronze	Goblin Wall (Cycle 1)	300	75	
Bronze Shard	Tida (Cycle 1)	100	25	
Cerberus's Fang	Rebena Te Ra	-	750	
Chilly Gel	Tipa (Merchant Lv.2 or 3)	100	250	
Chimera's Horn	Lynari Desert	-	625	
Cockatrice Scale	Selepation Cave	-	500	
Coearl's Whisker	Daemon's Court	-	500	
Crystal Ball	Mushroom Forest	100	25	
Cursed Crook	Goblin Wall (Boss)173+	-	7500	
Dark Sphere	Tipa (Merchant Lv.3)	50000	12500	
Desert Fang	Lynari Desert (Boss)181+	-	7500	
Devil's Claw	Rebena Te Ra (Cycle 3)	-	750	
Diamond Ore	Mushroom Forest (Cycle 2)	-	750	
Dragon's Fang	Conall Curach (Boss)241+	-	7500	
Dweomer Spore	Tida (Boss)242+	-	7500	
Ethereal Orb	Rebena Te Ra (Boss)187+	-	7500	
Faerie's Tear	Mushroom Forest	100	250	
Fiend's Claw	Leuda	1000	250	
Gear	Rebena Te Ra	-	250	
Gigas Claw	Selepation Cave	-	625	
Gold	Mushroom Forest (Cycle 2)	500	125	
Green Sphere	-	-	7500	
Griffin's Wing	Veo Lu Sluice	-	500	
Hard Shell	Selepation Cave	-	500	
Heavenly Dust	Daemon's Court	1000	250	
Holy Water	Moschet Manor	1000	250	
Iron	Goblin Wall (Cycles 1 and 2)	500	125	
Iron Shard	Cathuriges Mine (Cycles 1 and 2)	100	25	
Jade	Leuda	200	50	
Jagged Scythe	Conall Curach	-	1000	
King's Scale	Daemon's Court (Boss)129+	-	7500	
Lord's Robe	Moschet Manor (Boss)106+	-	7500	
Magma Rock	Kilanda	1000	250	
Malboro Seed	Mushroom Forest (Boss)170+	-	7500	
Mythril	River Belle Path (Cycles 2 and 3)	5000	1250	
Needle	Lynari Desert	-	625	
Ogre Fang	Kilanda	-	625	
Orc Belt	Cathuriges Mine (Boss)146+	-	7500	
Orichalcum	Conall Curach	-	5000	
Pressed Flower	Conall Curach	-	250	
Red Eye	Kilanda (Boss)128+	-	7500	
Remedy	Conall Curach	-	250	
Ruby	Leuda	200	50	
Shiny Shard	Tida (Cycle 1 or 2)	-	250	
Silver	Mushroom Forest (Cycle 2)	500	125	
Thunderball	Tipa (Merchant Lv.2 or 3)	1000	250	
Tiny Crystal	Mushroom Forest	-	250	
Toad Oil	Conall Curach	-	500	
Ultimite	Tipa (Merchant Lv.3)	50000	12500	
White Silk	Rebena Te Ra (Cycle 3)	-	750	
Wind Crystal	Selepation Cave (Boss)198+	-	7500	
Worm Antenna	Tida	-	500	
Yellow Feather	Moschet Monor (Cycle 3)	-	1000	
Zu's Beak	Lynari Desert	-	750	

SCROLLS

Ex: |Name | Location |

WEAPON SCROLLS

```
-----  
|Celestial Weapon | Kilanda (Boss)160+ |  
|Dark Weapon      | Revena Te Ra (Boss)187+ |  
|Greatest Weapon | Tipa (Alchemist Lv.12) |  
|Hero's Weapon    | Lynari Desert (Boss*)1+ |  
|Legendary Weapon | River Belle Path (Boss)96+ |  
|Lunar Weapon     | Conall Curach (Boss)241+ |  
|Master's Weapon  | Leuda |  
|Mighty Weapon    | Leuda |  
|Novice's Weapon  | River Belle Path (Cycles 1 and 2) |  
|Valiant Weapon   | Leuda |  
|Victorious Weapon| Leuda |  
|Warrior's Weapon | Tipa (Merchant Lv.2 or 3) |  
-----
```

*Get a low score (less than 144) for a 100% chance of getting the item.

