

Kingdom Hearts Final Mix  
Complete Cheat Sheet

Use the table of contents to the left to find the categories easier!

Helpful Links:  
[Ultima Weapon Synthesis Guide](#)  
[Kingdom Hearts Heartless Compendium](#)  
[List of Synthesis Materials](#)

Best Heartless Locations

Use CTRL + F to search for specific drops, worlds, or Heartless

\* = Special Heartless, drops important synthesis materials

Traverse Town (Pre Hollow Bastion)			
Heartless	Location	Common Drop	Rare Drop
Shadow	Various Districts	Lucid Shard (3%)	Potion (1%)
Soldier	Various Districts	Spirit Shard (6%)	Potion (2%) Protect Chain (1%)
Large Body	Second District	Spirit Shard (10%)	Hi-Potion (4%) Protera Chain (1%)
Blue Rhapsody	Second District	Frost Shard (12%)	Ether (4%) Blizzara Ring (1%)
Yellow Opera	Second District	Thunder Shard (6%)	Ether (1%) Thundara Ring (0.5%)
* Sniperwild	Second District	(6 kills) Potion (100%) Power Stone (35%)	--
Air Soldier	Third District	Spirit Gem (4%)	Potion (2%) Hi-Potion (1%)
White Mushroom (Pre-locking Traverse Town)	Red Room (Fire,Blizzard, Thunder)	3rd Spell Drops: x Shard (100%) Mystery Goo (10%)	Same 3 Spells Drops: x Arts (100%) Mystery Goo (10%) x Gem (10%)

Traverse Town (Post Hollow Bastion)			
Heartless	Location	Common Drop	Rare Drop
Shadow	Various Districts	Lucid Shard (3%)	Potion (1%)
Darkball	Various Districts	Lucid Crystal (1%) Hi-Potion (1%)	--
* Sniperwild	Second District	(6 kills) Potion (100%) Power Stone (35%)	--
Search Ghost	Second District	Bright Gem (4%)	Hi-Potion (2%) Mega Potion (2%)
Defender	Third District	Bright Crystal (2%)	Elixir (1%) Defender (0.2%)
Wyvern	Second District	Power Crystal (2%) Hi-Potion (2%)	Elixir (0.5%)

Wonderland (Pre Hollow Bastion)			
Heartless	Location	Common Drop	Rare Drop
Shadow	Various Areas	Lucid Shard (3%)	Potion (1%)
* Gigas Shadow	Bizarre Room (Multiple Shadows will spawn first)	Lucid Shard (100%) Fury Stone (35%) if 5 are defeated	--
Soldier	Lotus Forest	Spirit Shard (6%)	Potion (2%) Protect Chain (1%)
Red Nocturne	Bizarre Room	Blaze Shard (8%)	Ether (4%) Fira Ring (1%)
White Mushroom	Lotus Forest (Fire,Blizzard, Thunder)	3rd Spell Drops: x Shard (100%) Mystery Goo (10%)	Same 3 Spells Drops: x Arts (100%) Mystery Goo (10%) x Gem (10%)

Wonderland (Post Hollow Bastion)			
Heartless	Location	Common Drop	Rare Drop
Shadow	(Various Districts)	Lucid Shard (3%)	Potion (1%)
* Gigas Shadow	Bizarre Room (Multiple Shadows will spawn first)	Lucid Shard (100%) Fury Stone (35%) if 5 are defeated	--
Yellow Opera	Lotus Forest	Thunder Shard (6%)	Ether (1%) Thundara Ring (0.5%)
White Mushroom	Lotus Forest (Fire,Blizzard, Thunder)	3rd Spell Drops: x Shard (100%) Mystery Goo (10%)	Same 3 Spells Drops: x Arts (100%) Mystery Goo (10%) x Gem (10%)

Deep Jungle (Pre Hollow Bastion)			
Heartless	Location	Common Drop	Rare Drop
Shadow	Various Areas	Lucid Shard (3%)	Potion (1%)
* Black Ballade	Bamboo Thicket	Lightning Stone (10% per correct guess) (100% for 4 correct guesses)	--
Power Wild	Climbing Trees	Power Shard (4%)	Potion (2%) Protera Chain (0.5%)
Bouncywild	Treehouse	Power Shard (8%)	Hi-Potion (8%) Protera Chain (2%)
White Mushroom	Camp (Fire,Blizzard, Thunder, Cure)	3rd Spell Drops: x Shard (100%) Mystery Goo (10%)	Same 3 Spells Drops: x Arts (100%) Mystery Goo (10%) x Gem (10%)
* Pink Agaricus (Spawns w/ 3 White Mushrooms before it)	Treehouse	100 Hits Drops: Prime Cap (100%) Serenity Power (100%) Mystery Goo (100%)	70/80/90 Hits: Ether (100%) Serenity Power (200%)

