

# Legend of Mana Tempering FAQ

by Marcus Majarra

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TTTTTT EEEEE M M P P P P P EEEEE RRRRR IIII N N GGGG
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TEMPERING FOR DUMMIES The Basic Handbook for Tempering in Legend of Mana

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Version 2.50

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## 1. INTRODUCTION

If you're looking for a FAQ document with countless lists of verified recipes for every weapon, armor, and material out there, this isn't the way to go. At the best, a couple of examples to get you started will help you understand the basics, so that you can later devise your own recipes, much like I did.

This FAQ document contains all the information you need to understand how tempering works, and how to optimize on your tempering techniques. This will provide you with the knowledge you'll need to understand how those long and complicated recipes work, and to see how one part of the tempering process leads to the next. It's my experience that through a thorough understanding of how the process works, one can come up with tempering schemes that outweigh those currently found on the web. A friend and I have worked on obtaining 75 essence levels on DiorWood, whereas most guides can barely get to 60 essence levels.

I hope that you will find this information enlightening. Please enjoy, and if you have trouble understanding all of this on the first reading, don't hesitate to read again. Tempering is a complex process.

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## 2. UPDATES

Version 2.00 (April 30th, 2001)

- > Corrected the Material Properties section
- > Corrected the Wizardless tempering cost formula
- > Added the Cardless Tempering section
- > Added the Mirrored World tempering section
- > Corrected a few minor errors in the charts
- > Essence Tainting discussed
- > Added Cardless Tempering example
- > Added Mirrored World tempering example
- > Added the Special Powers section
- > Added Special Powers example
- > Minor corrections to the Attribute Augmentation explanation
- > Added Essence Markers and Elemental Resistance section
- > Added the Tempering for Money section
- > Added the Scratch Pad
- > Added the Card Glossary

NOTE: I probably missed a few elements. This is a BIG update.

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### 3. OBTAINING YOUR EQUIPMENT

First things come first. In order to be able to perform any kind of weapon or armor modification, you'll need to acquire those particular pieces of equipment. You can usually purchase these in shops, but the options are very limited, especially with armory. Second, you'll need to have Watts the Blacksmith build an equipment smithy in your workshops area. If you don't have the smithy yet, you'll need to obtain the Bottled Spirit AF, to place the Ulkan Mines, where you must first complete the events "Mine Your Own Business" and "Watts Drops The Hammer" before going back to your Home, and reporting to your workshops where Watts will trigger the "Path Of The Blacksmith" event. Once these three events are cleared, you'll be free to forge your own equipment. This offers more liberty than simply buying finished items in shops, since you can gather the materials yourself.

In any case, the first step in any tempering process is acquiring the item you wish to temper or alter. You can either buy one, or forge one for yourself, depending on your preferences. It might also be profitable for you to hunt for rare weapons or armor dropped by enemies for better tempering results. For example, you might want to find the rare Captain's Helm, which is made out of Adamantite, so that you can start out with a good and workable item. However, you should be careful when tempering found items. The DragonsRing (a DragonScales ring dropped by Sky Dragons) suffers a great power loss when first altered.

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### 4. TEMPERING AND ALTERING

Onto the piece de resistance! Here's where the spicy information is. Basically, the process of tempering weapons or altering armor implies the incorporation of secondary materials onto your weapon or armor. Even instruments are altered to be rendered magical, as you select an elemental coin to be placed on it. The following sections cover what is involved in the entire tempering process, but we won't jump into complete detail just yet. It's best that you understand what a particular part of the process does before getting to the "how" of this matter.

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#### 4.1 The Basics

The first thing you have to know is that only secondary materials can be used in weapon tempering or armor alteration. Primary materials like metals, woods, and aerolites are used in the immediate craft of the item in question. Each secondary material has direct effects on the weapon or armor in question, and most (if not all) of them may produce a mystic card when implemented onto the piece of equipment being transformed. Both of these aspects are relevant in the determination of what modifications you are implementing in your equipment.

An unlimited amount of secondary materials can be tempered onto any weapon or armor, but not all will have cumulative or desirable effects. It's crucial to know what you can correctly temper, and how to do it.

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## 4.2 Mystic Cards and Slots

Purchase a weapon or piece of armor, and go into its Status display. On the second screen, you can observe three dotted lines in the lower-left corner. These are the Mystic Card slots. Every weapon and every piece of armor has those three lines, although some of the items you find may already bear properties there. The ForbiddenRing, for example, bears the Fertility Goddess and the ReviveRing bears the Phoenix, in both cases in the top slots.

Whenever you first temper a secondary material onto a cardless weapon or armor, that equipment gains the material's special powers, if it's compatible with them. If you take a look at the equipment status screen, you'll notice that the three Mystic Card slots are unaffected, even though some of the other aspects of the item in question might have changed.

When you temper a second material onto the equipment you're tempering, a Mystic Card might be pushed onto the object. This card will be the one representing the magical effect of the first item you tempered in. For example, if you tempered a Wisp Silver first, and then follow with a Sulpher, a Wisp Card will appear as you temper the Sulpher. This is due to the fact that there is a hidden card slot on the equipment. This is present in all weapons and armor. Thus, you should look at your piece of equipment as if it had the following Mystic Card slots:

```
(-----)    [Invisible Slot] <- Item Properties
-----      [ Visible Slot ] <- Card Properties
-----      [ Visible Slot ] <- Card Properties
-----      [ Visible Slot ] <- Card Properties
```

Basically, the invisible slot represents the item that you are tempering at the present time. In essence, it's not a real Mystic Card, but you might want to find out what card it represents. To make a long story short, raw materials have properties, and Mystic Cards have properties, but these are not always the same. When you know that something is occupying the invisible slot, you take into account the properties of the raw material you're tempering. As soon as the raw item becomes a Mystic Card (and thus, moves in the first visible slot), you stop taking into account its properties (unless they're permanent, until manually dispelled), and you start taking into account the properties of the new card.

For example, if you temper a Holy Water onto a weapon, you gain the power to push off Pixie cards. However, if you temper a Lilipods following that Holy Water, the Lilipods take the invisible slot, and the Holy Water becomes a Cleric card, which has properties that differ from the raw item that created it. In essence, you lose the ability to push off Pixie cards, but you affect the weapon's power, and other factors.

As you keep adding more secondary materials to your equipment, more cards are pushed down to accommodate the new cards that are being tempered in. When a card reaches the bottom slot, and another is pushed in afterwards, the bottom card will be expelled from the weapon or armor, and with it go the Mystic Card's magical effects, AS LONG AS THEY ARE NOT PERMANENT. Duration of specific effects are covered in the next section. Pixie cards are an exception to this rule. They occupy the bottom slots permanently, until Holy Water is added.

Note that some times, the card animations are not viewed. This is because the item's card slot disposition will not change with the particular sequence you're going through, WITH RESPECT TO THE NUMBER OF CARDS OF THE SAME TYPE PRESENT. This means that if you had two Aura cards and a Witch present, and the item that you temper causes this fact to remain the same, even though the order

of the cards might have changed, you will not see a card animation. Since you start off with 2 Aura and 1 Witch, and you end up with the same, no animation is required. Do not be eluded by these effects. Except for specific card properties, the lack of animation does not result in a lack of card, if a card can be produced. This is why tempering five Glow Crystals in a row does not create four animations of the Nymph of Dawn card, but rather three. Whenever you don't see an animation and don't feel sure of how the item is going, don't hesitate to leave the workshop and check.

As a final note with regard to the invisible slot, any item that doesn't produce a card under the conditions present prior to the tempering of the item in question (like Dragon Blood, when Salamander is at 1, even if the Dragon Blood itself would cause it to rise to 2 itself, and thus be under the appropriate conditions for the God of War card to be compatible) will be considered cardless, and will be unable to push in or push out a card. As soon as you temper another item, the one in the invisible slot disappears, and is replaced by the new one. Remember that only items that can produce cards under the essence level conditions in which you're tempering your item, have the power to push a card in, or out, regardless of the changes in the essence level conditions following the tempering of that item. Cardless items occupy the invisible slot until another item is tempered in, be it cardless or not. This is why it's best to use cardless items when you know you can achieve a permanent effect, or to finish the entire tempering process.

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#### 4.3 Permanent And Temporary Effects

As you temper various materials onto your equipment, you'll come to learn that some effects are temporary, and last only as long as the items or cards that powered them remain on the item, while others are permanent, and persist indefinitely.

Here is the list of permanent effects:

- > Essence levels: When an essence level is augmented, it remains at that level until a conflictive tempering takes place. Some levels might fall if you temper another essence without the right materials to accommodate it.
  
- > Plunge Attacks:  
& Status Immunities Weapons with new plunge attacks keep them, even if the card that produced them is discarded from the weapon. The only way to remove a plunge attack is to replace it with another. The same mentality applies to Status Immunities on armor.
  
- > Attribute Augmentations: Many cards give bonuses or penalties to some associated attributes. The Aura card increases luck. These remain unless diminished by another card's limitations.
  
- > Essence Markers: In the case of weaponry, as soon as an essence reaches a particular level (usually 2), the weapon gains the essence marker of that essence, and the weapon becomes aligned with that essence. Unless the tempering process causes that particular essence to fall to a very low level (usually 0 or 1), the essence marker will remain.
  
- > Elemental Resistances: Much like essence markers, elemental immunities are

present on armor of various types when its associated essence reaches a particular level (usually 2). The armor in question becomes aligned by that essence, and allows you to better resist it. Unless the tempering process causes that particular essence to fall to a very low level (usually 0 or 1), the elemental resistance will remain.

Also, any other properties derived from those permanent effects stay in, as long as those effects remain.

Effects that are not associated with permanent effects disappear as soon as the item or card they're associated with leave the weapon or item being tempered. For example, on a metal hauberk, adding multiple Spiny Seeds causes the Yggsdrasil card to augment attributes to a maximum of +10. As long as the Yggsdrasil card remains on the armor, the augmentations will remain at the level you tempered them in, but if it leaves, they will adjust to the default maximum, which is +1 in this case. If another card with a higher limit is placed, you'll have to find a way to raise them back again. For items that don't necessarily show a card, but do have effects, like the Sharp Claw under certain essence level conditions, for example, their effects remain so long as another item isn't tempered in the weapon or armor, since their lack of mystic card causes them to be discarded from the item as they are pushed out of the invisible slot.

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#### 4.4 Material Essence Resistance

Essences can be tempered on an item at a difficulty based on the material used to forge the weapon or armor in question. Primary materials may have different resistances to essences. For example, woods tend to be highly resistant to Salamander tempering, but don't resist Dryad too much. For every type of essence of every material, there are 7 different levels of resistance. However, most tempering schemes consider only three global levels of resistance:

- > Low Resistance (5, 6, or 7)
- > High Resistance (8, 9, or 10)
- > To Be Avoided At All Costs (32)

The higher the resistance of the material, the more difficult it is to temper that particular essence onto the final product. DiorWood has a resistance of 5 to Dryad, which means that it can be tempered in at a very low cost. However, that same material has a resistance of 10 to Salamander, which means that it'll be much more difficult to raise the Salamander essence than it is to raise the Dryad essence. The least resistant material overall is DragonScales (total of 55 resistance points over 8 essences). The most resistant material overall is MaiaLead (total of 256 resistance points over 8 essences), but it's rare and not particularly strong. It's not worth working on MaiaLead. The second most resistant material is AltenaAlloy (80 points over 8 essences), and it can be tempered to about 50-75% of the strength of less resistant materials. It's sturdy, but not incredibly strong. However, Adamantite is also considered a highly resistant material (64 points over 8 essences), but it tempers similarly to AltenaAlloy. This is why we categorized high and low resistances.

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#### 4.5 PROCEDURE: Raising Essence Levels

The most fundamental of all tempering and alteration aspects is the raising of essence levels. On weaponry, it radically increases a weapon's strength. For example, I forged an AltenaAlloy sword from a power rating of 50 to a power

rating of 232 through essence levels.

It is a complex process, and research is always being done to optimize its results with regards to the cost of materials, the number of essence levels gained, and the amount of time invested in the craft of such an item.

The process itself generally involves the addition of elemental coins, the same ones that are used in the craft of an instrument, to a weapon or armor. This is the most basic aspect, and adding a few coins of an element can boost some essences a little. To this, we also combine the power of Glow Crystals, which act like the increase of heat inside a chemical reaction, and thus increasing the power of the coins. Not only that, but we also combine Mercury and Sulphur, which act as catalysts with their respective essences, and reduce the amount of energy required for the essences to be boosted. Chaos Crystals are also often used, since they allow conflicting essences to be present without canceling each other out, much like a Basic substance and an Acidic substance would nullify each other out.

To make a long story short, tempering essences is a lot like a chemical reaction. You have to know what component does what, and why adding one at that time creates a particular effect.

Getting to level 1 always costs, at the least, 8 energy. The formula which determines the energy cost to reach a higher level is:

$$\text{Energy Cost} = \text{Material Resistance} \times (2^{\text{Current Level}})$$

Thus, raising Salamander on AltenaAlloy (resistance 10) to level 1 would require the addition of 10 Salamander energy (cost =  $10 \times (2^0)$ ), level 2 would require 20 points, and level 3 would require 40 more points.

Note that the costs are not descriptive of the overall cost. On AltenaAlloy, 40 energy do not bring you from level 0 to level 3 on the essence you're tempering. Rather, they bring you from level 2 to level 3 only. Additionally, not all items have the power to raise an essence by more than one level at a time, so going all the way from level 0 to level 3 on an essence found in AltenaAlloy might require the addition of at least 70 energy, in three increments of at least 10, 20, and then 40 energy.

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#### 4.6 PROCEDURE: Plunge Attacks And Status Immunities

It's recommended that, immediately after completing the tempering of the essences in your weapon or armor, you temper in your weapon's new plunge attacks or the armor's status immunities. The reason for this is simple. The process doesn't require for you to cleanse the item you're working on, and the effects are permanent until manually removed. Although this procedure can be performed at the same time you temper essences, it's not recommended to do so, unless you specifically want to add effects derived from Evil God cards without going through the Ragnarok card first.

You see, the cards that give weapons their special plunge attacks and status immunities for armor have essence level requirements. For Evil God cards, they have complicated requirements when the Ragnarok card is not present. In most cases, this involves having one particular essence at level 5 or above, and having another essence at level 0. This is the only instance when it's necessary to perform this procedure during the essence tempering.

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#### 4.7 PROCEDURE: Rinsing

The rinsing process is probably the most simple one. It consists of using items to remove any leftovers from previous procedures without affecting the item as it is. Sometimes, residue effects from essence tempering or plunge attack placement can have a negative effect on attribute augmentation tempering, or even the varnishing. In order to prevent this backfire, the rinsing process eliminates any mystic cards left from those previous processes with neutral cards. In this procedure, it's recommended to use Lilipods, and preferably in groups of three. Lilipods produce the Enticed Nymph card, which reacts with almost nothing, but still pushes down other cards. Three Lilipods produce three Enticed Nymphs, and although the third one isn't apparent when you temper the last Lilipods, it will become so when you begin the following procedure. If you want to make sure everything works out well, you might want to use a fourth one, but it's unnecessary more often than not. Other items can be used, depending on what stage you're at. Just zoom through the charts found in this guide, and look for items that don't cause unwanted reactions in the item you're tempering, while still removing any unwanted cards previously added. However, Lilipods seem to be the best cleanser around, since they can be grown in the Orchards quickly, and most easily.

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#### 4.8 PROCEDURE: Augmenting Attributes

This procedure can be performed at any time during the tempering process, but it's best to do it after thoroughly rinsing the weapon or armor in question, and preferably right before the varnishing. This procedure is very delicate, and is affected by many factors, namely the augmentation limit, and the augmentation provided by certain cards under specific conditions. For example, the God of Destruction card allows the HP attribute to go up to +15, and its limitations allow it to remain at that level (and even go higher, to a maximum of +20), until the card is removed. This would mean that were the God of Destruction card to leave the item you're tempering, the +15 augmentation would fall to its default limitation, if it's lower. The priority of limitation ranged from the earliest card placed on the item to the most recent. It's always that oldest card that will predominate over the newer ones in this perspective. For example, the limitations would be at +10 with the following card display:

```
(-----) [Invisible Slot]
  Cleric   [ Visible Slot ]
  Cleric   [ Visible Slot ]
Yggsdrasil [ Visible Slot ]
```

On the other hand, a different card disposition could result in limitations of only +3:

```
(-----) [Invisible Slot]
  Sorcerer [ Visible Slot ]
Yggsdrasil [ Visible Slot ]
  Cleric   [ Visible Slot ]
```

In the first example, Yggsdrasil's limitations predominate, since it was the oldest card placed on the item, regardless of the number of Clerics present. In the second example, Cleric predominates, even though Yggsdrasil is much looser. This is why it's preferable to rinse the item you're tempering before proceeding to the Attribute Augmentation procedure. Residue cards from previous processes may impose their own limitations. You should also keep in mind that any forged item has a basic limitation of +1 on all attributes. This has always inferior priority to any card placed on it.