ARMOR SCROLLS

```
-----  
|Bronze Armor     | Mushroom Forest (Cycles 1 and 2) |  
|Diamond Armor    | Kilanda (Cycle 3) |  
|Earth Armor      | Selepation Cave (Boss)247+ |  
|Eternal Armor    | Conall Curach |  
|Flame Armor      | Kilanda (Cycle 2) |  
|Frost Armor      | Veo Lu Sluice (Cycle 2) |  
|Gold Armor       | Lynari Desert (Cycles 2 and 3) |  
|Holy Armor       | Conall Curach |  
|Iron Armor       | Tipa (Alchemist Lv.1) |  
|Lightning Armor  | Leuda |  
|Mythril Armor    | Goblin Wall |  
|Pure Armor       | Conall Curach |  
|Radiant Armor    | Lynari Desert (Cycle 3) |  
|Time Armor       | Tida (Cycle 2) |  
-----
```

SHIELD SCROLLS

```
-----  
|Diamond Shield   | Conall Curach (Cycle 3) |  
|Flame Shield     | Kilanda |  
|Frost Shield     | Tida (Cycle 2) |  
|Holy Shield      | Revena Te Ra |  
|Iron Shield      | River Belle Path (Cycle 1) |  
|Legendary Shield | Moschet Manor (Boss)133+ |  
|Lightning Shield | Selepation Cave |  
|Magic Shield     | Conall Curach (Cycle 2) |  
|Mythril Shield   | Most Merchants |  
-----
```

GLOVE SCROLLS

```
-----  
|Bronze Gloves    | River Belle Path (Cycles 1 and 2) |  
|Diamond Gloves   | Conall Curach (Cycle 3) |  
|Flame Gloves     | Kilanda |  
|Frost Gloves     | Tida (Cycle 2) |  
|Gold Gloves      | Revena Te Ra |  
-----
```

Iron Gloves	Goblin Wall (Cycles 1 and 2)	
Lightning Gloves	Selepation Cave	
Mythril Gloves	Most Merchants	

HELM SCROLLS

Bronze Sallet	River Belle Path (Cycles 1 and 2)	
Diamond Sallet	Conall Curach (Cycle 3)	
Eternal Sallet	Rebena Te Ra (Cycles 1 and 2)	
Flame Sallet	Kilanda	
Frost Sallet	Veo Lu Sluice	
Iron Sallet	River Belle Path (Cycles 2 and 3)	
Lightning Sallet	Conall Curach	
Mythril Sallet	Mushroom Forest (Cycles 2 and 3)	
Time Sallet	Conall Curach	

BELT SCROLLS

Bronze Belt	River Belle Path (Cycles 1 and 2)	
Diamond Belt	Conall Curach (Cycle 3)	
Flame Belt	Kilanda	
Frost Belt	Tida (Cycle 2)	
Iron Belt	Goblin Wall (Cycles 1 and 2)	
Lightning Belt	Conall Curach	
Mythril Belt	Most Merchants	
Pure Belt	Rebena Te Ra	
Wind Belt	Conall Curach (Cycle 2)	