Deep Jungle (Post Hollow Bastion)			
Heartless	Location	Common Drop	Rare Drop
Shadow	Various Areas	Lucid Shard (3%)	Potion (1%)
* Black Ballade	Bamboo Thicket	Lightning Stone (10% per correct guess) (100% for 4 correct guesses)	--
Power Wild	Camp	Power Shard (4%)	Potion (2%) Protera Chain (0.5%)
Bouncywild	Treehouse	Power Shard (8%)	Hi-Potion (8%) Protera Chain (2%)
Wizard	Bamboo Thicket	Shiny Crystal (2%) Ether (2%)	Wizard Relic (0.2%)
White Mushroom	Camp (Fire,Blizzard, Thunder, Cure)	3rd Spell Drops: x Shard (100%) Mystery Goo (10%)	Same 3 Spells Drops: x Arts (100%) Mystery Goo (10%) x Gem (10%)
* Pink Agaricus (Spawns w/ 3 White Mushrooms before it)	Treehouse	100 Hits Drops: Prime Cap (100%) Serenity Power (100%) Mystery Goo (100%)	70/80/90 Hits: Ether (100%) Serenity Power (200%)

Agrabah (Pre Hollow Bastion)			
Heartless	Location	Common Drop	Rare Drop
Shadow	Various Areas	Lucid Shard (3%)	Potion (1%)
Soldier	Main Street	Spirit Shard (6%)	Potion (2%) Protect Chain (1%)
Bandit	Outside Cave of Wonders	Blaze Gem (4%)	Potion (2%) Protera Chain (0.5%)
Fat Bandit	Lamp Chamber	Blaze Gem (8%)	Hi-Potion (4%) Firaga Ring (1%)
Pot Spider	Bazaar	Tent (1%) Mythril Shard (1%)	Camping Set (0.5%)
* Pot Scorpion	Palace Gates	Upon Defeat: Mythril Stone (20%)  11th Pot: Mythril Stone (10%)	--
White Mushroom	Treasure Room (Fire,Blizzard, Thunder, Gravity)	3rd Spell Drops: x Shard (100%) Mystery Goo (10%)	Same 3 Spells Drops: x Arts (100%) Mystery Goo (10%) x Gem (10%)
* Black Fungus	Bazaar	Critical Hit Drops: (Use Gravity or Trinity) Mystery Mold (100%) Mystery Goo (100%)	Combo Finish Drops: Mystery Mold (10%) Mystery Goo (100%)

Agrabah (Post Hollow Bastion)			
Heartless	Location	Common Drop	Rare Drop
Shadow	Various Areas	Lucid Shard (3%)	Potion (1%)
Large Body	Main Street	Spirit Shard (10%)	Hi-Potion (4%) Protera Chain (1%)
Bandit	Lamp Chamber (Boss Room)	Blaze Gem (4%)	Potion (2%) Protera Chain (0.5%)
Fat Bandit	Outside Cave of Wonders	Blaze Gem (8%)	Hi-Potion (4%) Firaga Ring (1%)
Pot Spider	Bazaar	Tent (1%) Mythril Shard (1%)	Camping Set (0.5%)
* Pot Scorpion	Palace Gates	Upon Defeat: Mythril Stone (20%)  11th Pot: Mythril Stone (10%)	--
White Mushroom	Treasure Room (Fire,Blizzard, Thunder, Gravity)	3rd Spell Drops: x Shard (100%) Mystery Goo (10%)	Same 3 Spells Drops: x Arts (100%) Mystery Goo (10%) x Gem (10%)

Monstro (Pre Hollow Bastion)			
Heartless	Location	Common Drop	Rare Drop
Shadow	Various Areas	Lucid Shard (3%)	Potion (1%)
Green Requiem	Chamber 6	Bright Shard (10%)	Ether (4%) Protera Chain (0.5%)
Barrel Spider	Chamber 6	Camping Set (1%) Mythril Shard (1%)	Cottage (0.5%)
* Grand Ghost	Stomach	Frost Stone (100%)	Use Elixir: Frost Stone (35%)  Use Megalixir: +1 Frost Stone (20%)

Monstro (Post Hollow Bastion)			
Heartless	Location	Common Drop	Rare Drop
Shadow	Various Areas	Lucid Shard (3%)	Potion (1%)
Red Nocturne	Chamber 3	Blaze Shard (8%)	Ether (4%) Fira Ring (1%)
Power Wild	Chamber 5	Power Shard (4%)	Potion (2%) Protera Chain (0.5%)
Fat Bandit	Stomach	Blaze Gem (8%)	Hi-Potion (4%) Firaga Ring (1%)
Barrel Spider	Chamber 6	Camping Set (1%) Mythril Shard (1%)	Cottage (0.5%)
* Grand Ghost	Stomach	Frost Stone (100%)	Use Elixir: Frost Stone (35%)  Use Megalixir: +1 Frost Stone (20%)
Pirate	Chamber 5	Power Gem (4%)	Hi-Potion (2%) Mega-Potion (1%)
Air Pirate	Chamber 6	Power Gem (4%)	Hi-Potion (2%) Mega-Potion (1%)