There is a notable exception to this rule. If the oldest card with limitations happens to appear more than once in your Mystic Card slots, only the newest of these two cards is accounted for, if there is no other card with limitations that's older than this particular card. In the following example, the Beast-headed God predominates, even though there are two Yggsdrasil cards present. The limitations will be of +20 on all attributes:

```
(-----) [Invisible Slot]
  Yggsdrasil [ Visible Slot ]
Beast-headed God [ Visible Slot ]
  Yggsdrasil [ Visible Slot ]
```

As you can see, since Yggsdrasil is present more than once, only its newest version's limitations can be accounted for. However, the Beast-headed God is older than the newer Yggsdrasil, and therefore predominates.

The next key element in the aspect of attribute augmentation in an item is to know which items raise which attributes. In general, these items do not create cards, or push down cards with specific limitations. For example, Spiny Seeds augment all attributes, and add the Yggsdrasil card as well, as long as it's not already present. This means that a repetitive addition of Spiny Seeds in the process will only create one Yggsdrasil card, but the augmentations will keep accumulating until they reach the current limitation.

There is one clear exception in the field of a card's bonus limitations. Whenever a card offers a specific bonus (like Leviathan's +15 to Defense), that particular limitation is automatically considered dominant over any previous limitation to that particular attribute, so long as no other item with a fixed bonus arrives at a later time, even if the card with the original bonus is still on the item, AS LONG AS THIS NEW BONUS IS HIGHER THAN THE PREVIOUS ONE. In these cases, dominance is always attributed to the more recent card. Attributes that don't suffer a fixed bonus keep the limitations of the least recent card. Keep this in mind when attempting to raise attributes in a disordered fashion.

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#### 4.9 PROCEDURE: Varnishing

The varnishing is the final process in the tempering of a weapon or the alteration of a piece of armor. The term itself comes from the artistic process that covers a work of art with varnish, in order to protect it from outside conditions, and later display it. In tempering, it involves the addition of three Mystic Cards and one item to further boost the item you're working on. This can be done to optimize weapon or armor overall power, and can be applied at different levels, depending on how much you wish to benefit from attribute augmentation.

It's important that the final item you add confer its effects without having to use a Mystic Card, for the item that rests in the invisible slot can still affect the weapon or armor. Mystic Cards can't be used as cappers.

More often than not, one type of card varnishing fits your item well, and you should aim to use the same card three times to optimize your item's power. However, this is sometimes disadvantageous in other aspects, namely in attribute augmentation, since the oldest card available usually sets the limits. Sometimes, it might be more profitable to install varnishing cards so far as to keep the card that provides the limitations you need in the last slot, so that you can still benefit from its high limits.

In other words, Varnishing depends on which of the temporary aspects of

tempering you want to keep. Know that Varnishing increases an item's power tenfold. An AltenaAlloy sword was increased to power 232 from 50, by tempering in essences (final levels: Wi7, Sh7, Dr9, Au9, Sa10, Gn7, Ji10, Un7). With merely 3 Clown cards and 1 Sharp Claw, its power increased to 414.

You should also keep in mind that different varnishing techniques have different requirements to be applied. Additionally, some varnishing techniques might be useful on some kind of equipment, while others might be more beneficial on a particular primary material of equipment. Both type and material are factors in determining which varnishing technique should be used for optimization.

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#### 4.10 Post-Varnishing Tempering

If you happen to discover a new tempering technique and you wish to apply it on a previously forged item, know that it's within your boundaries to do so. In order to temper safely after the varnishing, you simply rinse your weapon or armor, as shown in the procedures above. Afterwards, you're free to perform any new tempering on that weapon with normal results. However, you lose all attribute augmentations, save for a maximum of +1 in each attribute, as well as the power boost gained from the varnishing itself. You will have to do these steps once again.

Post-varnishing tempering is most often used when you would like to add new plunge attacks or status immunities to your equipment, or when you wish to further temper in your essences. The latter is not recommended, since most tempering recipes are specifically designed to follow a particular order of tempering. With essence levels already locked in, tempering old or new essences might create conflict, and render the process more difficult and limited.

Once you are done with this, you can proceed to rinse your item as needed, and retrace your steps back to the varnishing.

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### 5. ESSENCE LEVEL SPECIFICS

The tempering of essence levels is discussed in its own section due to its great complexity. A lot of factors are in play here, and you should be aware of these to develop a working recipe. Know that many of the variables in this process are still unknown to us, and we're trying to make some sense out of this as we can.

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#### 5.1 Essence Types

All essences have similarities, but not all essences temper alike. For example, all essences are dominant over other particular essences, and all essences are dominated by other particular essences. In some cases, one essence might be dominant over another, and be dominated by it at the same time. However, the determination of dominance is usually applied when an essence is tempered after another. Here is the list of the eight essences and their respective properties:

Wisp: Essence of light, and charm. Wisp, like Shade, doesn't temper like the other essences. Initially, it already requires more energy to gain levels, and if Aura levels surpass Dryad's levels, it's even more difficult to raise Wisp. Under normal conditions, Wisp will raise no matter what other essence is present. Triggers Shade consumptions.

Shade: Essence of darkness, and spirit. Shade, like Wisp, doesn't temper like the other essences. Initially, it already requires more energy to gain levels, and if Dryad levels surpass Aura's levels, it's even more difficult to raise Shade. Under normal conditions, Shade will rise so long as Wisp is not above level 0. Triggers Wisp consumptions.

Dryad: Essence of nature, and constitution. Under normal circumstances, Dryad will not rise if Wisp is inferior to Shade and Aura is present. If Wisp is superior to Shade, Dryad can trigger Aura consumptions.

Aura: Essence of materialism, and luck. Under normal circumstances, Aura will not rise if Shade is inferior to Wisp and Dryad is present. If Shade is superior to Wisp, Aura can also trigger Dryad consumptions.

Salamander: Essence of fire, and strength. Under normal circumstances, Salamander will rise so long as Undine isn't present. Salamander triggers Gnome consumptions.

Gnome: Essence of earth, and endurance. Under normal circumstances, Gnome will rise so long as Salamander isn't present. Gnome triggers Jinn consumptions.

Jinn: Essence of wind, and agility. Under normal circumstances, Jinn will rise so long as Gnome isn't present. Jinn triggers Undine consumptions.

Undine: Essence of water, and intelligence. Under normal circumstances, Undine will rise so long as Gnome isn't present. Undine triggers Salamander consumptions.

In some cases, essences are considered sensitive with regard to direct tempering, and they sometimes raise themselves as other essences are tempered in the item. This is relevant of the material used to craft the item you're tempering. For woods, Dryad is considered sensitive, whereas Undine is sensitive in the Coral material. Watch out when you temper materials with sensitive essences. They have the mixed blessing of having the sensitive essence borrow some of the energy used for the tempering of other essences, so that they can rise by themselves. Also, on materials with sensitive essences, ALL ITEMS PRODUCE MYSTIC CARDS, REGARDLESS OF THE PRESENT CONDITIONS. Whenever an item would not produce a card under the present conditions automatically generates an elemental spirit card associated with the sensitive essence. This will be further covered in a later section.

When two or more essences that aren't in a dominant-dominated relationship with each other are tempered all at once, they're considered fully-neutral, and don't affect each other's growth (unless specified in their descriptions). For example, tempering Dryad, Salamander, and Jinn at the same time would not create conflict, because the essences aren't linked.

Additionally, on the top row of essences, the Wisp-Shade and Dryad-Aura equilibriums may break the rules of dominance. For example, if you temper Shade to level 7, and then Wisp to level 7, their balance prevents the conflict that would occur when tempering Dryad Aura afterwards. For the purposes of conflict, a balance in each of the groups of two essences would allow them to be considered as if they were at level 0. More on this later on.

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## 5.2 Silver or Gold?

What's the difference between the two sorts of coin? Well, for starters, the

Silver Coins provide 48 energy, whereas the Gold provide 64. It's not an immense difference, but since you're limited to 4 card slots at the very most, the Golds might be necessary at some time. The other difference lies in the fact that individually, Gold Coins can divide their energy to simultaneously boost two essence levels of the same element at once. This is why adding a Gold Coin to a freshly crafted weapon raises that particular essence to level 2 (except on MaiaLead). Silver Coins can't split their energy in this fashion. The Gold Coin split is only applied when possible. In other words, if you still have some energy left after going up a level, the remaining energy can be used to try to go up another level. After that, any residual energy left is wasted. For Silver Coins, this happens after going up a single level. This is because Gold coins start off with two tainting points, whereas Silver coins start with only one. This will be discussed in the next section.

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### 5.3 Elemental Spirit Cards

When tempering in coins and some other items, cards representing the various elemental spirits might become present in the weapon or armor at hand. These cards might look somewhat useless at first, but they have a very interesting effect with regard to the tempering of essence levels. This effect is what I like to call Essence Tainting. This tainting is the real way to raise essence levels. Only items associated with elemental essences start off with tainting points (Gold coins start with two), and elemental spirit cards bestow tainting points on the items being tempered.

It's been my observation that each tainting point (TP) allows the item bring tempered to raise an essence by as much as one level. This effect is cumulative. For example, if a Wisp Silver would be added on an item with an active Wisp card, the coin being tempered could raise the Wisp essence by as much as 2 levels, since the Wisp Silver starts off with 1 TP for Wisp, and the Wisp card bestows another Wisp TP onto the coin. This is also why normally unaligned items (like Sulpher, Mercury, and Glow Crystals) raise essences as well.

Now, when you have a large amount of TPs, it's a good thing to know in what order they are applied, when they use the energy of the items you temper. As mentioned in an earlier section, you need certain amounts of energy to gain a level on a particular essence. This cost is based on the essence resistance of the material from which your weapon or armor is crafted, and on the current level of the essence you wish to raise. In many cases, you might wind up with more TPs than you have energy to spread around so that all the TPs can raise one essence by one level each. For example, if at one time you have 2 TPs, and you would need a total of 128 energy to put them both to good use, you'd have to find an item with 128 energy so that both TPs can be used up. However, no single item has 128 energy, and thus, you'll most likely be using only one TP, or maybe neither of them. Any unused TPs are wasted.

The priority of TPs is particular. Here's the normal chain of succession, in order of TP importance:

1. Sensitive essence (if available)
2. Top visible slot (if available)
3. Middle visible slot (if available)
4. Bottom visible slot (if available)
5. Innate TPs (if available)

When you're tempering an item to raise an essence level, the game will automatically determine if your item has enough energy to raise the essence with the highest-priority TP. If it does, this energy will be invested in this

TP, and the rest will be passed on to the TP with the next priority. If the item doesn't have the energy required to raise the essence of the TP with highest priority, then no energy is wasted, and all is transferred onto the next TP in the chain.

For example, let's say we're dealing with a DragonScales item. So far, the level of Sala essence is at 5, and Jinn is at level 1. Currently, you have 1 Sala Card (middle slot), and 1 Jinn Card (top slot). To this, you add a Dryad Gold. You have 64 energy to start with, and 4 TPs. The first in line is a Jinn TP, because Jinn is higher on the chain. Since Jinn is at level 1, it requires 14 energy to gain a level. Thus 14 energy are spent on Jinn. This essence goes up to level 2, and passes the remaining 50 energy onto the next TP. Next in line is Sala. Sala, being at level 5, would require 192 energy to gain a level, but we only have 50. The Sala TP doesn't have enough energy to be put to good use, and is thus wasted. Since none of the 50 energy could be used, they are passed onto the Dryad TPs. Dryad is at level 0, and thus requires 8 energy to gain a level. Thus, 8 energy are spent, and Dryad gains a level. We have 42 energy left. Since we used a Dryad Gold in this process, we have an additional Dryad TP to use. So far, Dryad's at level 1, and requires 14 energy to gain a level. Another 14 energy are spent, and Dryad goes up to level 2. What have we left? 28 energy, and no TPs. Since no TPs are left, no essence can actually gain a level, and the remaining energy is wasted. The result of this small process is Dryad 2, Sala 5, and Jinn 2.

On items with sensitive essences, all items start off with a TP of the sensitive essence. This would explain why the sensitive essence tend to gain levels on their own. This means that you have to keep in mind that materials with sensitive essences always have at least one TP at all times, and you have to watch out with the priorities. You might accidentally waste too much energy on the sensitive essence, and wind up with too little of it to work on the intended essence. Additionally, materials with sensitive essences cause all items to be tempered on it to produce a Mystic Card, regardless of the requirements. If the normal situation of your weapon or armor would cause the item you're tempering to create a card, this particular card will be the one to become awakened as it enters the top visible slot. However, if the item you're tempering doesn't normally produce a card, it will still create one later on, but it will be an Elemental Spirit card of the sensitive essences. This means that any item that doesn't create a Mystic Card will create a Dryad card when tempered on a DiorWood weapon or armor.

Please take notice that, like most other card families, the elemental spirit cards bestow their effects from the turn in which they become active, until the turn before they are pushed out, inclusively. Thus one such card wouldn't bestow a TP to an item being tempered if this card is pushed off the item at the same time.

Here's a brief reminder of where TPs can be obtained:

- Items with TPs (check the item lists in a later section)
- Elemental Spirit cards (each such card provides 1 TP)
- Sensitive essences (always adds 1 TP of the essence)

And remember, TPs are used instantly. The number and type of available TPs changes as you temper more items. Any unused TPs are wasted.

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#### 5.4 Nymph of Dawn Card

These are produced by tempering Glow Crystals onto your item. Whereas Glow Crystals are one of the strongest sources of energy for the essence tempering

process, the Nymph of Dawn in itself doesn't do much. What it does is that when it's removed from an item, this card adds 192 energy to the material you're tempering to drive the Nymph out. This makes for a total of 240 energy for silver coins, 256 for gold coins, and 288 for aligned Glow Crystals! However, Nymphs of Dawn are highly conflictive with cards other than Elemental Spirit cards. Every time that a non-coin item is tempered in when a non-Elemental card is active or activated above the Nymph of Dawn, a NoD is automatically discarded.

For example, tempering two Mercury (that produce the Witch card) after one Glow Crystal would eliminate the Nymph of Dawn that settled with the Glow Crystal:

Step #1	Step #2	Step #3
(Glow Crystal)	( Mercury )	( Mercury )
Shade	Nymph of Dawn	Witch
Shade	Shade	-----
Shade	Shade	Shade

Here's another example in which a Nymph of Dawn is forced out, along with another card:

Step #1	Step #2	Step #3
( Mercury )	(Shade Silver)	( Mercury )
Nymph of Dawn	Witch	Shade
Shade	Nymph of Dawn	Witch
Shade	Shade	-----

However, you should note that if a Nymph of Dawn is due to leave an item normally when you temper in the conflicting material, this effect does not occur an additional time:

Step #1	Step #2
( Mercury )	( Mercury )
Nymph of Dawn	Witch
Nymph of Dawn	Nymph of Dawn
Nymph of Dawn	Nymph of Dawn

Keep in mind that in order to best use the Nymphs of Dawn, you have to coordinate their leaving your item when you temper a material you want to boost. The Glow Crystals act like an increase of heat in a chemical reaction. It speeds up the process. Ironically enough, in the Japanese version, these are called Blaze Crystals.

Again, take notice that Nymphs of Dawn bestow their effects on the turn they are pushed off a card (forcibly or not), and on that turn only. At any other time, Nymphs of Dawn do absolutely nothing. Combining this effect with an effective management of TPs provides the best results when tempering essences.