ACCESSORY SCROLLS

Angel Kit	Tida (Cycle 3)	
Blue Yarn	Shella	
Brigandology	Tida (Boss)242+	
Clockwork	Shella	
Daemon Kit	Mushroom Forest (Cycle 3)	
Designer Glasses	Daemon's Court (Cycle 3)	
Designer Goggles	Lynari Desert (Cycle 3)	
Eyewear Techniques	Daemon's Court (Cycles 2 and 3)	
Faerie Kit	Tida (Cycles 2 and 3)	
Fashion Kit	Moschet Manor	
Fiend Kit	Mushroom Forest (Cycles 2 and 3)	
Flame Craft	Shella	
Forbidden Tome	Rebena Te Ra (Boss)233+	
Frost Craft	Shella	
Goggle Techniques	Lynari Desert (Cycles 2 and 3)	
Gold Craft	Shella	
Healing Kit	Kilanda (Cycle 3)	
Lady's Accessories	Moschet Manor	
Lightning Craft	Shella	
New Clockwork	Shella	
Ring Of Invincibility	Tipa (Alchemist Lv.11)	
Ring Of Light	Selepation Cave	
Secrets Of Speed	Cathuriges Mine (Cycle 3)	
Secrets Of Wisdom	Goblin Wall (Cycle 3)	
Soul Of The Dragon	Conall Curach (Cycles 2 and 3)	
Soul Of The Lion	Conall Curach	
Tome Of Magic	Rebena Te Ra (Cycles 2 and 3)	

Tome Of Sorcery	Revena Te Ra (Cycle 3)	
Tome Of Speed	Cathuriges Mine (Cycles 2 and 3)	
Tome Of Wisdom	Goblin Wall	
White Yarn	Shella	
Zeal Kit	Kilanda	

-----**-----**-----

XI. ITEM LOCATIONS

-----**-----**-----

My hands fell off after writing this section. This section lists which scrolls and materials show up in each dungeon and how often.

Ex: |Item Name | # of times it shows up in cycle 1 | ' cycle 2 | ' cycle 3|

**About Stars: You'll notice there are stars next to each item. These represent how frequently each item shows up in that certain dungeon.

- 1 Star = 1 - 2 places (either from monsters, treasure boxes, or both).
- 2 Stars = 3 - 4 places
- 3 Stars = 5 - 6 places
- 4 Stars = 7 - 8 places
- 5 Stars = 9 - 11 places

So basically, if you're looking for a particular item, go to the dungeon where it shows up the most to find it easily. Unfortunately, many items only appear in one place in a dungeon so you'll have to defeat every enemy and open every treasure until you find it since I can't list all of the exact locations of each item. This section should help greatly nonetheless. Also, many treasure boxes and enemies may drop 1 out a few different items, so if you can't find an item this may be the reason.

 River Belle Path

Scrolls
 +--+--+--+

Bronze Armor	*	*	-	
Bronze Belt	*	-	-	
Bronze Gloves	*	*	-	
Bronze Sallet	*	*	-	
Flame Craft	-	*	*	
Iron Belt	-	*	*	
Iron Gloves	-	*	*	
Iron Sallet	-	*	*	
Iron Shield	*	*	-	
Lightning Craft	-	*	*	
Mythril Armor	-	-	*	
Mythril Belt	-	-	*	
Mythril Gloves	-	-	*	
Mythril Sallet	-	-	*	
Mythril Shield	-	-	*	

```
|Novice's Weapon | * | * | - |
|Valiant Weapon  | - | - | * |
```

Materials

+---+---+---+

```
-----
|Bronze           | * | * | - |
|Griffin's Wing  | - | * | * |
|Iron             | - | * | * |
|Mythril          | - | * | ** |
```