Atlantica (Pre Hollow Bastion)			
Heartless	Location	Common Drop	Rare Drop
Search Ghost	Sunken Ship	Bright Gem (4%)	Hi-Potion (2%) Mega-Potion (2%)
Sea Neon	Undersea Valley	Frost Gem (2%)	Ether (0.5%) Blizzaga Ring (0.1%)
Sheltering Zone	Undersea Valley	Frost Gem (8%)	Ether (0.5%) Blizzaga Ring (0.1%)
Screwdiver	Undersea Gorge	Thunder Gem (6%)	Hi-Potion (4%) Thundaga Ring (0.5%)
Aquatank	Undersea Gorge	Thunder Gem (8%)	Mega Potion (4%) Thundaga Ring (1%)
White Mushroom	Below Deck / Sunken Ship (Fire,Blizzard, Thunder, Stop)	3rd Spell Drops: x Shard (100%) Mystery Goo (10%)	Same 3 Spells Drops: x Arts (100%) Mystery Goo (10%) x Gem (10%)
* Pink Agaricus (Spawns w/ 3 White Mushrooms before it)	Undersea Cave	100 Hits Drops: Prime Cap (100%) Serenity Power (100%) Mystery Goo (100%)	70/80/90 Hits: Ether (100%) Serenity Power (200%)

Atlantica (Post Hollow Bastion)			
Heartless	Location	Common Drop	Rare Drop
Sea Neon	Undersea Garden	Frost Gem (2%)	Ether (0.52%) Blizzaga Ring (0.1%)
Sheltering Zone	Triton's Palace	Frost Gem (8%)	Ether (0.5%) Blizzaga Ring (0.1%)
Screwdiver	Undersea Gorge	Thunder Gem (6%)	Hi-Potion (4%) Thundaga Ring (0.5%)
Aquatank	Undersea Gorge	Thunder Gem (8%)	Mega Potion (4%) Thundaga Ring (1%)
Darkball	Undersea Valley	Lucid Crystal (1%) Hi-Potion (1%)	--
* Pink Agaricus (Spawns w/ 3 White Mushrooms before it)	Undersea Cave	100 Hits Drops: Prime Cap (100%) Serenity Power (100%) Mystery Goo (100%)	70/80/90 Hits: Ether (100%) Serenity Power (200%)

Halloween Town (Pre Hollow Bastion)			
Heartless	Location	Common Drop	Rare Drop
Shadow	Various Areas	Lucid Shard (3%)	Potion (1%)
Wight Knight	Moonlight Hill	Lucid Gem (2%)	Hi-Potion (4%) Mega-Potion (0.5%)
Gargoyle	Moonlight Hill	Lucid Gem (4%)	Ether (2%) Mega-Ether (0.5%)
Chimera	Manor Ruins	Blazing Stone (35%)	Knock Back 9 Heads: Blazing Stone (40%)
White Mushroom	Graveyard (Fire,Blizzard, Thunder, Aero)	3rd Spell Drops: x Shard (100%) Mystery Goo (10%)	Same 3 Spells Drops: x Arts (100%) Mystery Goo (10%) x Gem (10%)

Halloween Town (Post Hollow Bastion)			
Heartless	Location	Common Drop	Rare Drop
Shadow	(Various Districts)	Lucid Shard (3%)	Potion (1%)
Wight Knight	Manor Ruins	Lucid Gem (2%)	Hi-Potion (4%) Mega-Potion (0.5%)
Gargoyle	Manor Ruins (Can spawn infinitely with Chimera)	Lucid Gem (4%)	Ether (2%) Mega-Ether (0.5%)
Chimera	Manor Ruins	Blazing Stone (35%)	Knock Back 9 Heads: Blazing Stone (40%)
White Mushroom	Graveyard (Fire,Blizzard, Thunder, Aero)	3rd Spell Drops: x Shard (100%) Mystery Goo (10%)	Same 3 Spells Drops: x Arts (100%) Mystery Goo (10%) x Gem (10%)

Neverland (Pre Hollow Bastion)			
Heartless	Location	Common Drop	Rare Drop
Shadow	Various Areas	Lucid Shard (3%)	Potion (1%)
Pirate	Ship Freezer	Power Gem (4%)	Hi-Potion (2%) Mega-Potion (1%)
Air Pirate	Ship Deck	Power Gem (4%)	Hi-Potion (2%) Mega-Potion (1%)
Battleship	Ship Deck	Power Gem (4%)	Destroy Mast/Cannon: Power Gem (8%) Elixir (1%) Element Ring (1%)
Jet Balloon	Ship Deck	Dazzling Stone (20% / 100%)	--
Rare Truffle	Ship Deck	100 Hit Drops: Matsutake Rank (100%) Mystery Goo (100%) Megalixir (100%)	50 Hit Drops: Shiitake Rank (100%) Elixir (100%) Mystery Goo (40%)