## 5.5 Wizard Cards

There are two wizard cards: the Sorcerer and the Witch. They are produced by Sulphur and Mercury respectively. As mentioned earlier, these act like catalysts do in a chemical reaction. They lower the activation energy, or in this case, they reduce the amount of energy required to gain a level in a particular essence. Their effects are cumulative, so more such cards means even less energy is required to gain a level.

These can be used to reduce the energy costs of essence consumption as well, seeing as you'll need to concentrate the entire consumption on a single coin.

This will be explained in detail in a section below, as will be displayed the energy costs for each level depending on the number of wizard cards present.

Additionally, keep in mind that Sorcerer cards reduce the energy costs for the Wisp, Dryad, Salamander, and Gnome essences only. To reduce the energy costs of Shade, Aura, Jinn, and Undine, use Witch cards instead. Having both the Sorcerer and Witch cards on an item at the same time does not cancel their effects. In fact, any essence can benefit from such a combination, but in order to optimize results, it's best not to mix them, and accumulate the same kind instead.

Please take notice that, like most other card families, Wizard cards bestow their effects from the turn they become active on the item, until the turn before they are pushed out, inclusively. Thus, tempering one Shade Silver after having tempered one Mercury would be favorable to the Shade essence, since the Witch card will become active on that turn. In the same perspective, tempering a Shade Silver while the Witch card is in the bottom slot would do nothing for the Shade essence, since the Witch is due to leave on that turn, and its effects won't be accounted for.

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## 5.6 Ancient Moon Card

The Ancient Moon card, produced by the Chaos Crystal, is used to temper conflicting essences without disrupting other essences. Its effects are accounted for from the moment the card appears on the item until the moment the card leaves the item, inclusively. This means that if you temper a conflicting item that pushes the Ancient Moon in, it won't suffer from essence disruption. Similarly, the consequence is the same when you temper an item that causes the Ancient Moon to leave the item. You still benefit from its powers then. To make things much simpler, if the Ancient Moon is present at any time when you temper an item, be it before you temper a particular item, afterwards, or somewhere in between, you can use its powers. If you don't see the Ancient Moon at all, then you don't.

At first thought, you would think that the Ancient Moon could allow you to temper conflicting essences just as well as non-conflicting essences. In a way, this is true, but you have to remind yourself that the Ancient Moon occupies a Mystic Card slot, and more often than not, this slot is essential to rise to one of the higher levels (8 through 12).

Keep in mind that Ancient Moon prevents consumptions from taking place, and eliminates all conditions necessary for an essence to rise.

Finally, it's a good thing to know that, as with all of the World cards (Ragnarok, Mirrored World, Yggsdrasil, Dying Earth, Heaven's Scale), the Ancient Moon can't be present more than once on a particular item, at the same time. In a similar perspective, no two World cards can be present on a single item at the same time. There is one exception to this rule, and it's the Bed of Thorn card, which allows multiple World cards to co-exist. This will be covered later on. Additionally, World cards differ from other card families in the sense that their effects are also accounted for on the turn they are pushed off an item. Thus, you could safely temper a conflicting essence on the turn the Ancient Moon is pushed off an item.

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## 5.7 Mirrored World card

Courtesy of AsianGrinch, we have now some spicy info on this very elusive card. What it does is simply reverse the order of dominance found in the various

essences. Thus, while the Mirrored World is present, Salamander would not dominate over Gnome but, rather, Gnome would dominate over Salamander. This could allow for reversed consumptions (see below), but we've yet to find a particularly profitable one. This effect also applies to top-row essences (Wisp-Shade-Dryad-Aura).

Here are the changes applied in Mirrored World:

Wisp: Is more difficult to temper if Dryad is superior to Aura. Wisp will not rise if Shade is superior to 0.

Shade: Is more difficult to temper if Aura is superior to Dryad. Shade rises under any conditions.

Dryad: Dryad will not rise if Shade is inferior to Wisp and Aura is present. If Shade is superior to Wisp, Dryad triggers Aura consumptions.

Aura: Aura will not rise if Wisp is inferior to Shade and Dryad is present. If Wisp is superior to Shade, Aura triggers Dryad consumptions.

Salamander: Salamander will not rise if Gnome is present. Salamander triggers Undine consumptions.

Gnome: Gnome will not rise if Jinn is present. Gnome triggers Salamander consumptions.

Jinn: Jinn will not rise if Undine is present. Jinn triggers Gnome consumptions.

Undine: Undine will not rise if Salamander is present. Undine triggers Jinn consumptions.

Take notice that, as with all the World cards (Ragnarok, Ancient Moon, Yggsdrasil, Dying Earth, Heaven's Scale), the Mirrored World can't be present more than once on a particular item, at the same time. In a similar perspective, no two World cards can be present on a single item at the same time. There is one exception to this rule, and it's the Bed of Thorn card, which allows multiple World cards to co-exist. This will be covered later on. Additionally, World cards differ from other card families in the sense that their effects are also accounted for on the turn they are pushed off an item. Thus, you could perform a reversed consumption on the turn the Mirrored World is pushed off an item.

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## 5.8 Essence Consumption

One of the more curious aspects of essence tempering is what we call consumption. This is a special process that allows some essences to go above level 9. It involves having one or more essences "eat" another essence.

What you have to do is simple. At the basics, what happens is that you take away some energy that was invested for an essence to gain a level, and re-invest that in other essences, along with an energy supplement provided by you. Since this energy is generally much larger than any you can provide to gain levels in an essence, this is the only means available to reach levels of 10 and above.

The process is as basic as they come. In order for a consumption to be possible, you have to provide at least 1 TP of an essence that triggers a consumption of the essence you want to "eat up". To see what consumptions are triggered by which essences, look in Section 5.1. Remember that Mirrored World affects this, and refer to that section when attempting consumptions in Mirrored World. Additionally, you need for the essence that dominates over the one you want to raise to be absent during the consumption. This only applies to the row of the trigger. In other words, if you're using a Salamander TP to trigger a Gnome consumption, Undine may not be present, since it dominates over Salamander, and is in the same row as the trigger. However, if you were to have



enough energy to have Dryad gain a level as well, it doesn't matter whether or not Aura is present (Aura dominates over Dryad), because the trigger is in the bottom row, whereas Dryad and Aura are in the top row. To make a long story short, for a trigger to work, the essence that dominates over it must be present.

The essences that will try to consume the essence readied to be "eaten up" will be those whom have TPs available, much like you would normally raise an essence. Thus, you can't have Aura rise from a consumption if an Aura TP isn't present to allow the boost. Since triggers are always TPs, there's always the possibility of a consumption. Additionally, the cost to gain a level will also be affected by the Wizard cards associated with the TPs present. For example, if you want to raise Undine through a consumption, it will be much easier to do with three Witch cards present.

For example, on a DiorWood item, if Dryad and Sala are at level 10, and Gnome is at level 9, it's possible to get both Dryad and Sala to level 11 with only one consumption. How? Well, for starters, you need to coordinate some Glow Crystals and Sulpher so that you can discard a Nymph of Dawn (see above sections), while having 3 Wizard cards present on the weapon, and all of this at the same time you temper a Sala coin. The coin, having a Sala TP, will cause Gnome to fall into a consumed state, and it will ready its energy to be passed onto the TPs found at that time. Since we're dealing with a DiorWood item, you have a Dryad TP (DiorWood is Dryad-sensitive), and a Sala TP (from the coin). Under normal circumstances, if you'd only wanted to have Sala perform the consumption so that you could raise it alone, a level 8 Gnome would've provided sufficient energy. A level 9 Gnome has more than enough energy to make both Dryad and Salamander raise. Thus, Salamander and Dryad go up to 11, whereas Gnome falls to 8.

Keep in mind, though, that immediately after a consumption, the essence that was powered down will be weak, and since you'll have leftover TPs from the trigger (you need to use a coin, and thus generate Element cards), any further addition of items will simply waste away the consumed essence without any gain. In order to prevent this, you need to use one of two cards: Ancient Moon or Mirrored World. Ancient Moon stops conflict, and will prevent the consumed essence to fall any further. Mirrored World reverses the dominance order, and may cause some unusual effects. It's recommended to go with Ancient Moon.

Any of the aforementioned information with regard to essence tempering can be applied to consumptions, including Wizard cards, blazing from NoDs, etc.

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## 5.9 Cardless Tempering

It occurred to me that many items do not produce cards, regardless of the situation, and yet, they still provide energy to the tempering process. I tried tempering cardless items, making sure I had an elemental spirit card present to taint these items. The results were gratifying, to say the least. These items provide their energy according to the conditions specified by the cards currently active on the item. I managed to achieve 46 essence levels on DragonScales, using only 5 Sulpher, 5 Mercury, 1 Chaos Crystal, and only 1 item associated with each essence (and a handful of common and free items)!

This can be very good for those who don't have a lot of Lucre hanging around, since Flaming Quills can be used rather well in this process (unless Sala and Jinn are notably present), and they can be commonly found on Chocobos and Cockatrices.

However, if you wish to temper an item to very high essence levels, this

technique won't be optimized very well. Additionally, this technique can't be used on items with sensitive essences, since any secondary material added to an item crafted of a primary material with a sensitive essence automatically forces any cardless items to generate a card of the sensitive essence.

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#### 5.10 Essence Markers and Elemental Resistance

When a weapon or piece of armor has been exposed to a particular element long enough, it gains an indicator of the essence that it has been exposed to. This usually happens when this particular essence reaches level 2. At this point, a weapon gains that essence's marker, and a piece of armor bestows resistance to that particular element. As long as that essence doesn't fall to 0 (or possibly even 1), the marker/resistance will remain. In some cases, these indicators might be welcome, but some prefer to do without one or two of the, since certain cards can't exist when the indicator is present. For example, Bed of Thorn can't exist while there is a Salamander indicator.

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#### 5.11 Notes

Here are a few things you might want to know before trying new tempering techniques. This information will remain final until new discoveries can be made:

- > Wisp and Shade temper differently from other essences. Until I can provide a working energy cost chart for these essences, you should experiment on your own.
- > Low resistances (5-7) can always be raised to level 9, without resorting to essence consumption.
- > For higher resistances (8-10), Wisp and Shade can't rise above level 7 without resorting to essence consumption. Any other non-conflicting essence can raise to level 9 without resorting to essence consumption. Highly resistant and conflicting essences can't raise above level 7 without essence consumption, and it's most unlikely that a conflicting essence will be able to consume altogether.
- > Low resistances can be raised to level 12, through essence consumption. However, this requires for the dominated essence to be of low resistance as well, since you'll need to raise it to level 9, while in conflict, in order to perform the consumption.
- > High resistances can be raised to level 11, through essence consumption. However, this requires for the dominated essence to be of low resistance, since you'll need to raise it to level 8, while in conflict, in order to perform the consumption.
- > If a process of consumption involves two highly resistant essences, the devouring essence will never be increased above level 10, since the devoured essence can't be raised above level 7, because it's in conflict. Thus, it's best to have the more resistant essences consume the least resistant ones to optimize the results.
- > The balance of Wisp and Shade is extremely important. Having differing levels in Wisp and Shade might cause problems when tempering Aura and Dryad. Even if one of these two essences might be less resistant than the other on the same material, it's best to raise them both to the same level.
- > The process of having a Wisp/Shade or Dryad/Aura consumption is complex, and chaotic. Most of the time, the rate of success of this operation lies with the type of material used to forge the item you're tempering.

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#### 5.12 Reminder

Basically, here are the essential things you have to remember:

- > Two things cause an essence to gain a level. Energy, and TPs. Each TP grants the possibility of gaining one level in the appropriate essence. If the energy is sufficient for that TP, the energy is used, and the element associated with the TP gains a level. If not, it's passed onto the next TP. If there are no TPs left, then the remaining energy is wasted.
- > Energy increments are not cumulative. Any excess energy is discarded when everything was sorted out. If a Glow Crystal left you with 48 unused energy, and you then add another Glow Crystal with 96 energy, you'll only have the 96 from the new Glow Crystal. This is why you often have to try to unleash the most energy with only one item.
- > Wizard cards are essential to reach the higher levels, and they're also essential to perform consumptions.
- > Consumptions are triggered by consumption triggers (in the form of TPs, see above), and by the absence of the essence that dominates over the trigger. Of course, all the other rules about essence level tempering also apply here.
- > Mirrored World reverses dominance and consumption triggers. Be careful with this.
- > Ancient Moon nulls out the fact that some TPs might trigger consumptions, in reality. By eliminating all possible conflict, any essence can be raised normally.
- > Glow Crystals provide 96 energy. Nymphs of Dawn provide 192 when they leave your item. Note the difference. When using Nymphs of Dawn, make it so that they leave your item when tempering an item to gain an essence level.
- > If there is one non-Element card present on your weapon or armor, as well as a Nymph of Dawn, the addition of any item that doesn't generate an Element card causes the Nymph of Dawn to be immediately discarded, along with any normal discards.

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## 6. MATERIAL PROPERTIES

What determines whether a particular material will make strong weapons and armor depends on its various properties. Some materials are better for certain weaponry, while others might be better for armor.

Every material has eight properties. Four that apply to weaponry, and four that apply to armor. The four armor aspects can be spotted out easily, as they are the four different types of protection: Strike, Slash, Pierce, and Magic defenses. Until we can obtain a better translation of the Seiken Densetsu 4 Ultimania guide, the four weapon attributes will remain unknown. The better estimates are Slash, Heavy, Force, and Tech, but my theory is that they refer to the types of plunge attack damage (Cut, Blunt, Pierce, Indirect).

Albatross provided me with a list of offensive statistics for weaponry, but it only applied to the Japanese version of LoM, and we're trying to chart out the correct values as we can. This is why the charts will be incomplete, for now.

Here are the formulas needed to calculate the power ratings of weapons and armor (without essence levels):

### Weapons

$$\begin{aligned} & (\text{Wpn Slash} \times \text{Mtrl Slash}) / 128 \\ + & (\text{Wpn Heavy} \times \text{Mtrl Heavy}) / 128 \\ + & (\text{Wpn Force} \times \text{Mtrl Force}) / 128 \\ + & (\text{Wpn Tech} \times \text{Mtrl Tech}) / 128 \end{aligned}$$

### Armor

$(\text{Armr Strike Def} \times \text{Mtrl Strike Def}) / 64 = \text{Total Strike Def}$

$(\text{Armr Slash Def} \times \text{Mtrl Slash Def}) / 64 = \text{Total Slash Def}$

$(\text{Armr Thrust Def} \times \text{Mtrl Thrust Def}) / 64 = \text{Total Thrust Def}$

$(\text{Armr Magic Def} \times \text{Mtrl Magic Def}) / 64 = \text{Total Magic Def}$

When you wish to apply a varnishing technique to your weapon or armor, you can increase or reduce particular aspects of a weapon or armor by increments of 25%, 50%, or both. These changes in weapon and armor power last, so long as the varnishing remains intact. The goal is to accumulate 3 cards that boost particular aspects that are strong, and finish it with an item that further contributes to that.

When you add more such increments, keep in mind that they always apply to the new total. For example, if you add a 50% increment after having adding a 25% increment, you'll be adding a 50% increment of 125% of the initial value.

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## 7. SPECIAL POWERS

This is a most delicate matter, in the realm of tempering. It only applies to pieces of armor. Some cards may be able to bestow a special power on a piece of armor, but not in a way similar to the addition of new plunge attacks or status immunities, even if the results could be qualified as similar. When hunting for card-derived special powers, most observations lead to the conclusion that only the most recent active card on an item can provide special powers. This is why the Fertility Goddess card on a ring won't share the experience crystals acquired if the card isn't on the top slot.

People have been trying to get multiple special powers to work on on the same item at the same time (namely, combining the powers of the Forbidden and Revive rings), but most tests have been inconclusive. Anthony is presently working on this, and more information will be added on an upcoming update.

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## 8. TEMPERING FOR MONEY

It's very clear that tempering can be an expensive process. Likewise, if handled right, tempering can be a very rewarding process, Lucre-wise. How? By tempering in the proper items in order to boost the price to incredible amounts. Here are the factors that have influence over the price of a weapon or armor:

- Material from which the weapon/armor is made of
- Type of weapon/armor
- Mystic Cards present
- Mystic Card potentially created by the item in the invisible slot, BASED ON ESSENCE LEVELS PRIOR TO TEMPERING IN THAT ITEM

What does this mean? Well, it means that a DiorWood Axe with 300 power and three Enticed Nymphs will sell at the same price as a DiorWood Axe of 60 power with three Enticed Nymphs. That's right, the overall offensive or defensive power of your weapon or armor doesn't matter when you're going for money.