Goblin Wall

Scrolls

+---+---+---+

```
-----
|Flame Gloves     | - | - | * |
|Flame Shield     | - | - | * |
|Gold Gloves      | - | - | * |
|Holy Armor       | - | - | * |
|Holy Shield      | - | - | * |
|Iron Armor       | * | * | - |
|Iron Belt        | * | - | - |
|Iron Gloves      | * | - | - |
|Iron Sallet      | * | - | - |
|Iron Shield      | * | - | - |
|Lightning Belt   | - | * | * |
|Lightning Gloves | - | * | * |
|Lightning Sallet | - | * | * |
|Lightning Shield | - | * | * |
|Master's Weapon  | * | ** | * |
|Mighty Weapon    | - | * | ** |
|Mythril Armor    | * | * | * |
|Mythril Belt     | * | * | - |
|Mythril Gloves   | * | * | * |
|Mythril Sallet   | * | * | - |
|Mythril Shield   | * | * | * |
|Pure Armor       | - | - | * |
|Pure Belt        | - | - | * |
|Secrets Of Wisdom | - | - | * |
|Time Armor       | - | * | * |
|Time Sallet      | - | - | * |
|Tome Of Wisdom   | * | * | * |
|Valiant Weapon   | - | - | ** |
|Victorious Weapon | - | * | ** |
|Warrior's Weapon | * | * | - |
```

Materials

+---+---+---+

```
-----
|Alloy            | - | ** | ** |
|Blue Silk        | - | ** | - |
```

Bronze	***	-	-	
Cerberus's Fang	-	*	*	
Crystal Ball	*	*	-	
Diamond Ore	-	**	**	
Iron	***	***	-	
Jade	-	*	*	
Mythril	-	*	***	
Ruby	-	*	*	
Shiny Shard	*	-	-	
Thunderball	*	*	*	
White Silk	-	-	**	

 Mushroom Forest

Scrolls
 +--+--+--+

Bronze Armor	*	*	-	
Bronze Belt	*	*	-	
Bronze Gloves	*	*	-	
Bronze Sallet	*	*	-	
Daemon Kit	-	-	*	
Fiend Kit	-	*	**	
Gold Gloves	-	-	*	
Holy Armor	-	-	*	
Holy Shield	-	-	*	
Iron Belt	-	*	-	
Iron Gloves	-	*	-	
Iron Sallet	-	*	-	
Iron Shield	-	*	-	
Magic Shield	-	-	*	
Master's Weapon	-	*	*	
Mighty Weapon	-	-	*	
Mythril Armor	-	*	*	
Mythril Belt	-	*	*	
Mythril Gloves	-	*	*	
Mythril Sallet	-	*	*	
Mythril Shield	-	*	*	
Novice's Weapon	*	*	-	
Pure Armor	-	-	*	
Pure Belt	-	-	*	
Time Sallet	-	-	*	
Tome Of Speed	-	-	*	
Valiant Weapon	-	*	*	
Victorious Weapon	-	-	*	

Materials
 +--+--+--+

Alloy	-	-	*	
Angel's Tear	-	-	*	
Bronze	**	*	-	
Chilly Gel	-	*	*	

Crystal Ball	**	**	*	
Diamond Ore	-	-	*	
Faerie's Tear	-	*	-	
Gold	**	**	*	
Iron	-	*	-	
Jade	-	-	**	
Mythril	-	*	*	
Ruby	-	-	**	
Silver	**	**	*	
Tiny Crystal	-	*	*	

 Mine Of Cathuriges

Scrolls
 +---+---+---+

Bronze Armor	-	*	-	
Flame Armor	-	-	**	
Flame Craft	-	**	**	
Frost Armor	-	-	*	
Frost Craft	-	*	*	
Lightning Armor	-	-	*	
Master's Weapon	-	*	*	
Mythril Armor	-	*	*	
Secrets Of Speed	-	-	*	
Tome Of Speed	-	*	*	

Materials
 +---+---+---+

Alloy	-	***	*	
Bronze	**	-	-	
Bronze Shard	**	-	-	
Chilly Gel	-	*	*	
Cockatrice Scale	-	*	*	
Crystal Ball	-	*	-	
Diamond Ore	-	-	***	
Iron	**	****	-	
Iron Shard	**	***	-	
Magma Rock	-	**	**	
Mythril	-	***	*****	
Ogre Fang	-	*	*	
Shiny Shard	-	**	-	
Thunderball	-	*	*	
Tiny Crystal	-	-	**	