Neverland (Post Hollow Bastion)			
Heartless	Location	Common Drop	Rare Drop
Shadow	(Various Districts)	Lucid Shard (3%)	Potion (1%)
Pirate	Captain's Cabin	Power Gem (4%)	Hi-Potion (2%) Mega-Potion (1%)
Air Pirate	Ship Deck	Power Gem (4%)	Hi-Potion (2%) Mega-Potion (1%)
Battleship	Ship Deck	Power Gem (4%)	Destroy Mast/Cannon: Power Gem (8%) Elixir (1%) Element Ring (1%)
Jet Balloon	Ship Deck	Dazzling Stone (20% / 100%)	--

Hollow Bastion (Second Visit)			
Heartless	Location	Common Drop	Rare Drop
Shadow	Various Areas	Lucid Shard (3%)	Potion (1%)
* Stealth Soldier	Entrance Hall (Two Large Bodies Appear)  Grand Hall (Four Darkballs Appear)	Energy Stone (35%)	--
Blue Rhapsody	Entrance Hall	Frost Shard (12%)	Ether (4%) Blizzara Ring (1%)
Green Requiem	High Tower	Bright Shard (10%)	Ether (4%) Protera Chain (0.5%)
Air Soldier	High Tower	Spirit Gem (4%)	Potion (2%) Hi-Potion (1%)
Defender	Grand Hall (Only if Stealth Soldier doesn't spawn)	Bright Crystal (2%)	Elixir (1%) Defender (0.2%)

End of the World			
Heartless	Location	Common Drop	Rare Drop
Shadow	Various Areas	Lucid Shard (3%)	Potion (1%)
Behemoth	Final Dimension (Can be Respawned)	Mythril Shard (20%)	Omega Arts (5%)
Invisible	Linked Worlds	Gale (6%)	--
Angel Star	Giant Crevasse Linked Worlds	Gale (6%)	--
Neoshadow	Linked Worlds	Stormy Stone (35%)	--
White Mushroom	Linked Worlds (All 7 Spells)	3rd Spell Drops: x Shard (100%) Mystery Goo (10%)	Same 3 Spells Drops: x Arts (100%) Mystery Goo (10%) x Gem (10%)

List of Dropped Items

Use the links below to go to a specific item/Drop

[Lucid Shard](#) || [Lucid Gem](#) || [Lucid Crystal](#)  
[Spirit Shard](#) || [Spirit Gem](#)  
[Power Shard](#) || [Power Gem](#) || [Power Crystal](#)  
[Blaze Shard](#) || [Blaze Gem](#)  
[Frost Shard](#) || [Frost Gem](#)  
[Thunder Shard](#) || [Thunder Gem](#)  
[Shiny Crystal](#)  
[Bright Shard](#) || [Bright Gem](#) || [Bright Crystal](#)  
[Mystery Goo](#) || [Gale](#) || [Mythril Shard](#) || [Mythril](#) || [Orichalcum](#)  
[Fury Stone](#) || [Power Stone](#) || [Energy Stone](#) || [Blazing Stone](#)  
[Frost Stone](#) || [Lightning Stone](#) || [Dazzling Stone](#)  
[Serenity Power](#) || [Stormy Stone](#) || [Mythril Stone](#)  
[Dark Matter](#)

Lucid Shard
Shadow Gigas Shadow White Mushroom (Cast Gravity)



<b>Lucid Gem</b>
Wight Knight Gargoyle White Mushroom (Cast Gravity)

<b>Lucid Crystal</b>
Darkball

<b>Spirit Shard</b>
Soldier Large Body White Mushroom (Cast Aero)

<b>Spirit Gem</b>
Air Soldier White Mushroom (Cast Aero)

<b>Power Shard</b>
Power Wild Bouncywild White Mushroom (Cast Stop)

<b>Power Gem</b>
Pirate Air Pirate Battleship White Mushroom (Cast Stop)

<b>Power Crystal</b>
Wyvern

<b>Blaze Shard</b>
Red Nocturne White Mushroom (Cast Fire)

<b>Blaze Gem</b>
Bandit Fat Bandit White Mushroom (Cast Fire)

<b>Frost Shard</b>
Blue Rhapsody White Mushroom (Cast Blizzard)

<b>Frost Gem</b>
Sea Neon Sheltering Zone White Mushroom (Cast Blizzard)

<b>Thunder Shard</b>
Yellow Opera White Mushroom (Cast Thunder)