Right now, I don't have a way to determine how the basic price of a weapon or armor is determined, but I know for certain that any additional Lucre-value is due to Mystic Cards, and the card that could be potentially created by the item in the invisible slot. Why 'potentially'? Because while it is in the invisible slot, the item doesn't count as a Mystic Card. Only the item's powers are

applied (not the card's), cardless items would create an inconsistency, and special conditions might render the creation of a certain card impossible, despite the matching essence levels. An evident example of this is with World cards, which are unable to be present more than once on an item at any time, unless a Bed of Thorn is ready to accomodate them. If you already have a Ragnarok card on your weapon/armor, and you temper in a Pine o'Clock, the produce will be considered cardless for the purposes of actually creating a card as it moves on. However, if the essence levels are sufficient for a Pine o'Clock to create the Ragnarok card, so long as the Pine o'Clock remains in the invisible slot, the value of the Ragnarok card is accounted due to it.

Right now, we're working on charting out the price values of all the cards, but this will require some time. If you come up with any results, please send them to me at [marcusmajarra@hotmail.com](mailto:marcusmajarra@hotmail.com)

I've only charted a few cards so far, and there are plenty more to go.

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## 9. INFORMATION LISTS

In this section, you will find various lists, with information relevant to the various aspects of tempering. These include the energy costs for essence levels when there is a presence of wizard cards, and the effects of mystic cards, among others.

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### 9.1 Material Essence Resistance

Here is the chart of the various resistances materials have towards the various elements. You can use this information, with the subsequent chart to find out how much energy you need to gain a level in a particular essence, for your material.

Material Type	Material	WI	SH	DR	AU	SA	GN	JI	UN
METAL	MenosBronze	8	8	8	8	8	8	8	8
METAL	ForsenaIron	9	9	9	9	9	9	9	9
METAL	GranzSteel	9	9	9	9	9	9	9	9
METAL	LorantSilver	9	9	9	9	9	9	9	9
METAL	WendelSilver	9	7	8	8	8	8	8	8
METAL	VizelGold	7	9	9	9	9	9	9	9
METAL	IshePlatinum	7	7	8	8	8	8	8	8
METAL	LorimarIron	7	9	9	9	9	9	9	9
METAL	AltenaAlloy	10	10	10	10	10	10	10	10
METAL	MaiaLead	32	32	32	32	32	32	32	32
METAL	Orihalcon	8	8	7	10	7	9	6	8
WOOD	OakWood	7	8	6	9	10	7	7	7
WOOD	HollyWood	7	8	6	9	10	7	7	7
WOOD	BaobabWood	7	8	6	9	10	7	7	7
WOOD	EbonyWood	7	8	6	9	10	7	7	7
WOOD	MapleWood	7	8	6	9	10	7	7	7
WOOD	DiorWood	7	8	5	9	10	7	7	7
WOOD	AshWood	7	8	6	9	10	7	7	7
WOOD	FossilWood	7	6	6	9	10	6	7	7
STONE	Marble	7	8	9	7	7	6	10	7
STONE	Obsidian	8	6	9	7	7	6	10	8

There is a rumor about PedanStone having a

STONE	PedanStone	7	8	9	7	7	7	10	7	resistance of 11 to
STONE	Gaeus'sTears	8	8	9	7	10	6	10	6	Jinn. (Unsure)
-----										
HIDE	AnimalHide	8	8	7	9	9	7	7	7	
HIDE	GatorSkin	8	8	7	9	7	8	8	6	
HIDE	CentaurHide	8	8	9	7	8	7	8	8	
HIDE	DragonSkin	8	8	7	9	5	10	5	10	
-----										
SCALES	FishScales	8	8	8	8	8	8	8	6	
SCALES	LizardScales	7	9	8	8	7	8	8	9	
SCALES	SnakeScales	9	7	8	8	8	7	8	7	
SCALES	DragonScales	7	7	7	7	6	7	7	7	
-----										
BONE	AnimalBone	9	6	8	8	8	8	8	8	
BONE	Ivory	7	6	7	7	8	6	7	7	
BONE	CursedBone	9	5	9	7	9	7	9	7	
BONE	Fossil	9	6	8	8	10	6	10	6	
-----										
FABRIC	ToppleCotton	6	8	6	10	10	7	7	6	
FABRIC	Sultan'sSilk	6	8	6	10	10	7	7	6	
FABRIC	JuddHemp	10	6	6	10	10	7	7	6	
FABRIC	AltenaFelt	7	7	7	9	10	7	7	6	
-----										
AEROLITE	JacobiniRock	7	8	10	7	7	8	9	8	
AEROLITE	HalleyRock	7	8	10	7	7	8	9	8	
AEROLITE	AnkhRock	7	8	10	7	7	8	9	8	
AEROLITE	VinekRock	7	8	10	7	7	8	9	8	
AEROLITE	TuttleRock	7	8	10	7	7	8	9	8	
AEROLITE	NemesisRock	7	8	10	7	7	8	9	8	
AEROLITE	BiellaRock	7	8	10	7	7	8	9	8	
AEROLITE	SwifteRock	7	8	10	7	7	8	9	8	
-----										
	Adamantite	8	8	8	8	8	8	8	8	
	FullMetal	8	8	8	8	8	8	8	8	
	Coral	9	6	7	7	9	7	9	5	
	TortoiseShell	8	8	9	7	9	8	9	7	
	Shell	8	7	9	8	9	7	9	6	
	Emerald	8	8	8	8	8	8	8	8	
	Pearl	8	8	8	8	8	8	8	8	
	LapisLazuli	8	8	8	8	8	8	8	8	
-----										

## 9.2 Energy Requirement List

The following chart lists the energy required to rise to a certain essence level while there is a presence of favorable wizard cards (Witch/Sorcerer). Up to three can be present at any time on an item, and having more tends to reduce the energy costs. Remember that the cost for reaching level 1 is always 8, and increasing beyond that without Wizard cards goes along the following formula:

Energy = Resistance x (2^Current Level), with a minimum requirement of 8

Essence	Wizard	Cost For Essence Level Targetted								
Resistance	Cards	1	2	3	4	5	6	7	8	9
5	0	8	10	20	40	80	160	320	640	1280
5	1	8	8	16	24	48	96	192	384	768
5	2	8	8	8	8	16	32	64	128	256

5	3	8	8	8	8	16	32	64	128	256
6	0	8	12	24	48	96	192	384	768	1536
6	1	8	8	16	24	48	96	192	384	768
6	2	8	8	8	8	16	32	64	128	256
6	3	8	8	8	8	16	32	64	128	256
7	0	8	14	28	56	112	224	448	896	1792
7	1	8	8	16	24	48	96	192	384	768
7	2	8	8	8	8	16	32	64	128	256
7	3	8	8	8	8	16	32	64	128	256
8	0	8	16	32	64	128	256	512	1024	2048
8	1	8	16	24	48	96	192	384	768	1536
8	2	8	8	16	24	48	96	192	384	768
8	3	8	8	8	8	16	32	64	128	256
9	0	9	18	36	72	144	288	576	1152	2304
9	1	8	16	24	48	96	192	384	768	1536
9	2	8	8	16	24	48	96	192	384	768
9	3	8	8	8	16	16	32	64	128	256
10	0	10	20	40	80	160	320	640	1280	2560
10	1	8	16	24	48	96	192	384	768	1536
10	2	8	8	16	24	48	96	192	384	768
10	3	8	8	8	8	32	32	64	128	256
32	0	32	64	128	256	512	1024	2048	4096	8192
32	1	24	48	96	192	384	768	1536	3072	6144
32	2	24	48	96	192	288	576	1152	2304	4608
32	3	16	24	48	96	192	384	768	1536	3072

### 9.3 Item Effect List

The following chart displays what effects a particular item has, when tempered in a particular item. Remember that these are present as long as the item remains tempered in the item. This chart also displays the basic energy allocation and elemental association of the items.

Item Type	Item Name	Energy	Element	TP	Equipment	Effect
COINS	Wisp Gold	64	Wisp	x2		
COINS	Shade Gold	64	Shade	x2		
COINS	Dryad Gold	64	Dryad	x2		
COINS	Aura Gold	64	Aura	x2		
COINS	Sala Gold	64	Sala	x2		
COINS	Gnome Gold	64	Gnome	x2		
COINS	Jinn Gold	64	Jinn	x2		
COINS	Undine Gold	64	Undine	x2		
COINS	Wisp Silver	48	Wisp			
COINS	Shade Silver	48	Shade			
COINS	Dryad Silver	48	Dryad			
COINS	Aura Silver	48	Aura			
COINS	Sala Silver	48	Sala			
COINS	Gnome Silver	48	Gnome			
COINS	Jinn Silver	48	Jinn			
COINS	Undine Silver	48	Undine			

M.STONES	Fire Stone	24 Sala	
M.STONES	Earth Stone	24 Gnome	
M.STONES	Wind Stone	24 Jinn	
M.STONES	Water Stone	24 Undine	
M.CRYSTALS	Sun Crystal	48 Wisp	
M.CRYSTALS	Moon Crystal	48 Shade	
M.CRYSTALS	Glow Crystal	96	
M.CRYSTALS	Chaos Crystal	24	Cannot be tainted
SEEDS	Round Seed	16 Dryad	
SEEDS	Oblong Seed	16 Dryad	
SEEDS	Crooked Seed	16 Dryad	
SEEDS	Big Seed	24 Dryad	
SEEDS	Small Seed	24 Dryad	
SEEDS	Long Seed	24 Dryad	
SEEDS	Flat Seed	48 Dryad	
SEEDS	Spiny Seed	48	
PRODUCE	Bellgrapes	64	
PRODUCE	Diceberry	16	
PRODUCE	Mangoelephant	64	
PRODUCE	Loquat-Shoes	16	Shoes: Strike/Slash/Thrust +25%
PRODUCE	Pear o'Heels	32	Shoes: Strike/Slash/Thrust +25%
PRODUCE	Squalphin	16 Undine	
PRODUCE	Citrisquid	8	Weapons: Slash -25%, Heavy +25%
			Armor: Strike +25%, Slash -25%
PRODUCE	Springanana	16	
PRODUCE	Peach Puppy	24	Weapons: Slash +25%, Heavy -25%
PRODUCE	Apricat	8	Weapons: Force -25%, Tech +25%
PRODUCE	Applesocks	64	
PRODUCE	Whalamato	32	
PRODUCE	Pine o'Clock	24	Armor: Sleep Immunity
PRODUCE	Fishy Fruit	32 Undine	
PRODUCE	Boarmelon	32	
PRODUCE	Rhinoloupe	32	Weapons: Slash +25%
			Armor: Poison Immunity
PRODUCE	Orcaplant	24	
PRODUCE	Garlicrown	8  Aura	Pushes Off Pixie Cards
PRODUCE	Honey Onion	32 Dryad	
PRODUCE	Sweet Moai	32	Helm: Strike/Slash/Thrust +25%
			Hat: Strike/Slash/Thrust +50%
PRODUCE	Spiny Carrot	8  Undine	Weapons: Slash +25%, Heavy -25%
PRODUCE	Conchurnip	16	
PRODUCE	Cornflower	24 Wisp	
PRODUCE	Cabadillo	8	Hauberk: Strike/Slash/Thrust +25%
			Magic Def -50%
PRODUCE	Needlettuce	24	Weapons: Slash +25%, Heavy -25%
PRODUCE	Cherry Bombs	16	
PRODUCE	Masked Potato	24	Weapons: Slash -25%, Heavy +25%
PRODUCE	Lilipods	8	
PRODUCE	Rocket Papaya	64	
PRODUCE	Orange'opus	64	
PRODUCE	Bumpkin	24	
PRODUCE	Heart Mint	8	
PRODUCE	Spade Basil	16	Weapons: Slash +25%
PRODUCE	Dialaurel	64	
PRODUCE	Gold Clover	64	Weapons: Slash +25%
PRODUCE	Mush-In-A-Box	32 Shade	



PRODUCE	Toadstoolshed	64	Shade	
-----				
MEATS	(All Kinds)	16		
-----				
FANG/CLAW	Sharp Claw	24		Weapons: Slash +50%, Heavy -50%
FANG/CLAW	Poison Fang	8		Weapons: Force -50%, Tech +50%
FANG/CLAW	Giant's Horn	32		Weapons: Slash -50%, Heavy +50%
FANG/CLAW	Scissors	16		Weapons: Force +50%, Tech -50%
FANG/CLAW	Healing Claw	24		Shield: Poison Immunity
FANG/CLAW	Zombie Claw	32		Pendant: Paralysis Immunity
FANG/CLAW	Vampire Fang	24		
-----				
EYES	Little Eye	32		Armor: Slash +25%
EYES	Sleepy Eye	32		Armor: Thrust +25%
EYES	Silly Eye	32		Weapons: Heavy +25%
EYES	Dangerous Eye	32		Armor: Strike +25%
EYES	Angry Eye	32		Weapons: Force +25%
EYES	Blank Eye	32		Weapons: Tech +25%
EYES	Wicked Eye	32		Weapons: Slash +25%
EYES	Creepy Eye	48		Armor: Magic Def +25%
				Produces a random Pixie card (?)
-----				
FEATHERS	Angel Feather	32	Wisp	
FEATHERS	Raven Feather	24	Shade	
FEATHERS	Clear Feather	24		Weapons: Heavy -50%, Tech +50%
FEATHERS	Moth Wing	32		Armor: Strike/Slash/Thrust -25%
				Magic Def +25%
FEATHERS	Flaming Quill	64		
FEATHERS	White Feather	32		
-----				
BOTTLES	Aroma Oil	24		Hide Armor: Strike/Slash/Pierce
				+50%
BOTTLES	Dragon Blood	64		
BOTTLES	Acid	48		
BOTTLES	Holy Water	16		Pushes Off Pixie Cards
BOTTLES	Ether	8		
-----				
VIALS	Mercury	24		
VIALS	Stinky Breath	16		Armor: Poison/Confusion Immunity
VIALS	Ghost's Howl	32		
VIALS	Dragon's Breath	24		Weapons: Force +25%, Tech +25%
VIALS	Virgin's Sigh	16		
-----				
URNS	Electricity	32		
URNS	Moss	32		Helm: Darkness Immunity
URNS	Ear Of Wheat	24		
-----				
PELLETS	Baked Roach	24		Robe: Poison Immunity
PELLETS	Blackened Bat	48		Pendant: Darkness Immunity
-----				
POWDERS	Sulpher	24		
POWDERS	Poison Powder	8		
POWDERS	Sleepy Powder	8		
POWDERS	Knockout Dust	8		
POWDERS	Rust	8		
POWDERS	Grave Dirt	32		
POWDERS	Ash	16		
-----				
POUCH	Hairball	8		
POUCH	Needle	8		

POUCH	Mirror Piece	24	Cannot be tainted?
POUCH	Wad Of Wool	16	
POUCH	Messy Scroll	16	
-----			
	Greenball Bun	8	
	Tako Bug	8	
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#### 9.4 Card Effect and Requirements List

Much like the chart above, the following one describes the effects of mystic cards, when present, as well as their requirements to be installed. This also describes the possible attribute bonuses of each card, as well as their limitations. Due to the amount of content explored, this list will be divided in two parts. Remember that if an item doesn't have any attribute limitations, it is limited to the equipment's basic limits, which are of 0 to +1 on all attributes. If a modifier has a fixed bonus or penalty, it gives the marked attribute modifier, it's not cumulative. Thus adding multiple Evil Gods does not add 15 to the appropriate attribute, but it brings the attribute to +15.