 Tida

Scrolls
 +---+---+---+

Angel Kit	-	-	**	
Eternal Sallet	-	-	*	
Faerie Kit	*	**	**	
Flame Armor	-	-	**	
Flame Craft	-	**	**	
Frost Belt	-	*	*	
Frost Gloves	-	*	*	
Frost Sallet	-	*	*	
Frost Shield	-	*	*	
Gold Gloves	-	*	-	
Holy Armor	-	-	*	
Iron Armor	*	*	-	
Iron Belt	*	-	-	
Iron Gloves	*	-	-	
Iron Sallet	*	-	-	
Iron Shield	*	-	-	
Magic Shield	-	-	*	
Master's Weapon	*	*	*	
Mighty Weapon	-	-	*	
Mythril Armor	*	*	*	
Mythril Belt	*	*	-	
Mythril Gloves	*	*	-	
Mythril Sallet	*	*	-	
Mythril Shield	*	*	-	
Pure Armor	-	-	*	
Time Armor	-	*	*	
Valiant Weapon	-	-	*	
Victorious Weapon	-	*	*	
Warrior's Weapon	*	*	-	
Wind Belt	-	-	*	

Materials

+---+---+---+---+

Alloy	-	*	*	
Blue Silk	-	*	*	
Bronze	**	-	-	
Bronze Shard	***	-	-	
Crystal Ball	*	-	-	
Diamond Ore	-	-	***	
Gear	**	**	**	
Iron	****	****	-	
Iron Shard	***	***	-	
Jade	-	-	*	
Jagged Scythe	-	*	**	
Magma Rock	-	**	**	
Mythril	-	**	***	
Ruby	-	*	*	
Shiny Shard	*	*	-	
Tiny Crystal	-	-	**	
Worm Antenna	**	***	***	

 Moschet Manor

Scrolls

+--+--+--+

Fashion Kit	*	*	*
Lady's Accessories	*	*	*

Materials

+--+--+--+

Alloy	**	**	**
Coeurl's Whisker	-	*	*
Holy Water	-	-	*
Iron	**	-	-
Mythril	-	-	***
Ruby	-	*	*
Silver	-	*	*
Tiny Crystal	-	-	*
Yellow Feather	-	-	***

 Veol Sluice

Scrolls

+--+--+--+

Note: The scrolls only appear when the Jegon River is dried up.

Frost Armor	*	*	*
Frost Belt	*	*	*
Frost Gloves	*	*	*
Frost Sallet	*	*	*
Frost Shield	*	*	*

Materials

+--+--+--+

Alloy	**	**	-
Chilly Gel	****	****	****
Griffin's Wing	**	***	***
Iron Shard	**	**	**
Toad Oil	**	**	**

 Daemon's Court

Scrolls

+--+--+--+

Designer Goggles	-	-	*
Eyewear Techniques	*	*	-

Master's Weapon	*	*	*
Mighty Weapon	-	-	*
Valiant Weapon	-	-	*
Victorious Weapon	-	*	*
Warrior's Weapon	*	-	-

Materials

+--+--+--+

Alloy	-	-	****
Coeurl's Whisker	**	**	**
Heavenly Dust	*	**	**
Holy Water	*	**	**
Iron	****	-	-
Mythril	****	****	****

Selepation Cave

Scrolls

+--+--+--+

Gold Gloves	-	-	*
Holy Armor	-	-	*
Holy Shield	-	-	*
Iron Armor	*	*	-
Iron Belt	*	-	-
Iron Gloves	*	-	-
Iron Sallet	*	-	-
Iron Shield	*	-	-
Lightning Belt	-	*	*
Lightning Gloves	-	*	*
Lightning Sallet	-	*	*
Lightning Shield	-	*	*
Master's Weapon	*	*	*
Mighty Weapon	-	-	*
Mythril Armor	*	*	*
Mythril Belt	*	*	-
Mythril Gloves	*	*	-
Mythril Sallet	*	*	-
Mythril Shield	*	*	-
Pure Armor	-	-	*
Pure Belt	-	-	*
Ring Of Light	*	*	*
Time Armor	-	*	*
Time Sallet	-	-	*
Valiant Weapon	-	*	*
Victorious Weapon	-	-	*
Warrior's Weapon	*	*	-