<b>Thunder Gem</b>
Screwdriver Aqua Tank White Mushroom (Cast Thunder)

<b>Shiny Crystal</b>
Wizard

<b>Bright Shard</b>
Green Requiem White Mushroom (Cast Cure)

<b>Bright Gem</b>
Search Ghost White Mushroom (Cast Cure)

<b>Bright Crystal</b>
Defender

<b>Mystery Goo</b>
White Mushroom (Cast the same three spell three times) Black Fungus Rare Truffle Pink Agaricus

<b>Gale</b>
Invisible Angel Star

<b>Mythril Shard</b>
Pot Spider Barrel Spider Pot Scorpion Arc Behemoth

<b>Mythril</b>
Must Be Synthesized

<b>Orichalcum</b>
Traverse Town Shop (Lock Hollow Bastion's Keyhole)

<b>Fury Stone</b>
* Gigas Shadow

<b>Power Stone</b>
* Sniperwild

<b>Energy Stone</b>
* Stealth Soldier

<b>Blazing Stone</b>
* Chimera

<b>Frost Stone</b>
* Grand Ghost

<b>Lightning Stone</b>
* Black Ballade

<b>Dazzling Stone</b>
* Jet Balloon

<b>Serenity Power</b>
* Pink Agaricus

<b>Stormy Stone</b>
* Neoshadow

<b>Mythril Stone</b>
* Pot Scorpion

<b>Dark Matter</b>
Can be Synthesized Various Chests

# Synthesis Recipes

Use the links below to go to a specific recipe.

## GROUP I

[Mega Potion](#) || [Cottage](#) || [Energy Bangle](#)  
[Power chain](#) || [Magic Armlet](#) || [EXP Earring](#)

## GROUP II

[Mega Ether](#) || [Guard Earring](#) || [Angel Bangle](#)  
[Golem Chain](#) || [Rune Armlet](#) || [Mooglee Badge](#)

## GROUP III

[AP Up](#) || [Dark Ring](#) || [Master Earring](#)  
[Gaia Bangle](#) || [Titan Chain](#) || [Mythril](#)

## GROUP IV

[Elixir](#) || [Defense Up](#) || [Heartguard](#)  
[Three Stars](#) || [Atlas Armlet](#) || [Crystal Crown](#)

## GROUP V

[Dark Matter](#) || [Megalixir](#) || [Power Up](#)  
[Cosmic Arts](#) || [EXP Bracelet](#) || [Ribbon](#)

## GROUP VI

[Fantasista](#) || [Seven Elements](#) || [Ultima Weapon](#)

## GROUP I

<b>Mega Potion</b>
Spirit Shard x1 Power Shard x1 Mythril Shard x1

<b>Cottage</b>
Lucid Shard x1 Bright Shard x1

<b>Energy Bangle</b>
Spirit Shard x1 Bright Shard x2

<b>Power Chain</b>
Power Shard x2 Lucid Shard x1

<b>Magic Armlet</b>
Blaze Shard x3 Frost Shard x3 Thunder Shard x3

<b>EXP Earring</b>
Fury Stone x1 Power Stone x1 Mythril Stone x1 Serenity Power x1 Dark Matter x3

## GROUP II

<b>Mega Ether</b>
Frost Shard x1 Blaze Shard x1 Thunder Shard x1 Mythril x2

<b>Guard Earring</b>
Bright Shard x3 Frost Shard x1 Mythril Shard x3

<b>Angel Bangle</b>
Thunder Shard x3 Bright Gem x1

<b>Golem Chain</b>
Blaze Shard x3 Spirit Gem x1

<b>Rune Armlet</b>
Blaze Gem x3 Frost Gem x3 Thunder Gem x3

<b>Mooglee Badge</b>
Blazing Stone x1 Frost Stone x1 Lightning Stone x1 Mythril x5 Orichalcum x3

## GROUP III

<b>AP Up</b>
Blaze Gem x2 Frost Gem x2 Thunder Gem x2 Mythril x4

<b>Dark Ring</b>
Lucid Gem x2 Bright Gem x2

<b>Master Earring</b>
Spirit Shard x5 Spirit Gem x3 Fury Stone x1

<b>Gaia Bangle</b>
Lucid Shard x5 Lucid Gem x3 Lightning Stone x1

<b>Titan Chain</b>
Power Shard x5 Power Gem x3 Power Stone x1

<b>Mythril</b>
Mythril Shard x5 Mythril Stone x1 Mystery Goo x1

GROUP IV

Elixir
Power Crystal x1 Shiny Crystal x1 Bright Crystal x2 Orichalcum x3

Defense Up
Lucid Shard x3 Bright Shard x3 Bright Gem x2 Power Crystal x1 Orichalcum x5