Card Family	Card Name	Attribute Modifiers	Attribute Limitations	Lucre Value
-----				
WORLD CARDS	Yggsdrasil	All Up	All -5 to +10  Staff: All -3 to +9	
WORLD CARDS	Ancient Moon			
WORLD CARDS	Mirrored World			
WORLD CARDS	Heaven's Scale			
WORLD CARDS	Dying Earth	All Down	All -5 to +10	
WORLD CARDS	Ragnarok			10000
-----				
STAGE CARDS	Bed of Thorn		All -1 to +3	
STAGE CARDS	Volcano			
STAGE CARDS	Metropolis			
STAGE CARDS	Tower		All -3 to +5	
STAGE CARDS	Spring		All -3 to +5	
-----				
12 HEAVEN GODS	Ruler of the Sky	Pwr +9  Mgc +9	Pwr -3 to +9  Mgc -3 to +9	
12 HEAVEN GODS	Mother of Gods	Mgc +5  Spr +5  Chm +5	Mgc -3 to +5  Spr -3 to +5  Chm -3 to +5	
12 HEAVEN GODS	Sun God	Chm +10	Chm -5 to +10	
12 HEAVEN GODS	Moon Goddess	Spr +10	Spr -5 to +10	
12 HEAVEN GODS	Thunder God	Pwr +5  Skl +5  Def +5	Pwr -3 to +5  Skl -3 to +5  Def -3 to +5	
12 HEAVEN GODS	Goddess of Love	Spr +7  Chm +7	Spr -3 to +9  Chm -3 to +9	
12 HEAVEN GODS	Fertility Goddess	HP +10	HP -5 to +10	
12 HEAVEN GODS	Ocean God	Pwr +7  Skl +7	Pwr -3 to +9  Skl -3 to +9	
12 HEAVEN GODS	Wind God	Skl +10	Skl -5 to +10	
12 HEAVEN GODS	Wisdom Goddess	Mgc +10	Mgc -5 to +10	
12 HEAVEN GODS	Blacksmith God	Def +10	Def -5 to +10	
12 HEAVEN GODS	God of War	Pwr +10	Pwr -5 to +10	
-----				
7 EVIL GODS	Fallen Angel	Chm +15	All -10 to +20	

		Others Down		
7 EVIL GODS	Witch of Moon	Mgc +15	All -10 to +20	
		Others Down		
7 EVIL GODS	Lord of Flies	Sk1 +15	All -10 to +20	
		Others Down		
7 EVIL GODS	Wings of Darkness	Spr +15	All -10 to +20	
		Others Down		
7 EVIL GODS	God of Destruction	Pwr +15	All -10 to +20	
		Others Down		
7 EVIL GODS	Beast-headed God	HP +15	All -10 to +20	
		Others Down		
7 EVIL GODS	Leviathan	Def +15	All -10 to +20	
		Others Down		

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NOBLES	Sage	Def Up	All -3 to +5	
		Mgc Up		
NOBLES	Man of Valor	Pwr Up	All -3 to +5	
		HP Up		
NOBLES	Wanderer	Sk1 Up	All -3 to +5	
		Spr Up		

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MAIDEN CARDS	Sacrificed Nymph			
MAIDEN CARDS	Enticed Nymph			1000
MAIDEN CARDS	Nymph of the Sky			
MAIDEN CARDS	Nymph of Orchards			
MAIDEN CARDS	Nymph of Dawn			

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SPIRIT CARDS	Spirit (Ocean)	Chm Up		
SPIRIT CARDS	Spirit (Forest)	Spr Up		
		Chm Up		
SPIRIT CARDS	Spirit (Mountain)	Def Up		
		HP Up		
SPIRIT CARDS	Spirit (Shoes)	Sk1 Up		
SPIRIT CARDS	Spirit (Housework)	Lck Up		

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PIXIE CARDS	Pixie	Chm Up	All -1 to +3	150
	(Red Hat)	Others Down		
PIXIE CARDS	Pixie	Mgc Up	All -1 to +3	150
	(Blue Hat)	Others Down		
PIXIE CARDS	Pixie	Sk1 Up	All -1 to +3	150
	(Yellow Hat)	Others Down		
PIXIE CARDS	Pixie	Spr Up	All -1 to +3	150
	(Black Hat)	Others Down		
PIXIE CARDS	Pixie	Pwr Up	All -1 to +3	150
	(Light Blue Hat)	Others Down		
PIXIE CARDS	Pixie	HP Up	All -1 to +3	150
	(No Hat)	Others Down		
PIXIE CARDS	Pixie	Def up	All -1 to +3	150
	(Purple Hat)	Others Down		

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BEAST GODS	Phoenix	Pwr +3	Pwr -3 to +5	
		Sk1 +3	Sk1 -3 to +5	
BEAST GODS	Unicorn	Def +3	Def -3 to +5	
		Mgc +3	Mgc -3 to +5	

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ELEMENTS	Wisp	Chm Up		200
ELEMENTS	Shade	Spr Up		200
ELEMENTS	Dryad	HP Up		200
ELEMENTS	Aura	Lck Up		200
ELEMENTS	Salamander	Pwr Up		200

ELEMENTS	Gnome	Def Up		200
ELEMENTS	Jinn	Sk1 Up		200
ELEMENTS	Undine	Mgc Up		200

MISC CARDS	Raven	Mgc +3	Mgc -3 to +5	
		Chm +3	Chm -3 to +5	
MISC CARDS	Wolf	Sk1 +3	Sk1 -3 to +5	
		HP +3	HP -3 to +5	
MISC CARDS	Sorcerer	Mgc Up	All -1 to +3	
		Tower: Chm Up	Tower: All -3 to +5	
		Spr Up		
MISC CARDS	Witch	Mgc Up	All -1 to +3	
		Tower: Chm Up	Tower: All -3 to +5	
		Spr Up		
MISC CARDS	King	Pwr Up		
MISC CARDS	Princess	Def Up		
MISC CARDS	Clown		All -3 to +9	
			Metropolis:	
			All -5 to +12	
MISC CARDS	Cleric		All -1 to +3	

|||||

Card Name |Item Requirements |Essence Requirements |Effects

Yggsdrasil	Spiny Seed	Dryad>4	Faster HP recovery (?)
			When its limits dominate, it
			allows Spiny Seeds to keep
			accumulating attribute modifiers
Ancient Moon	Chaos Crystal		Allows conflicting essences to be
			raised normally
Mirrored World	Mirror Piece	Total>2	Reverses the elemental dominance
Heaven's Scale	Springanana		Allows HP recovery while moving
			Empowers Phoenix
Dying Earth	Grave Dirt		
Ragnarok	Pine o'Clock	Salamander>0	Changes Pixie Cards to Evil Gods
		Gnome>0	2HSword: Adds "Ragnarok" Plunge
		Jinn>0	Attack
		Undine>0	
Bed of Thorn	Needle	Dryad>0	Armor: All +50%
	Needlettuce	Salamander=0	Prevents HP recovery
Volcano	Ash		Weapons: Force +50%, Tech -50%
			Hammer: Adds "Magma Hammer"
			Plunge Attack
			Hauberk: Freeze Immunity
			Empowers Phoenix
Metropolis	Dialaurel	Shade>0	Armor: Magic Def +25%
		Salamander=0	Robe: Magic Def +50%, Confusion
			Immunity
Tower	Rocket Papaya	Wisp>0	
	Healing Claw	Jinn=0	
Spring	Fishy Fruit		Robe: Flameburst Immunity
			Pendant: Sleep Immunity
			Empowers Unicorn
Ruler of the Sky	Spade Basil	Wisp>2	Spear: Adds "Gungnir" Plunge
		Total>5	Attack
			Staff: Adds "Electrosceptre"

			Plunge Attack
Mother of Gods	Heart Mint	Shade>1	Flail: Adds "Green Princess",
		Gnome>1	"Game of Death", and "Red
		Undine>1	Dream" Plunge Attacks
Sun God	Sun Crystal	Wisp>2	Sword: Adds "Sunlight" Plunge
		Total>4	Attack
			Bow: Adds "Solar Flare" Plunge
			Attack
Moon Goddess	Moon Crystal	Shade>2	Sword: Adds "Moonlight" Plunge
		Total>4	Attack
			Bow: Adds "Lunar Shot" Plunge
			Attack
Thunder God	Electricity	Wisp>2	Hammer: Adds "Mjolnir" Plunge
		Salamander>2	Attack
		Jinn>2	
Goddess of Love	Virgin's Sigh	Shade>2	Pendant: Increases Lucre Gain
		Dryad>2	
Fertility Goddess	Ear of Wheat	Dryad>2	Armor: Petrification Immunity
		Total>4	Ring: Share Exp Crystals
Ocean God	Squalphin	Undine>2	Spear: Adds "Trident" Plunge
	Orcaplant	Total>4	Attack
			Armor: Flameburst Immunity
Wind God	Diceberry	Jinn>2	Staff: Adds "Caduceus" Plunge
		Total>4	Attack
			Shoes: Paralysis Immunity
Wisdom Goddess	Aroma Oil	Total>5	Shield: Stare Immunity
Blacksmith God	Ether	Aura>2	Hammer: Adds "Sledgehammer"
		Gnome>2	Plunge Attack
God of War	Dragon Blood	Salamander>2	Axe: Adds "Dragonslayer" Plunge
		Total>4	Attack
-----			
Fallen Angel	Angel Feather	Wisp>4	2HSword: Adds "Chaotic Avenger"
		Shade=0	Plunge Attack
Witch of Moon	Vampire Fang	Jinn=0	Sword: Adds "Vampsword" Plunge
		Undine>4	Attack
Lord of Flies	Clear Feather	Gnome=0	Knife: Adds "Sinister Blade"
		Jinn>4	Plunge Attack
Wings of Darkness	Blackened Bat	Wisp=0	Staff: Adds "Golden Touch" Plunge
		Shade>4	Attack
God of Destruction	Sharp Claw	Salamander>4	Sword: Adds "Flame Tongue" Plunge
		Undine=0	Attack
			Armor: Freeze Immunity
Beast-headed God	Poison Claw	Dryad>4	Knife: Adds "Poison Blade" Plunge
		Aura=0	Attack
Leviathan	Orange'opus	Salamander=0	2HAxe: Adds "Treefeller" Plunge
	Giant's Horn	Gnome>4	Attack
-----			
Sage	Messy Scroll	Jinn>0	Bow: Adds "Phoenix Falling"
		Undine>0	Plunge Attack
		Total>2	
Man of Valor	Dragon Breath	Wisp>0	Spear: Adds "Spear of Light"
		Salamander>0	Plunge Attack
		Total>2	
Wanderer	Wad of Wool	Shade>0	Axe: Adds "Woodchopper" Plunge
		Dryad>0	Attack
		Total>2	
-----			
Sacrificed Nymph	Ghost's Howl		Pendant: Petrification Immunity
			Affects cards from the 7 EVIL
			GODS family

Enticed Nymph	Lilipods		
Nymph of the Sky	White Feather	Wisp>0	Mantle: Allows HP restoration in
		Total>2	battle
Nymph of Orchards	Applesocks	Total>4	Ring: Unconscious time cut
Nymph of Dawn	Glow Crystal		Adds 192 energy to the item being
			tempered when it leaves the
			weapon/armor

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Spirit (Ocean)	Conchurnip		
Spirit (Forest)	Moth Wing		Bow: Adds "Elven Archer" Plunge
			Attack
Spirit (Mountain)	Ether	Aura<3	Hammer: Adds "Quake Hammer"
		Gnome<3	Plunge Attack
Spirit (Shoes)	Loquat-Shoes		Boots: Paralysis Immunity
	Pear o'Heels		Shoes: Extra Exp Crystal
Spirit (Housework)	Hairball		Ring: Extra Lucre
			Mantle: Sleep Immunity

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Pixie (Red Hat)	Little Eye		Transforms into Fallen Angel if
			Ragnarok is present
Pixie (Blue Hat)	Sleepy Eye		Transforms into Witch of Moon if
	Rust		Ragnarok is present
Pixie (Yellow Hat)	Blank Eye		Transforms into Lord of Flies if
	Sleepy Powder		Ragnarok is present
Pixie (Black Hat)	Wicked Eye		Transforms into Wings of Darkness
	Stinky Breath		if Ragnarok is present
Pixie (Light Blue Hat)	Angry Eye		Transforms into God of
	Poison Powder		Destruction if Ragnarok is
			present
Pixie (No Hat)	Dangerous Eye		Transforms into Beast-Headed God
			if Ragnarok is present
Pixie (Purple Hat)	Silly Eye		Transforms into Leviathan if
	Knockout Dust		Ragnarok is present

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Phoenix	Flaming Quill	Salamander>2	Ring: Automatically revives if
		Jinn>2	Volcano and Heaven's Scale
			are present
Unicorn	Whalamato	Gnome>2	Ring or Pendant:
		Undine>2	Halves revival time; divides
			it by three if Spring is
			present

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Wisp	Wisp Gold		Provides one Wisp Taint Point
	Wisp Silver		
Shade	Shade Gold		Provides one Shade Taint Point
	Shade Silver		
Dryad	Dryad Gold		Provides one Dryad Taint Point
	Dryad Silver		
	Round Seed		
	Oblong Seed		
	Crooked Seed		
	Big Seed		
	Small Seed		
	Long Seed		
	Flat Seed		
	Spiny Seed		
Aura	Aura Gold		Provides one Aura Taint Point
	Aura Silver		
Salamander	Sala Gold		Provides one Sala Taint Point
	Sala Silver		

Gnome	Fire Stone			Provides one Gnome Taint Point
	Gnome Gold			
	Gnome Silver			
Jinn	Earth Stone			Provides one Jinn Taint Point
	Jinn Gold			
	Jinn Silver			
Undine	Wind Stone			Provides one Undine Taint Point
	Undine Gold			
	Undine Silver			
	Water Stone			
-----				
Raven	Raven Feather			Bow: Adds "Magical Shot" Plunge
				Attack if Witch and Wolf are
				present
Wolf	Peach Puppy			Bow: Adds "Magical Shot" Plunge
				Attack if Witch and Raven
				are present
Sorcerer	Sulpher			Reduces the energy cost to raise
				Wisp, Dryad, Salamander, and
				Gnome essences
Witch	Mercury			Bow: Adds "Magical Shot" Plunge
				Attack if Raven and Wolf are
				present
				Reduces the energy cost to raise
				Shade, Aura, Jinn, and Undine
				essences
King	Garlicrown	Aura>0		Glove: Adds "Hand of Midas"
				Plunge Attack
Princess	Honey Onion			
Clown	Bumpkin			Knife: Adds "Quick Blade" Plunge
				Attack
				Weapons: Slash +50%, Heavy -50%
				Armor: Strike -50%, Pierce +50%
Cleric	Holy Water			Staff: Adds "Demonicide" Plunge
				Attack
				Weapons: Slash -50%, Heavy +50%
				Armor: Strike +50%, Slash +50%
-----				

## 9.5 Material Properties List

As mentioned in an earlier section, not all materials are as strong on one aspect of the weapon or armor you're working on as others. Use the following values when determining the basic power of your weapon, and in most cases, this will also help you determine which varnishing technique you will use.