Materials

+--+--+--+

Alloy	**	**	**	
Cockatrice Scale	***	***	***	
Gigas Claw	**	****	****	
Hard Shell	**	**	**	
Mythril	**	**	**	
Thunderball	*****	*****	*****	

 Kilanda

Scrolls
 +---+---+---+

Diamond Armor	-	-	**	
Flame Armor	-	*	*	
Flame Belt	*	*	*	
Flame Craft	*	*	-	
Flame Gloves	*	*	*	
Flame Sallet	*	*	*	
Flame Shield	*	*	*	
Healing Kit	-	-	*	
Legendary Weapon	-	-	*	
Master's Weapon	*	*	*	
Mighty Weapon	-	-	*	
Valiant Weapon	-	*	*	
Victorious Weapon	-	-	*	
Warrior's Weapon	*	-	-	
Zeal Kit	-	*	*	

Materials
 +---+---+---+

Alloy	-	*	*	
Ancient Potion	-	-	*	
Angel's Tear	-	-	*	
Cocurl's Whisker	*	*	*	
Diamond Ore	-	-	*	
Faerie's Tear	***	***	**	
Hard Shell	*	*	*	
Iron	*	*	-	
Magma Rock	***	***	***	
Mythril	*	*	*	
Ogre Fang	**	**	**	

 Conall Curach

Scrolls
 +---+---+---+

Diamond Armor	-	-	**	
Diamond Belt	-	-	*	

Diamond Gloves	-	-	*	
Diamond Sallet	-	-	*	
Diamond Shield	-	-	*	
Eternal Armor	**	**	-	
Eternal Sallet	-	*	*	
Gold Armor	-	*	*	
Gold Gloves	-	*	*	
Holy Armor	-	*	*	
Holy Shield	-	*	*	
Legendary Weapon	-	-	**	
Lightning Belt	*	*	-	
Lightning Gloves	*	*	-	
Lightning Sallet	*	*	-	
Lightning Shield	*	*	-	
Magic Shield	-	*	*	
Master's Weapon	*	*	*	
Mighty Weapon	*	*	*	
Mythril Armor	**	**	-	
Mythril Belt	*	-	-	
Mythril Gloves	*	-	-	
Mythril Sallet	*	-	-	
Mythril Shield	*	-	-	
Pure Armor	-	**	**	
Pure Belt	-	*	*	
Time Sallet	-	*	*	
Valiant Weapon	*	*	*	
Wind Belt	-	*	*	

Materials

+--+--+--+--+

Alloy	-	*	*	
Ancient Potion	-	-	***	
Blue Silk	**	**	-	
Bronze	*	-	-	
Chilly Gel	**	**	**	
Diamond Ore	-	*****	*****	
Iron	*	*	-	
Jagged Scythe	**	**	**	
Mythril	-	-	*	
Orichalcum	***	***	***	
Pressed Flower	*	*	*	
Remedy	*	*	*	
Soul Of The Dragon	-	*	*	
Soul Of The Lion	*	*	-	
Thunderball	***	***	***	
Toad Oil	***	***	***	
White Silk	-	-	**	

 Rebena Te Ra

Scrolls

+--+--+--+--+

Blue Yarn	**	**	**	
Diamond Armor	-	-	***	
Eternal Sallet	*	*	-	
Gold Gloves	*	*	-	
Holy Armor	-	***	***	
Holy Shield	**	**	-	
Pure Armor	-	***	***	
Pure Belt	**	**	-	
Tome Of Magic	*	*	*	
Tome Of Sorcery	-	-	*	
White Yarn	**	**	**	