Heartguard
Lucid Gem x3 Lucid Crystal x1 Bright Crystal x1

Three Stars
Power Gem x1 Mystery Goo x3 Shiny Crystal x1

Atlas Armlet
Blaze Shard x5 Frost Shard x5 Thunder Shard x5 Mystery Goo x1 Dark Matter x3

Crystal Crown
Lucid Crystal x5 Power Crystal x1 Shiny Crystal x1 Blazing Stone x3 Frost Stone x3

GROUP V

Dark Matter
Lucid Shard x9 Gale x1 Mythril x2

Megalixir
Lucid Gem x5 Lucid Crystal x3 Gale x2 Dark Matter x1

Power Up
Spirit Shard x5 Spirit Gem x3 Power Shard x5 Power Gem x3 Dark Matter x1

Cosmic Arts
Bright Shard x5 Bright Gem x3 Bright Crystal x1 Mythril Stone x3

EXP Bracelet
Energy Stone x1 Dazzling Stone x1 Stormy Stone x1 Orichalcum x8 Dark Matter x3

Ribbon
Blaze Gem x5 Frost Gem x5 Thunder Gem x5 Gale x1 Serenity Power x3

GROUP VI

Fantasista
Fury Stone x3 Power Stone x3 Mythril Stone x3 Energy Stone x5

Seven Elements
Blazing Stone x3 Frost Stone x3 Lightning Stone x3 Dazzling Stone x5

Ultima Weapon
Thunder Gem x5 Mystery Goo x5 Serenity Power x3 Stormy Stone x3 Dark Matter x3

Keyblade Locations

Kingdom Key

Destiny Islands

Jungle Key

Deep Jungle

Three Wishes

Agrabah

Crabclaw

Atlantica

Pumpkinhead

Halloween Town

Fairy Harp

Neverland

Wishing Star

Complete Monstro; Go to Gepetto's house in Traverse Town to find the chest with it inside

Spellbinder

Learn all 7 first level magic, go speak to Merlin to be rewarded with this keyblade

Metal Chocobo

Defeat Cloud in the Hercules Cup, which can only be opened after completing the Phil and Pegasus Cups

Olympia

Found in the chest in the lobby of Olympus Coliseum. Can only be obtained after completing Phil, Pegasus, and Hades Cups.

Lionheart

Obtained after defeating Cloud and Leon in the Hades Cup.

Oathkeeper

Speak to Kairi in the Traverse Town Waterways after the first Hollow Bastion visit.

Oblivion

Lock Hollow Bastion's Keyhole, go to the Grand Hall, it'll be on the right side of the portal to the Dark Depths.

Lady Luck

Unlock White Trinities, go to Wonderland, go to Lotus Forest, and activate the White Trinity.

Divine Rose

Second visit to Hollow Bastion, talk to Belle in the library to obtain it.

Diamond Dust

Complete the Gold Match at Olympus Coliseum. Unlocked after completing the Hades Cup.

One-Winged Angel

Win the Platinum Match at Olympus Coliseum. Unlocked after sealing the Hollow Bastion keyhole.

Ultima Weapon

Synthesize

Trinity Locations

Traverse Town

Color	Area	Location
Blue	First District	By the cafe
Blue	First District	By the world exit
Blue	Third District	Corner behind the fountain
Blue	Merlin's House	By the save point
Red	First District	Alleyway
Red	Second District	By the gate to the secret waterway
Red	Second District	Atop the Gizmo Shop
Green	Cid's Accessory Shop	-
Yellow	Merlin's House	Behind the House
White	In the Secret Waterway	By the stairs

Wonderland

Color	Area	Location
Blue	Lotus Forest	In the grove near the entrance
Blue	Lotus Forest	Farther toward the back
Green	Rabbit Hole	Near the save point
Green	Bizarre Room	Empty fireplace
White	Lotus Forest	Other side of picture in the Bizarre Room

Olympus Coliseum

Color	Area	Location
Blue	By the gates	On the left side
Blue	By the gates	On the right side
Green	In front of the Coliseum gates	-
Yellow	In the Lobby	By the stone block
White	Coliseum gates	Middle of the Area

Deep Jungle

Color	Area	Location
Blue	In Jane's Camp	-
Blue	Climbing Trees	On a high platform
Green	Treetop	Hidden spot - hunt carefully
White	Waterfall Cavern	In front of Keyhole

Agrabah

Color	Area	Location
Blue	Bazaar	Atop a platform
Blue	Cave of Wonders	In the Silent Chamber
Red	Cave of Wonders	Treasure Room
Green	Storage Room	Off the Plaza
Yellow	Cave of Wonders	In the Hall
White	Cave of Wonders	In the Main Entrance

Monstro

Color	Area	Location
Blue	Mouth	Atop a platform
Blue	Throat	Center of the room
Blue	Chamber 5	-
Green	Mouth	Roof of Gepetto's shelter
White	Chamber 6	-