Material Type	Material	Weapon Properties				Armor Properties			
		Slsh	Hevy	Frce	Tech	Strk	Slsh	Prce	MgcD
METAL	MenosBronze	10	10	10	10	10	10	10	10
METAL	ForsenaIron	15	15	15	15	15	15	15	15
METAL	GranzSteel	20	20	20	20	20	20	20	20
METAL	LorantSilver	25	25	25	25	25	25	25	25
METAL	WendelSilver	30	30	30	30	30	30	30	30
METAL	VizelGold	35	35	35	35	35	35	35	35
METAL	IshePlatinum	40	40	40	40	40	40	40	40
METAL	LorimarIron	45	45	45	45	45	45	45	45
METAL	AltenaAlloy	50	50	50	50	50	50	50	50

METAL	MaiaLead	??	??	??	??	??	??	??	??
METAL	Orihalcon	??	??	??	??	??	??	??	??
-----									
WOOD	OakWood	??	??	??	??	16-17	5-7	5-7	8-10
WOOD	HollyWood	??	??	??	??	24	5-7	8-10	12-13
WOOD	BaobabWood	??	??	??	??	32-34	10	13-14	17-18
WOOD	EbonyWood	??	??	??	??	40-41	13-14	16-17	22-23
WOOD	MapleWood	??	??	??	??	56	16-17	24	30-31
WOOD	DiorWood	??	??	??	??	80-81	25-27	35	44-45
WOOD	AshWood	??	??	??	??	48-49	15	20-21	27
WOOD	FossilWood	??	??	??	??	??	??	??	??
-----									
STONE	Marble	??	??	??	??	6-7	8-9	11-12	14-15
STONE	Obsidian	??	??	??	??	13-14	18	24	30-31
STONE	PedanStone	??	??	??	??	20-21	25-27	36	44-45
STONE	Gaeus'sTears	??	??	??	??	28-29	35-36	48-49	60-61
-----									
HIDE	AnimalHide	??	??	??	??	20-21	8-9	11-12	8-10
HIDE	GatorSkin	??	??	??	??	35-36	13-14	20-21	16-18
HIDE	CentaurHide	??	??	??	??	??	??	??	??
HIDE	DragonSkin	??	??	??	??	70-71	28-29	42	35
-----									
SCALES	FishScales	??	??	??	??	8-9	8-9	8-9	4-5
SCALES	LizardScales	??	??	??	??	19	19	16-17	8-10
SCALES	SnakeScales	??	??	??	??	28-29	28-29	24	12-13
SCALES	DragonScales	??	??	??	??	72	72	60	30
-----									
BONE	AnimalBone	??	??	??	??	8-9	15	5-7	8-10
BONE	Ivory	??	??	??	??	18	30-31	11-12	16-18
BONE	CursedBone	??	??	??	??	??	??	??	??
BONE	Fossil	??	??	??	??	??	??	??	??
-----									
FABRIC	ToppleCotton	??	??	??	??	8-9	8-9	8-9	8-10
FABRIC	Sultan'sSilk	??	??	??	??	13-14	13-14	13-14	14-15
FABRIC	JuddHemp	??	??	??	??	19	19	19	19
FABRIC	AltenaFelt	??	??	??	??	24	24	24	24-26
-----									
AEROLITE	JacobiniRock	??	??	??	??	15	13-14	18	24-26
AEROLITE	HalleyRock	??	??	??	??	20-21	18	24	32-34
AEROLITE	AnkhRock	??	??	??	??	25-26	22	30-31	40-42
AEROLITE	VinekRock	??	??	??	??	30-31	25-26	35-36	48-50
AEROLITE	TuttleRock	??	??	??	??	35-36	30-31	42	56-58
AEROLITE	NemesisRock	??	??	??	??	40-41	35-36	48-49	64-66
AEROLITE	BiellaRock	??	??	??	??	45	40-41	54	72-74
AEROLITE	SwifteRock	??	??	??	??	??	??	??	??
-----									
	Adamantite	??	??	??	??	62	30	92	62
	FullMetal	??	??	??	??	43-44	25-27	99	27
	Coral	??	??	??	??	23	8-9	32-34	8-10
	TortoiseShell	??	??	??	??	32-34	13-14	46	12-13
	Shell	??	??	??	??	25-26	10	36	8-10
	Emerald	??	??	??	??	1	1	1	50
	Pearl	??	??	??	??	1	1	1	50
	LapisLazuli	??	??	??	??	1	1	1	50
-----									

-----  
Weapon Type |Slsh Hevy Frce Tech  
-----

Knife |44 16 12 48



Sword	32	32	32	32
Axe	28	36	48	16
2H Sword	40	40	40	40
2H Axe	40	40	64	16
Hammer	8	72	64	16
Spear	52	20	24	48
Staff	4	44	16	32
Glove	0	32	24	56
Flail	0	40	28	44
Bow	40	4	20	40

Armor Type	Strk	Slsh	Prce	MgcD
Shield	8	8	8	4
Helm	8	7	6	2
Hat	4	2	2	4
Hauberk	12	16	16	2
Robe	6	6	6	8
Gauntlet	7	6	8	2
Ring	1	1	1	16
Boots	6	8	7	2
Shoes	2	4	2	4
Full-Armor	26	26	26	4
Mantle	4	4	4	12
Pendant	0	0	0	24

---

## 10. EXAMPLES

In this section, you will find a few tempering schemes, depicting procedures discussed here. We'll try to be as detailed as possible.

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### 10.1 AltenaAlloy Sword - Increasing Essence Levels

Here, we'll cover a small excerpt from what would be a complete essence tempering scheme for an AltenaAlloy Sword. You will examine the tempering of two essences, one of which conflicts with the other, and you will also see the effects of Wizard cards, as well as Chaos and Glow Crystals. In this process, we will demonstrate how to raise Salamander to level 9, and Gnome to level 7. In the end, we will also proceed with an essence consumption, bringing Salamander to level 10, and then work on raising Gnome back to level 7.

Item Added	SA	GN	Sword Power	Observations
Forging Sword	0	0	50	In this particular process, it's easy to
Sala Silver	1	0	52	observe how each step may or may not match the
Sulpher	2	0	55	energy requirements to achieve a level boost.
Sulpher	3	0	58	There are only a few steps in which wizard
Sulpher	4	0	61	cards are not taken into account, and you can
Sala Silver	5	0	63	easily observe how a Salamander card can taint
Glow Crystal	6	0	66	the following items tempered, so that their own
Glow Crystal	6	0	66	energy is attributed to Salamander. Even the
Glow Crystal	6	0	66	first Glow Crystal keeps raising Salamander.
Sulpher	6	0	66	

Sulpher	6	0	66	Also, notice how none of the cards bestow their
Sala Silver	6	0	66	effects on the turn they leave. For example,
Glow Crystal	7	0	69	when the first Sala card is in the third slot,
Glow Crystal	7	0	69	you're about to temper a Sala Silver. Looking
Glow Crystal	7	0	69	at the energy requirement charts, you need 32
Glow Crystal	7	0	69	energy to gain a level. However, the Sala card
Sulpher	7	0	69	will leave on this turn, and thus make the
Sulpher	7	0	69	increase unattainable without a Sala TP.
Sulpher	7	0	69	
Sala Silver	8	0	72	To better understand this simple procedure, try
Glow Crystal	8	0	72	to determine which factors are taken into
Glow Crystal	8	0	72	consideration when each item is tempered. The
Glow Crystal	8	0	72	optimization of materials can be done in an
Glow Crystal	8	0	72	easier fashion by figuring out economic and
Sulpher	8	0	72	effective ways of reaching a particular level,
Sulpher	8	0	72	and more often than not, these techniques are
Sulpher	8	0	72	also made so that when you've just reached a
Sala Gold	9	0	75	new level, you're already working on the next.

---

Chaos Crystal	9	0	75	When we first attempted this process, we began
Gnome Silver	9	1	77	to wonder how tainting would affect an essence
Glow Crystal	9	2	80	in conflict. After thorough tests, it seems a
Sulpher	9	2	80	conflicting essence can only taint while there
Sulpher	9	3	83	is a presence of the Ancient Moon. Note that
Chaos Crystal	9	3	83	the Ancient Moon needs only be present when
Gnome Silver	9	4	86	tempering an aligned item. Otherwise, a Chaos
Glow Crystal	9	5	88	Crystal would be required every 5 items.
Sulpher	9	5	88	
Sulpher	9	6	91	Otherwise, there are a lot of similarities in
Glow Crystal	9	6	91	the tempering of chaotic and non-chaotic
Glow Crystal	9	6	91	essences. It's just that you have to fit some
Glow Crystal	9	6	91	Chaos Crystals in between items every now and
Glow Crystal	9	6	91	then.
Chaos Crystal	9	6	91	
Sulpher	9	6	91	Gnome was only tempered to level 7 because this
Sulpher	9	6	91	is where Salamander can consume it.
Gnome Silver	9	7	94	

---

Sulpher	9	7	94	Since the consumption must be done with only 1
Sulpher	9	7	94	aligned item, it's crucial to reduce the energy
Sulpher	9	7	94	cost. It seems the consumption here requires 48
Sala Silver	10	6	94	energy at the most, with 3 wizard cards.

---

Chaos Crystal	10	5	91	As you can see, as soon as you keep tempering
Gnome Silver	10	5	91	beyond the consumption, the consumed essence
Sulpher	10	5	91	keeps losing power. This will persist until the
Sulpher	10	5	91	Ancient Moon becomes active on the weapon or
Glow Crystal	10	6	94	armor. This is why the initial Chaos Crystal
Glow Crystal	10	6	94	results in a Gnome power loss. The apparition
Glow Crystal	10	6	94	of the Ancient Moon on the following step stops
Glow Crystal	10	6	94	that.
Chaos Crystal	10	6	94	
Sulpher	10	6	94	Since Gnome was already at level 5, it's much
Sulpher	10	6	94	easier to coordinate the level 6 and level 7
Gnome Silver	10	7	97	procedures.

In this step, we will demonstrate how one places Plunge Attacks on a weapon. An identical process is used when one wishes to put some Status Immunities on armor, except that you'll be using different components. The reason we chose the Flail for this example is because there is only one Mystic Card that provides it with Plunge Attacks, and it happens to provide three of them. We will observe the process of getting a piece of DragonScales, and tempering it to a Flail with the "Green Princess", "Game of Death" and "Red Dream" Plunge Attacks.

```

-----
Item Added      |SH GN UN|Flail Power|Plunge Attacks
-----
Forging Flail  |0  0  0 |51          |
1 Shade Silver|1  0  0 |54          |
1 Undine Silver|2  0  1 |61          |
2 Gnome Silver|3  3  1 |76          |
1 Undine Silver|3  3  3 |83          |
1 Heart Mint   |3  3  3 |83          |
3 Lilipods     |3  3  3 |83          |Green Princess
                |        |            |Game of Death
                |        |            |Red Dream
-----

```

The reasons why we chose to finish with 3 Lilipods are simple. First off, you have to get the Mother of Gods card to become active on your Flail. When you first tempered your Heart Mint, the card was not yet active. Additionally, the Lilipods will create Enticed Nymphs, which will help you clean up your weapon, in case you might not want the cards from the Elements family to taint any of the subsequently tempered items. This is why it's recommended to perform the addition of Plunge Attacks and Status Immunities around the same time you're working on raising essence levels.

### 10.3 LorimarIron Armor - Augmenting Attributes

In order to demonstrate the augmentation of attributes, we're going to use one of the most simple, and most popular procedures: Yggsdrasil. Yggsdrasil has the potential to rise all of a weapon or armor's attribute bonuses to +10 at the same time, which is why the Spiny Seeds that make Yggsdrasil are so valuable. It's also crucial that we raise Dryad to level 5, otherwise Yggsdrasil won't appear. This also requires the cleansing of the armor to prevent the Dryad cards from tainting the Spiny Seeds, or having the Sulpher impose its limitations.

```

-----
Item Added      |DR|Attribute Augmentations
-----
Forging Armor  |0 |None
Dryad Silver   |1 |None
Sulpher        |2 |+1 HP
Sulpher        |2 |+1 HP
Sulpher        |3 |+1 HP, +1 Mgc
Sulpher        |4 |+1 HP, +3 Mgc
Dryad Silver   |5 |+3 HP, +3 Mgc
Lilipods       |5 |+3 HP, +3 Mgc
Lilipods       |5 |+3 HP, +3 Mgc
Lilipods       |5 |+1 HP, +1 Mgc
Spiny Seed     |5 |+1 HP, +1 Mgc
Spiny Seed     |5 |+2 to All
Spiny Seed     |5 |+3 to All
-----

```

Spiny Seed |5 |+4 to All  
 Spiny Seed |5 |+5 to All  
 Spiny Seed |5 |+7 to All  
 Spiny Seed |5 |+9 to All  
 Spiny Seed |5 |+10 All

-----

As you can see, there is an exponential growth in attribute bonuses, which is why it doesn't require too many Spiny Seeds. This growth is pretty much the same with all the different methods, but you need to be careful about what your attribute limitations will be, and how each item contributes towards attaining the desired attribute bonuses. For example, it's possible to reach a +15 bonus in Defense, and a +20 bonus in Luck using Leviathan cards, and considerable amounts of Aura coins or Hairballs, but odds are that every other attribute modifier on the item will be at -10 by the time the process is complete.

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#### 10.4 MapleWood Hammer - Varnishing

Although varnishing seems simple and quick, it's not all that easy to perform successfully. More often than not, the essence level tempering will affect the basic attributes of a weapon or armor in a way that one varnishing technique might be more productive before the essences are tempering while another could provide better results once the essence tempering is complete.

It's not only recommended, but it's mandatory that the varnishing be the last process used in the tempering of a weapon or armor. This is due to the basics of varnishing. It consists of placing on the weapon or armor as many cards that can boost its basic attributes (see the charts in section 9), without removing the desired attribute limitations from the previous step, and finishing off with what we call a "capper", which is an item that increases a piece of equipment's basic attributes without the need of a card. For example, when the essence level requirements aren't met for the production of its associated card, Sharp Claws make for good Spear and Bow cappers.

Now, the tricky part is finding out to what extent you can boost your equipment without losing the attribute limitations you so carefully worked on in the previous step. Many people who raise a weapon's attribute bonuses through Yggsdrasil will want to keep the Yggsdrasil card on the weapon to save the bonuses, and this limits the varnishing to only two cards and one capper. Others will prefer to sacrifice the attribute bonuses in favor of greater power. For example, varnishing a DragonScales armor with 3 Beds of Thorn and a Sleepy Eye will result in the most powerful type of armor available, with ratings of 98 in Strike and Slash defense, 99 in Pierce defense, and 6 in Magic defense. However, its attribute bonuses will be limited to +3, since these are the ones associated with the Bed of Thorn card.

In the following example, we will demonstrate a rather simple varnishing of a MapleWood Hammer. To optimize the results, we will use Holy Water to produce the Cleric cards, and we'll cap it with a Giant's Horn. You will see that the varnishing can provide astronomically high results:

-----

Item Added	Hammer Power	Cards Present	Notes
Forging Hammer	40	None	There is one little comment about
Holy Water	43	None	this specific process. Normally, we
Holy Water	52	Cleric x1	would have to use 4 Holy Water to add
Holy Water	61	Cleric x2	the 3 Clerics, since the Giant's Horn
Giant's Horn	105	Cleric x3	doesn't normally produce a card under

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|these essence level conditions. Still  
 |since we're using a wood item, any  
 |item that doesn't create a card of  
 |its own automatically produces a  
 |Dryad card, can it's enough to push  
 |in the third Cleric.

### 10.5 DiorWood Bow - Complete Process

This will be the only complete recipe in this guide, and it will include every aspect of tempering we've discussed so far. We won't go into specific detail for every single step, but we will describe our observations during each step. For this example, we will use a DiorWood Bow, and more specifically a Sacred Bow, which is a very rare item dropped by Chobin Hoods. The reason why we selected this Bow rather than to forge one altogether is because the Sacred Bow starts off with a unique Plunge Attack that can't be manually placed on the weapon.