Materials

+---+---+---+

Alloy	-	*	*	
Ancient Potion	-	-	**	
Blue Silk	*	*	-	
Cerberus's Fang	**	**	**	
Devil's Claw	-	-	**	
Diamond Ore	-	****	*****	
Fiend's Claw	**	**	-	
Gear	**	**	**	
Heavenly Dust	***	***	***	
Holy Water	***	***	***	
Mythril	-	****	*****	
Tiny Crystal	*	*	-	
White Silk	-	-	*	

Lynari Desert

Scrolls

+---+---+---+

Clockwork	*	*	*	
Designer Goggles	-	-	*	
Diamond Armor	-	-	*	
Eternal Armor	*	*	-	
Flame Craft	*	*	*	
Frost Craft	*	*	*	
Goggle Techniques	*	*	*	
Gold Armor	-	*	*	
Gold Craft	*	*	*	
Legendary Weapon	-	-	***	
Lightning Craft	*	*	*	
Master's Weapon	*	*	-	
Mighty Weapon	*	*	*	
Mythril Armor	*	*	-	
New Clockwork	*	*	*	
Pure Armor	-	*	*	
Radiant Armor	-	-	*	
Valiant Weapon	*	*	*	
Victorious Weapon	*	*	*	

Materials

+---+---+---+

```
-----
|Alloy           | *   | *   | *   |
|Chimera's Horn | **  | **  | **  |
|Diamond Ore     | -   | -   | *   |
|Needle          | *** | *** | *** |
|Orichalcum      | -   | -   | ****|
|Thunderball     | -   | -   | *   |
|Zu's Beak       | ****| ****| ****|
-----
```

XII. MAKING MONEY

As you may have already figured, selling your items is the fastest way to make the big bucks. So what should you sell? I say sell common materials like Alloy, Iron, Mythril, Gold, Silver, Bronze Shard, Iron Shard, Magma Rock, Chilly Gel, and Thunderball. If you use the Item Locations section of this guide, you can find where to obtain these items easily. Obviously you should also sell scrolls that you already used to make something or inferior scrolls.

If you sell all your materials every chance you get, you'll never have money problems. Only hold onto materials and scrolls when you're ready to make a weapon or accessory. They take up a lot of inventory space, so sell them. And that's about it.

XIII. UPDATE HISTORY

(June 18, 2004)

-No more e-mails

Version 2.0 (March 16, 2004)

-Added Item Locations Section

-Added Making Money Section

-More Q's and A's

Version 1.2 (February 15, 2004)

-Added What To Send Your Family Section

-More Q's and A's in the FAQ section

-Fixed "(Boss)" misinterpretation

Version 1.0 (February 12, 2004)

-Accessories Section Completed

-Armor Section Completed

- Materials And Scrolls Section Completed
- Cleaner Tables
- Better Cycle Description

Version 0.7 (February 11, 2004)

- Food Section Completed
- Weapon Section Completed
- Artifacts Section Completed
- Item Section Half-Completed
- Materials And Scrolls Section Half-Completed

-**-*****-
XIV. EMAIL POLICY
-**-*****-

Unfortunately, I've stopped responding to e-mails as mentioned in the FAQ section. I'm looking through the piles of e-mails I received to try to answer every question related to this FAQ. I strongly recommend using the message board though. It's the easiest and faster way to find all of the answers to your questions.

-**-*****-
XV. THANKS
-**-*****-

- Square Enix for finally making a Final Fantasy for Nintendo Game Cube.
- Everyone who uses this guide and finds it helpful.
- Thanks delusion for missing "Arai Helm" info.
- Thanks kakarottjr for Seed info and other miscellaneous info I missed.

Yours truly,
omniwarren