Halloween Town

Color	Area	Location
Red	Oogie's Manor	Archway near the stream
White	Moonlight Hill	-

Atlantica

Color	Area	Location
White	Triton's Palace	Center beneath purple shell

Neverland

Color	Area	Location
Green	Ship's Cabin	Entrance to Hook's cabin
Yellow	Ship's Hold	On a platform halfway to top
White	Up on deck of the ship	-

Hollow Bastion

Color	Area	Location
Blue	Great Crest	After large platform battle
Blue	Dungeon	In the room to the left after entering the air bubble near and to the right of the save point
Red	Entrance Hall, 2nd Level	In front of statue
Green	Library	Second Floor
White	Rising Falls	Halfway to the top

Dalmation Locations

Traverse Town

1, 2, 3: The seemingly unreachable island across from Merlin's House. Come here after acquiring the Glide ability in Neverland, well into the game. Then it's easy to fly to the island

4, 5, 6: Behind the Red Trinity in the District 1 alley. Come here after acquiring the Red Trinity ability, once all of the first ring of worlds is cleared.

7, 8, 9: In the Item Workshop, above Cid's Accessory Shop. Reach this by using the Green Trinity in the Shop.

10, 11, 12: Hidden in the Secret Waterway, again blocked by a Red Trinity.

Wonderland

13, 14, 15: On a high platform in the Queen's Castle, reachable via a hidden exit in the Lotus Forest -- above and to the left of the main entrance to the Forest.

16, 17, 18: On one of the high platforms in the Lotus Forest.

19, 20, 21: In the Tea Party Garden. Sora needs the High Jump ability to get here, so come back after completing the Monstro area.

58, 59, 60: Use the entrance to the Bizarre Room located above the entrance to the Tea Party Garden. In there there's a picture frame you must activate lights then the frame it will take you back to Lotus Forest then use thunder on the hanging flowers.

Olympus Colosseum

22, 23, 24: In the Blue Trinity to the right of the main gate.

Deep Jungle

25, 26, 27: On the far end of the Hippo Lagoon, easy to reach.

28, 29, 30: In the Vines 2 area, reachable by climbing the ivy in the Hippos' Lagoon and swinging over to the far platform.

31, 32, 33: In a chest in the Waterfall Cavern area.

34, 35, 36: In the Blue Trinity in the Camp area.

Agrabah

37, 38, 39: In a chest in the Treasure Room in the Cave of Wonders.

46, 47, 48: In Hidden Room in the cave of wonders.

49, 50, 51: In the Entrance area to the Cave of Wonders.

52, 53, 54: In a chest in the Palace Gates Area

Halloweentown

40, 41, 42: In the Bridge area, just before the entrance to Oogie's Manor. Note: If you have completed Halloweentown, this chest will be in the Manor Ruins area located in the center of that area. The chest will be slightly below ground with a guillotine.

64, 65, 66: In a treasure chest in the Cemetery (take the christmas tree door within moonlight hill), which remains hidden until after Oogie is destroyed and Sora seals the Keyhole.

67, 68, 69: Moonlight Hill White Trinity

70, 71, 72: In Guillotine Square, atop the gray pumpkin. You need the Glide ability to float there.



**Monstro**  
**55, 56, 57:** In Chamber 3.

**73, 74, 75:** Atop a stack of jetsam in the Mouth, reachable after the water level drops.

**76, 77, 78:** In a chest in Chamber 6.

**79, 80, 81:** In Chamber 5.

**Neverland**  
**43, 44, 45:** **White Trinity** on Top deck of Ship.

**82, 83, 84:** Ship hold reachable after gaining flight

**85, 86, 87:** **Yellow Trinity** in the Ship's Hold.

**88, 89, 90:** Chest in the Captain's Cabin, after Shadow Sora battle.

**Hollow Bastion**  
**61, 62, 63:** In the Grand Hall, accessible the second time you visit here.

**91, 92, 93:** Bottom of the Rising Falls.

**94, 95, 96:** Castle Gates, cast Gravity on the floating chest.

**97, 98, 99:** In a chest in the room you unlock by finishing the library puzzle, cast Gravity on the floating chest.

**REWARDS:**

Puppies must be returned to Pongo and Perdita in Traverse Town to receive rewards. Rewards can still be received even after reaching the threshold. (If you returned 42 puppies and don't return until 60 puppies, you'll still get all rewards for the last thresholds)

**12 puppies:** Curaga-G Gummi Block  
**21 puppies:** Firaga-G Gummi Block  
**30 puppies:** Thundara-G Gummi Block  
**42 puppies:** Mythril Shard  
**51 puppies:** Torn Page, Mythril  
**60 puppies:** Megalixir  
**72 puppies:** Orichalcum  
**81 puppies:** Ultima-G Gummi Block  
**90 puppies:** Tech up  
**99 puppies:** One of every Gummi, and an improved Aero spell