#### Step 1: Essence Level Tempering:

Item Added	WI	SH	DR	AU	SA	GN	JI	UN	Power
Acquiring Sacred Bow	0	0	0	0	0	0	0	0	33
2 Glow Crystal	0	0	2	0	0	0	0	0	40
2 Shade Silver	0	3	3	0	0	0	0	0	54
3 Glow Crystal	0	6	5	0	0	0	0	0	70
2 Mercury	0	6	6	0	0	0	0	0	74
2 Shade Silver	0	7	6	0	0	0	0	0	77
3 Sulpher	0	7	6	0	0	0	0	0	77
2 Wisp Silver	3	7	6	0	0	0	0	0	87
3 Sulpher	4	7	6	0	0	0	0	0	91
1 Wisp Silver	4	7	6	0	0	0	0	0	91
3 Glow Crystal	6	7	7	0	0	0	0	0	101
2 Sulpher	6	7	7	0	0	0	0	0	101
2 Wisp Silver	7	7	8	0	0	0	0	0	108
1 Aura Silver	7	7	8	1	0	0	0	0	111
3 Mercury	7	7	8	4	0	0	0	0	121
1 Aura Silver	7	7	8	5	0	0	0	0	124
3 Glow Crystal	7	7	8	6	0	0	0	0	128
2 Mercury	7	7	8	6	0	0	0	0	128
1 Aura Silver	7	7	8	6	0	0	0	0	128
4 Glow Crystal	7	7	8	7	0	0	0	0	131
3 Mercury	7	7	8	7	0	0	0	0	131
1 Aura Silver	7	7	8	8	0	0	0	0	135
4 Glow Crystal	7	7	8	8	0	0	0	0	135
3 Mercury	7	7	8	8	0	0	0	0	135
1 Aura Gold	7	7	8	9	0	0	0	0	138
1 Sala Silver	7	7	8	9	1	0	0	0	141
3 Sulpher	7	7	8	9	4	0	0	0	151
1 Sala Silver	7	7	8	9	5	0	0	0	155
4 Glow Crystal	7	7	8	9	6	0	0	0	159
2 Sulpher	7	7	8	9	6	0	0	0	159
1 Flaming Quill	7	7	9	9	6	0	0	0	162
1 Sala Silver	7	7	9	9	7	0	0	0	165

4 Glow Crystal	7	7	9	9	7	0	0	0	165
3 Sulpher	7	7	9	9	7	0	0	0	165
1 Sala Silver	7	7	9	9	8	0	0	0	168
4 Glow Crystal	7	7	9	9	8	0	0	0	168
3 Sulpher	7	7	9	9	8	0	0	0	168
1 Sala Gold	7	7	9	9	9	0	0	0	172

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1 Undine Silver	7	7	10	9	9	0	0	1	178
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2 Jinn Silver	7	7	10	9	9	0	3	0	185
3 Mercury	7	7	10	9	9	0	5	0	192
1 Jinn Silver	7	7	10	9	9	0	6	0	195
4 Glow Crystal	7	7	10	9	9	0	7	0	199
2 Mercury	7	7	10	9	9	0	7	0	199
1 Jinn Silver	7	7	10	9	9	0	8	0	202
1 Jinn Gold	7	7	10	9	9	0	9	0	205

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1 Gnome Silver	7	7	10	9	9	0	9	0	205
1 Chaos Crystal	7	7	10	9	9	0	9	0	205
1 Gnome Silver	7	7	10	9	9	2	9	0	212
1 Glow Crystal	7	7	10	9	9	4	9	0	219
2 Sulpher	7	7	10	9	9	5	9	0	222
1 Chaos Crystal	7	7	10	9	9	5	9	0	222
1 Gnome Silver	7	7	10	9	9	6	9	0	226
2 Sulpher	7	7	10	9	9	6	9	0	226
1 Glow Crystal	7	7	10	9	9	7	9	0	229

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3 Glow Crystal	7	7	10	9	9	7	9	0	229
3 Sulpher	7	7	10	9	9	7	9	0	229
1 Sala Silver	7	7	10	9	10	6	9	0	229

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1 Chaos Crystal	7	7	10	9	10	5	9	0	226
1 Gnome Silver	7	7	10	9	10	5	9	0	226
1 Glow Crystal	7	7	10	9	10	5	9	0	226
2 Sulpher	7	7	10	9	10	6	9	0	229
1 Chaos Crystal	7	7	10	9	10	6	9	0	229
1 Gnome Silver	7	7	10	9	10	6	9	0	229
2 Sulpher	7	7	10	9	10	6	9	0	229
4 Glow Crystal	7	7	10	9	10	7	9	0	232
1 Chaos Crystal	7	7	10	9	10	7	9	0	232
2 Sulpher	7	7	10	9	10	7	9	0	232
1 Gnome Silver	7	7	10	9	10	8	9	0	236
4 Glow Crystal	7	7	10	9	10	8	9	0	236
1 Chaos Crystal	7	7	10	9	10	8	9	0	236
2 Sulpher	7	7	10	9	10	8	9	0	236
1 Gnome Gold	7	7	10	9	10	9	9	0	239

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4 Glow Crystal	7	7	10	9	10	9	9	0	239
3 Sulpher	7	7	10	9	10	9	9	0	239
1 Sala Gold	7	7	11	9	11	8	9	0	243

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3 Sala Silver	7	7	11	9	11	0	9	0	216
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1 Undine Silver	7	7	11	9	11	0	9	0	216
1 Chaos Crystal	7	7	11	9	11	0	9	0	216
1 Undine Silver	7	7	11	9	11	0	9	2	222
1 Glow Crystal	7	7	11	9	11	0	9	4	229
2 Mercury	7	7	11	9	11	0	9	5	232
1 Chaos Crystal	7	7	11	9	11	0	9	5	232
1 Undine Silver	7	7	11	9	11	0	9	6	236

2 Mercury	7	7	11	9	11	0	9	6	236
1 Glow Crystal	7	7	11	9	11	0	9	7	239
-----									
3 Glow Crystal	7	7	11	9	11	0	9	7	239
2 Mercury	7	7	11	9	11	0	9	7	239
1 Jinn Silver	7	7	11	9	11	0	10	6	239
-----									
1 Chaos Crystal	7	7	11	9	11	0	10	5	236
1 Undine Silver	7	7	11	9	11	0	10	5	236
1 Glow Crystal	7	7	11	9	11	0	10	5	236
2 Mercury	7	7	11	9	11	0	10	6	239
1 Chaos Crystal	7	7	11	9	11	0	10	6	239
1 Undine Silver	7	7	11	9	11	0	10	6	239
2 Mercury	7	7	11	9	11	0	10	6	239
4 Glow Crystal	7	7	11	9	11	0	10	7	243
1 Chaos Crystal	7	7	11	9	11	0	10	7	243
2 Mercury	7	7	11	9	11	0	10	7	243
1 Undine Silver	7	7	11	9	11	0	10	8	246
-----									
4 Glow Crystal	7	7	11	9	11	0	10	8	246
2 Mercury	7	7	11	9	11	0	10	8	246
1 Jinn Silver	7	7	11	9	11	0	11	7	246
-----									
1 Chaos Crystal	7	7	11	9	11	0	11	6	243
1 Undine Silver	7	7	11	9	11	0	11	6	243
2 Mercury	7	7	11	9	11	0	11	6	243
4 Glow Crystal	7	7	11	9	11	0	11	7	246
1 Chaos Crystal	7	7	11	9	11	0	11	7	246
2 Mercury	7	7	11	9	11	0	11	7	246
1 Undine Silver	7	7	11	9	11	0	11	8	249
4 Glow Crystal	7	7	11	9	11	0	11	8	249
1 Chaos Crystal	7	7	11	9	11	0	11	8	249
2 Mercury	7	7	11	9	11	0	11	8	249
1 Undine Gold	7	7	11	9	11	0	11	9	253
-----									
4 Glow Crystal	7	7	11	9	11	0	11	9	253
2 Mercury	7	7	11	9	11	0	11	9	253
1 Jinn Gold	7	7	11	9	11	0	12	8	253
-----									
1 Chaos Crystal	7	7	11	9	11	0	12	7	249
4 Glow Crystal	7	7	11	9	11	0	12	7	249
1 Chaos Crystal	7	7	11	9	11	0	12	7	249
2 Mercury	7	7	11	9	11	0	12	7	249
1 Undine Silver	7	7	11	9	11	0	12	8	253
4 Glow Crystal	7	7	11	9	11	0	12	8	253
1 Chaos Crystal	7	7	11	9	11	0	12	8	253
2 Mercury	7	7	11	9	11	0	12	8	253
1 Undine Gold	7	7	11	9	11	0	12	9	256
-----									
1 Gnome Silver	7	7	11	9	11	1	12	9	259
1 Chaos Crystal	7	7	11	9	11	1	12	9	259
1 Gnome Silver	7	7	11	9	11	3	12	9	266
3 Sulpher	7	7	11	9	11	5	12	9	273
1 Chaos Crystal	7	7	11	9	11	5	12	9	273
1 Gnome Silver	7	7	11	9	11	6	12	9	276
2 Sulpher	7	7	11	9	11	6	12	9	276
4 Glow Crystal	7	7	11	9	11	7	12	9	280
1 Chaos Crystal	7	7	11	9	11	7	12	9	280
2 Sulpher	7	7	11	9	11	7	12	9	280
1 Gnome Silver	7	7	11	9	11	8	12	9	283

```

4 Glow Crystal      |7 7 11 9 11 8 12 9 |283
1 Chaos Crystal    |7 7 11 9 11 8 12 9 |283
2 Sulpher          |7 7 11 9 11 8 12 9 |283
1 Gnome Gold       |7 7 11 9 11 9 12 9 |286

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You can observe how the sensitive essence in DiorWood (Dryad) borrows energy from the other items tempered in. The entire process brings Dryad to level 11, and not a single Dryad coin was spent. In fact, the highest levels of Dryad are attained in the middle of the tempering sequence of other essences (namely Salamander, no less). The only mystery in this sequence is why an Undine coin caused Dryad to move to level 10. It might be possible that the Undine coin causes a consumption of Salamander energy, which isn't enough to lower Sala by one level, but high enough to boost Dryad, especially with the two Sorcerer cards present to support it. One might conclude that Wizard cards create the possibility of a high-level consumption, and in this particular case, they were favorable to Dryad, and the consumption was forced by the Undine coin.

Keep in mind that this is the most expensive part of the tempering sequence. Just the essence tempering costs you over 300000 Lucre.

The interesting things to observe in this particular example are the usage of a conflicting coin prior to the usage of a Chaos Crystal when that essence is first tempered. For example, a Gnome Silver was added before going onto the first Chaos Crystal after having tempered Salamander to level 9. This taints the Gnome Silver that will come in after the Chaos Crystal without disturbing the balance of powers, and provides a useful amount of energy that optimizes the cost on Chaos Crystals by an interesting margin. However, you should be careful and not add any wizards that may be favorable to that coin prior to the conflicting coin, for they may render the coin powerful enough to reduce its dominating essence without having enough power to boost radically itself. This happened to us when we first started tempering Undine, and we decided it was best to simply avoid using Mercury prior to it.

The other interesting thing to observe during this process is how we tried to optimize on the Glow Crystal cost by trying to end the sequences that bring you to levels 6, 7 and 8 on Glow Crystals, since getting to the next level requires a sequence of Glow Crystals whose only purpose is to be discarded. Basically, we gave those particular Glow Crystals a double-purpose, and possibly saved up around 40,000 Lucre or more in the process.

The last factor that seemed interesting to us was how Dryad got to level 11. We were surprised to see it rise to level 10 when Salamander consumed Gnome the first time, and we were hoping the same effect would be apparent when Salamander, at level 10, consumed a level 8 Gnome to rise to level 11. It was unfortunate that Dryad didn't raise in this process, even though Salamander reached its targetted level normally. Anthony then came up with the theory of having the consumption take place while Gnome was at level 9 rather than level 8, and it turns out his theory was correct, and we got both Dryad and Salamander to reach level 11, at the expense of only 1 Gnome level.

#### Step 2: Adding Plunge Attacks

```

-----
Item Added|Power|Plunge Attacks
-----
None      |286  |Medusa's Arrow
          |      |Shot
          |      |Jump
Moth Wing |286  |Medusa's Arrow
          |      |Shot
          |      |Jump

```



Lilipods	286	Medusa's Arrow
		Elven Archer
		Jump

-----

This process is very simple. The Sacred Bow already starts out with the Medusa's Arrow in the slot normally attributed to Double Shot, and since we found that Plunge Attack to be useful, we decided to keep it, even though we might have chosen to replace it with something like the Magical Shot. Instead, we thought it might be better to add another Plunge Attack, taking the Shot's place. In this case, it was my personal preference that got us the Elven Archer, provided by the Spirit (of Forest) as seen in the mystic card tables. In order to get the Spirit to appear on the weapon, we needed to push in the Moth Wing, and since we were going to proceed onto the attribute augmentation process, a Lilipods should do.

### Step 3: Augmenting Attributes

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Item Added	Power	Attribute Modifications
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None	286	+1 Pwr, Skl, HP, Lck; +2 Chm; +3 Def, Mgc, Spr
3 Lilipods	286	+1 All
7 Spiny Seed	286	+9 All

-----

This is another simple process. In order to gain the benefits of Yggsdrasil, it's crucial to eliminate any other card with attribute limitations. This is why we added 3 Lilipods to be safe. Afterwards, it was just a matter of adding Spiny Seeds "al dente", until we reached the attribute augmentations. Although we could've gone all the way up to +10 on all attributes, we decided to stop at +9 because we were anticipating the varnishing process which, in this case, involved Clown cards, which have limitations of up to +9. Thus we saved on one Spiny Seed, and considering the rarity of this item, it's not such a bad tradeoff.

### Step 4: Varnishing

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Item Added	Power
------------	-------

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None	286
Bumpkin	286
Bumpkin	349
Bumpkin	445
Sharp Claw	815

-----

The final process is probably the most impressive one, as seen on this table. Only 4 items, and our bow went from a useful 286 power to an incredible 815! We chose to use Bumpkin here because they raise the A attribute of the weapon while reducing the B attribute, and this optimized the bow's basic attributes. The Sharp Claw also produced the same effect as the Clown cards produced by the Bumpkin, and this is why it created a 400-power boost on its own. Had you added a fourth Bumpkin to observe the growth, you would be somewhere near the 600-power range. Adding a Sharp Claw after a fourth Bumpkin would bring you to 815 again, though.

Note that in some cases, you might have to mix varnishing items to keep the better attribute augmentations, so don't hesitate to experiment on its own.

The final result of this time- and Lucre-expensive weapon is as follows:

Sacred Bow (DiorWoodBow)  
Power: 815

Plunge Attacks: Medusa's Arrow, Elven Archer, Jump

Essence Levels: Wisp 7, Shade 7, Dryad 11, Aura 9, Salamander 11, Gnome 9, Jinn 12, Undine 9.

Essence Markers: All

Mystic Card Slots: Clown x3

Attribute Augmentations: All +9

Approximate Cost: 330000 Lucre

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### 10.6 Adamantite Ring - Special Powers

This excerpt will be a rather short one. Basically, we're going to make the equivalent of a ForbiddenRing, except that we will be using stronger materials, and even employ the Bed of Thorn card to further boost this item. Keep in mind that the goal is to wind up with the Fertility Goddess card on top.

---

Item Added	Power	GN	DR	Cards (top to bottom)
Acquiring Ring	16	0	0	None
Round Seed	16	0	1	None
Sulpher	16	0	2	Dryad
Sulpher	16	0	3	Sorcerer - Dryad
Gnome Silver	16	1	4	Sorcerer - Sorcerer - Dryad
Needlettuce	16	2	4	Gnome - Sorcerer - Sorcerer
Needlettuce	26	3	4	Bed of Thorn - Gnome - Sorcerer
Ear of Wheat	40	3	4	Bed of Thorn - Bed of Thorn - Gnome
Lilipods	40	3	4	Fertility Goddess - Bed of Thorn - Bed of Thorn
Creepy Eye	49	3	4	Fertility Goddess - Bed of Thorn - Bed of Thorn

---

At this point, we've reached our goal, and we've thoroughly boosted our Adamantite Ring's power to a respectable level. Now, you have a much stronger variant to the ForbiddenRing. In future attempts to install special powers on various armor types, keep in mind that the goal is to put the card that actively bestows those powers on the top visible mystic card slot.

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### 10.7 DragonScales Spear - Cardless Tempering

This process is very simple. We will try to temper one essence at a time, employing items that don't create cards, but are highly energetic. In this particular situation, we will use Flaming Quills and Dialaurels. Notice how we're always using as many wizard cards as possible, at the same time:

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Item Added	Power	WI	SH	DR	AU	SA	GN	JI	UN
Acquiring Spear	65	0	0	0	0	0	0	0	0
Shade Silver	69	0	1	0	0	0	0	0	0
Mercury	74	0	2	0	0	0	0	0	0
Mercury	74	0	2	0	0	0	0	0	0
Aura Silver	83	0	3	0	1	0	0	0	0
Flaming Quill	88	0	4	0	1	0	0	0	0
Mercury	92	0	4	0	2	0	0	0	0
Mercury	97	0	4	0	3	0	0	0	0
Undine Silver	106	0	4	0	4	0	0	0	1
Flaming Quill	111	0	4	0	5	0	0	0	1
Flaming Quill	116	0	4	0	6	0	0	0	1
Flaming Quill	120	0	4	0	7	0	0	0	1

Wisp Silver	130	1	4	0	7	0	0	0	2
Flaming Quill	134	1	4	0	7	0	0	0	3
Flaming Quill	139	1	4	0	7	0	0	0	4
Flaming Quill	144	1	4	0	7	0	0	0	5
Flaming Quill	148	1	4	0	7	0	0	0	6
Flaming Quill	153	1	4	0	7	0	0	0	7
Sulpher	158	2	4	0	7	0	0	0	7
Sulpher	158	2	4	0	7	0	0	0	7
Dryad Silver	162	3	4	0	7	0	0	0	7
Flaming Quill	167	4	4	0	7	0	0	0	7
Sulpher	171	4	4	1	7	0	0	0	7
Sulpher	176	4	4	2	7	0	0	0	7
Gnome Silver	185	4	4	3	7	0	1	0	7
Flaming Quill	190	4	4	4	7	0	1	0	7
Flaming Quill	195	4	4	5	7	0	1	0	7
Flaming Quill	199	4	4	6	7	0	1	0	7
Flaming Quill	204	4	4	7	7	0	1	0	7
Jinn Silver	209	4	4	7	7	0	2	0	7
Flaming Quill	213	4	4	7	7	0	3	0	7
Flaming Quill	218	4	4	7	7	0	4	0	7
Flaming Quill	223	4	4	7	7	0	5	0	7
Flaming Quill	227	4	4	7	7	0	6	0	7
Flaming Quill	232	4	4	7	7	0	7	0	7
Mercury	232	4	4	7	7	0	7	0	7
Chaos Crystal	232	4	4	7	7	0	7	0	7
Sulpher	237	4	4	7	7	0	7	1	7
Flaming Quill	241	4	4	7	7	0	7	2	7
Flaming Quill	246	4	4	7	7	0	7	3	7
Flaming Quill	250	4	4	7	7	0	7	4	7
Flaming Quill	255	4	4	7	7	0	7	5	7
Sala Silver	260	4	4	7	7	1	7	5	7
Spade Basil	289	4	4	7	7	2	7	5	7
Dialaurel	269	4	4	7	7	3	7	5	7
Dialaurel	274	4	4	7	7	4	7	5	7
Dialaurel	278	4	4	7	7	5	7	5	7

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## 11. LOCATIONS OF A FEW USEFUL ITEMS

Here's a small list of where you can find items that might be particularly interesting for tempering.

- > Elemental Coins: Various boss locations
- > Glow and Chaos Crystals: Lumina's jewelry shop, Alex's shop (before "Fluorite" event), Bejeweled City (after "Teardrop Crystal" event)
- > Spiny Seeds: From Trent and the Orchard Tree, after harvesting produce, Lullabuds, Malboros, Shrieknips, Shadow-Zero Mini-Game
- > Various Produce: Grown, except for Mush-In-A-Box, Heart Mint, Spade Basil, Dialaurel, and Gold Clovers which can also be bought at the Bone Fortress
- > Sharp Claws: Molebears, Howlers, Kid Dragons, Tyrranos
- > Giant's Horns: Gray Oxen, Skull Beasts, Chess Knights
- > Scissors: Pincher Crabs
- > Various Eyes: Eye Spies, Beholders
- > Holy Water: Level 3 Material Shop
- > Mercury and Sulpher: Level 2 Material Shop
- > AltenaAlloy: Received from metal-reward events, in high-level lands
- > Lorimar Iron: Level 4 Material Shop
- > MapleWood: Level 4 Material Shop, Woodings

- > DiorWood: Woodings
- > PedanStone: Level 4 Material Shop, Teedies, Chimera Beasts
- > Gaeus'Tears: Chimera Beasts
- > DragonSkin: Land Dragons, Sky Dragons, Kid Dragons
- > DragonScales: Land Dragons, Sky Dragons
- > AltenaFelt: Level 4 Material Shop
- > Stronger Aerolites: Dropped finished items
- > Adamantite: Chess Knights
- > FullMetal: Pincher Crabs
- > Flaming Quill: Chocobos, Cockatrices

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## 12. CARD GLOSSARY

In this section, I've made a brief, but explanatory description of notable cards and card families, with their particular properties. Unless otherwise specified, cards bestow their effects from the turn they become active on your weapon or armor, until the turn before they are released.

### WORLD Cards

This suite of six cards is quite peculiar. Under normal conditions, no two cards of this suite may be able to exist on the same weapon or armor at the same time. Unlike most suites, WORLD cards bestow their effects on the turn they leave your weapon or armor.

### YGGSDRASIL Card

This card allows Spiny Seeds to repetitively boost all of the attribute modifiers at the same time, so long as this card is on the top visible slot, and is the oldest card available with limitations. If a card with limitations is older than YGGSDRASIL, or if YGGSDRASIL isn't on top, this effect will not work.

### ANCIENT MOON Card

As mentioned above, this card eliminates conflict during essence tempering.

### MIRRORED WORLD Card

As mentioned above, this card reverses the dominance order during essence tempering.

### RAGNAROK Card

When present, this card transforms any (potential) PIXIE card into a card from the 7 EVIL GODS suite. If RAGNAROK leaves, the EVIL GOD card reverts to PIXIE form.

### STAGE Cards

Like WORLD cards, those from this suite also bestow their effects on the turn they leave your weapon or armor.

### BED OF THORN Card

This card allows for multiple WORLD cards to coexist. So long as its effects are present, WORLD cards can be generated, if all other conditions are met. This card also prevents HP regeneration in battle, unless a direct counter-effect is placed on the top visible slot of every item with BED OF THORN.

### 7 EVIL GODS Cards

Cards from this suite can be obtained through raw materials by neglecting to temper a particular essence, and tempering the one who would be consumed by this essence to level 5 or above. Additionally, PIXIE cards turn into EVIL GOD cards in the presence of RAGNAROK. These cards have the highest attribute

limitations of all.

#### SACRIFICED NYMPH Card

This peculiar card becomes a card from the 7 EVIL GODS suite if followed by one such card. It becomes an exact duplicate of the adjacent EVIL GOD card, and reverts, should the real EVIL GOD card leave.

#### NYMPH OF DAWN Card

As mentioned above, this card releases 192 energy when discarded from a weapon or armor.

#### PIXIE Cards

Cards from this suite will permanently occupy the visible slots on your weapons and armor, starting with the bottom slots. The only items that can force a PIXIE card to be discarded are HOLY WATER and GARLICCROWNS.

#### ELEMENT Cards

These cards bestow 1 TP of their essence so long as their effects are bestowed.

#### SORCERER Card

This card reduces the energy cost for level-ups in Wisp, Dryad, Salamander, and Gnome, when tempering essences.

#### WITCH Card

This card reduces the energy cost for level-ups in Shade, Aura, Jinn, and Undine, when tempering essences.

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### 13. FREQUENTLY ASKED QUESTIONS (FAQ)

We have accumulated here a bunch of questions that were asked by people experimenting some difficulties with regard to tempering. It's recommended that you read these, in case you find a problem you were faced with as well.

Q: What are the best primary materials used to craft strong and temperable items?

A: For weapons, the most recommended are Adamantite, DiorWood, DragonScales, and Gaeus'sTears. For armor, DragonScales and Adamantite are best. TuttleRock makes great Rings and Pendants (albeit slightly weaker than the Adamantite counterparts), and SwifteRock would provide even better results, but it's unavailable in the English version, without a GameShark.

Q: I'm playing on Normal Mode, and I can't find those items. What can I do?

A: Well, keep in mind that if you use weaker materials, you'll wind up with weaker equipment. FullMetal seems to be the weaker alternative to Adamantite, but it's equally rare. MapleWood tempers well, and you could replace any attempts with DiorWood with MapleWood. Theoretically speaking, they should temper the same, due to the strong resemblance in their elemental resistance. There's not much you can do for a substitute for DragonScales, I'm afraid. Other Scale materials are much weaker. If you can't find Gaeus'sTears, you can default to Pedan Stone, which is a tad weaker, but very similar in tempering aspects. After that, the best you can go to is the stronger metals (LorimarIron and AltenaAlloy), but keep in mind that metals are very resistant to most essences, and have balanced attributes, making the varnishing weaker. I've determined that the strongest AltenaAlloy weapon should be a Hammer, which could possibly reach the 800-range. If you want to try out fabrics and hides, go for AltenaFelt and DragonSkin, which shouldn't be too difficult to find. Also, you can look for enemies which carry items made of rare materials. It's not all that uncommon to wind up with a DragonsRing or a DragonsMail when

fighting Land or Sky Dragons (these are a DragonScales Ring and Hauberk, respectively), and Mad Mallards drop Captain's Helms, which are made of Adamantite.

Q: What's all this I hear about Bed of Thorn and armor?

A: Bed of Thorn is the best armor varnishing available. A DragonScales armor varnished with 3 Bed of Thorn and a Sleepy Eye winds up at a fabulous 98, 98, 99, 6; a whopping 301 points of defense on one item only. Check the item and mystic card lists for details.

Q: How come my varnishing technique doesn't work on X Material when it worked for Y Material, and I used the same weapon?

A: This is because the two materials have differing attributes. Also, essence levels boost attributes of weapons in ways that are still beyond us. This can always be a factor.

Q: Why doesn't the essence raising technique work the same for Wisp and Shade?

A: My guess is that Wisp and Shade, being the most natural of all essences, are simply more difficult to raise. The best guess I can come up with is that these essences would be considered to be as difficult to temper as a conflicting essence would, and this explains why you can't raise a highly resistant Wisp/Shade beyond level 7, even though you can do it without using Chaos Crystals. Until more progress is done, a highly resistant Wisp/Shade tops at level 7, and a low-resistance Wisp/Shade tops at 9. My other theory is that the ease at which you temper Wisp and Shade depends on which one of the other top-row essences dominates. If Dryad is higher than Aura, you could probably temper Wisp much more easily. Same goes for Aura and Shade. The reversed situation also applies. On DragonScales, I tempered Aura to level 9, and when I next tempered Wisp, I couldn't even pass level 8.

Q: How do you know how many cards are affected by a particular card? Couldn't it be possible to have 4 wizard cards accounted for when tempering an item by tempering your item as a wizard card leaves and another goes in?

A: No. When a wizard card leaves, its effects are not accounted for. This includes the turn in which the card is leaving. This is much different from other items, as Ancient Moons still prevent chaos when they're leaving, but elemental spirit cards still can't taint an item being tempered as they leave.

Q: Why is tempering so expensive?

A: That's easy. It's because of all the Glow Crystals and Chaos Crystals you need for essence level tempering. The Glow Crystals sell at 2,000 Lucre a piece, and the Chaos Crystals sell at 5,000 Lucre each.

Q: In the meantime, is there anything I can do to reduce the cost of tempering?

A: There are two ways to go here. Either you work on optimizing recipes to use as little Crystals as possible, or you stick to Cardless Tempering. Using the latter alternative, I've been able to temper a 576-power DragonScalesSpear for a meaningless 11300 Lucre.

Q: Argh! I can't even get those more common materials you mentioned!

A: Um, that's not a question... Anyway try bringing a PolterBox pet with you. You'll have better odds of getting the items you need. Note that the higher the enemy level, the higher the odds of getting rare items. It's also recommended that you bring yourself some equipment that raises your own Luck, since that's a factor as well. If the attribute augmentation process is optimized, a piece of equipment may have as much as +20 in its Luck attribute, so make yourself 4 items like that (1 weapon, 3 armor components), and you could start out with an effective 85 Luck.

Q: I still can't figure out how these essences work. Can you help me?

A: Try going over all the information again. Afterwards, take a look at the experiments on AltenaAlloy, DragonScales and DiorWood presented in this guide, and try to observe how much of which energy is unleashed at which particular time. Eventually, you'll see that the numbers make sense (except maybe for Wisp and Shade), and you'll be able to devise tempering schemes.

Q: What's this I hear about Bed of Thorn working on an armor with 1 level of Salamander? Are you giving us crap or something?

A: No, I'm not. When determining the possibility of generating a card, according to essence level requirements, you only consider the conditions prior to tempering in your items. Thus, if Dryad's at 1 and Sala is at 0, but you happen to have a Sala TP as you temper a Needlettuce in, the Needlettuce will later create a Bed of Thorn, despite the fact that it directly caused Salamander to rise to level 1.

Q: How come you didn't include the best tempering schemes for everything?

A: For starters, it would take too long, and this document would be huge (more so than it already is). Also, you have to be able to make your own designs, otherwise you'll never understand how tempering works. Give a man a fish and he's fed for a day. Teach a man to fish, and he's fed forever. Keep in mind that this is more of a manual rather than a corrector's guide.

Q: How long does it take to understand tempering?

A: That depends on how you proceed to it. Anthony went to it through trial and error, and his first trials were made to optimize the currently available DiorWood tempering schemes. He never mentioned how long it took him, but since he was the only tempering guru I knew when I was starting up, I'm guessing a good while. As for me, well that's another matter. I never paid much heed to the existing recipes and went directly onto hardcore theory. It took me a week (and a few questions answered by Anthony) to develop a 78-essence DragonScales tempering scheme, which turned out to be slightly flawed and was limited to 72 essence levels, until AsianGrinch came by, and tried out something new to get the essences to drain correctly. Depending on your learning curve, it may take you between a week and two months to understand how tempering works. It's my experience that learning the mechanics of this makes the understanding easier, but you're still in it for a few bugs along the way, as Anthony told me so many times. ^\_^

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#### 14. SCRATCH PAD

This section won't have elaborate explanations. Here, I will write down some nifty tricks to perform when tempering. More precisely, here will be some short recipes for particular objectives. Note that these recipes might not be integrated into larger recipes. These are stand-alone. Using the information in this FAQ, you might be able to incorporate these in recipes of your own.

- > +20 on all Attributes, except HP (any material, except MaiaLead):
- > 1 Dryad Silver (or a non-Spiny seed)
- > 3 Sulpher
- > 1 Dryad Silver
- > 1 Needle
- > 2 Spiny Seed
- > 1 Poison Fang
- > 8 Spiny Seed
  
- > 20000+ Lucre WindCap (only on WindCaps):
- > 4 Clear Feather

- > 8800+ Lucre items of all kinds:
- > 1 Dryad Silver (or a non-Spiny seed)
- > 1 Needle
- > 4 Grave Dirt

- > 40000+ Lucre items:
- > 1 Dryad Silver (or a non-Spiny seed)
- > 1 Earth Stone
- > 1 Needle (or Needletteuce)
- > 1 Chaos Crystal
- > 1 Water Stone
- > 1 Wind Stone
- > 1 Fire Stone
- > 1 Needletteuce
- > 4 Pine o'Clock

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## 15. CREDITS AND CONTACTING

You can reach me with your questions at ([marcusmajarra@hotmail.com](mailto:marcusmajarra@hotmail.com)). Up to now (version 2.50), there are little questions to be answered, apart from those values missing in the FAQ. Most of the explanations and information is already up, and you already have more than you need to make complete recipes. DO NOT ASK ME FOR COMPLETE RECIPES FOR ANYTHING. I will not send them to you, and most likely won't even reply to your email. I compiled all this information so that you guys can start tempering without having to check a recipe FAQ, and if I give out all my recipes, you'll learn nothing, and this FAQ will be in vain. This is also why I've not specified how to adapt the few examples in this guide onto any item. This is something that you'll have to do on your own. Learn to temper, people.

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He's my guru of tempering, and I wouldn't be here without his precious counseling. Lots of the work discussed here is credited to him.

AsianGrinch ([tonguyen@mines.edu](mailto:tonguyen@mines.edu))  
Another master blacksmith. He discovered how to get stubborn essences to consume in the higher levels when the techniques I was using wouldn't work.

Borris, the Mindless Russian ([fdesroches@juno.com](mailto:fdesroches@juno.com))  
Well, come to think of it, Borris didn't contribute a lot in the tempering business, but I'll be damned if there's a LoM question he can't answer. This dude knows. Along with Anthony, they're working on incredible artifact placement guides as well.

Albatross ([xo\\_pitseleh@hotmail.com](mailto:xo_pitseleh@hotmail.com))  
[http://www.geocities.com/xo\\_pitseleh/lom.html](http://www.geocities.com/xo_pitseleh/lom.html)  
Another person whom's mention is required. He's the one who brought me the translated charts from the Ultimania guide, and without his documents, I wouldn't have understood so much about the complexity of tempering. If you're happy to have some info charts here, you should thank him as well.



GameFAQs' LoM Message Board

The people here have supported the work here, and waited patiently for me to gather this all up. Thank you for coping with me and my ego. ^\_~

Robert Silvers (neo\_rob\_silvers@hotmail.com)

He's my first guinea pig. ^^ Just kidding. He's the first tester of this document, and any comments on his part will go on the next update, if I can provide any remedy to it.

The following people have also directly contributed to this FAQ:

Myst Erik Ery (Myst\_Erik@yahoo.com)

BalbanesBeoulve ()

WeaponOMD ()

Wodash ()

(as you can see, I'm missing a few email addresses here. Please send them in, if you have them, for proper creditting)

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