**All Magic Locations**

**Offensive Magic**

**Fire** - After defeating Guard Armor in Traverse Town  
**Fira** - Defeat Genie Jafar in Agrabah  
**Firaga** - Get from the Princess of Heart during second Hollow Bastion visit

**(Releases burst of fire, uses a small amount of MP)**

**Blizzard** - Obtained from the Cheshire Cat while looking for evidence in Wonderland  
**Blizzara** - Obtained from defeating Jafar in Agrabah  
**Blizzaga** - Obtained after defeating the Behemoth in the Hades Cup

**(Unleashes a gust of frost. Blizzaga has the longest range. Uses a small amount of MP)**

**Thunder** - Complete Phil's Cup  
**Thundara** - Defeat giant Ursula at Atlantica  
**Thundaga** - Defeat Cerberus in the Hades Cup

**(Uses a lightning storm to the target area. Consumes 1 MP)**

**Gravity** - Complete Phil's Cup  
**Gravira** - Defeat Oogie Boogie's Manor in Halloween Town  
**Graviga** - Defeat Hades in the Hades Cup

**(Deals a percentage of health from enemies. Works best on bigger enemies. Consumes 1 MP)**

**Defensive Magic**

**Cure** - Obtained after defeating Clayton  
**Cura** - Obtained after entering the Ship Deck to fight Captain Hook  
**Curaga** - Talk to Aerith 3 times at Hollow Bastion Library

**(Restores HP, restores more as you upgrade. Consumes 1 MP)**

**Aero** - Obtained from defeating Opposite Armor in Traverse Town  
**Aerora** - Obtained from a chest in the Ship Cabin in Neverland (Yellow Trinity needed)  
**Aeroga** - Obtain and return all 99 Dalmations

**(A barrier that absorbs damage, damages enemies on contact, and deflects certain attacks. Consumes 2 MP)**

**Stop** - Obtained from defeating Parasite Cage (Part 2) in Monstro  
**Stopra** - Obtained from completing Pooh's Swing minigame in the Hundred Acre Wood  
**Stopga** - Obtained from defeating the Phantom (Optional Boss) at Neverland's Clock Tower

**(Prevents target from moving for a limited amount of time. Consumes 2 MP)**

**Summon Gem Locations**

Bring all Summon Gems to the Fairy Godmother in Merlin's house in Traverse Town to revive them

**Earthshine (Simba)** - Talk to Leon during the second Traverse Town Visit

**Genie** - Will join the party as a summon after Agrabah is completed

**Naturespeak (Bambi)** - Return the first set of Torn Pages to Pooh's Book

**Watergleam (Dumbo)** - Found inside the mouth chamber in Monstro

**Tinker Bell** - Joins party after Neverland is completed

**Fireglow (Mushu)** - Obtained after defeating Dragon Maleficent

**Torn Pages Locations**

Return the pages to Pooh's book at Merlin's house in Traverse Town to complete the Hundred Acre Wood

**Traverse Town** - Rescue 51 Dalmations

**Agrabah** - Dark Chamber in the Cave of Wonders

**Monstro** - Chamber 6. To get this one, go to the top step in Chamber 6 and move a barrel near the platform so you can reach it.

**Halloween Town** - A page is found in the bookcase in the Doctor's lab

**Atlantica** - Ariel's Grotto

**Ansem Report Locations**

**Ansem Report 1**  
Defeat Genie Jafar in Agrabah

**Ansem Report 2**  
Talk to Aerith in Hollow Bastion

**Ansem Report 3**  
Defeat Ursula's second form in Atlantica

**Ansem Report 4**  
Talk to Aerith in Hollow Bastion

**Ansem Report 5**  
Defeat Maleficent in Hollow Bastion

**Ansem Report 6**  
Talk to Aerith in Hollow Bastion

**Ansem Report 7**  
Defeat Oogie Boogie in Halloween Town

**Ansem Report 8**  
Win the Hades Cup at Olympus Coliseum

**Ansem Report 9**  
Defeat Captain Hook in Neverland

**Ansem Report 10**  
Talk to Aerith in Hollow Bastion

**Ansem Report 11**  
Defeat Kurt Zisa in Agrabah

**Ansem Report 12**  
Defeat Sephiroth in Olympus Coliseum

**Ansem Report 13**  
Defeat Unknown in Hollow Bastion

**Optional Bosses**

**Sephiroth**  
Platinum match in Olympus Coliseum

Use a magic/attack combined keyblade (Oathkeeper, Lionheart, or Spellbinder) Ultima Weapon is the best to use

Sora should be level 60+  
Equip accessories that increase health and MP  
Equip **MP Rage** and **MP Haste** and **Second Chance**

**Set Aero and Cure to shortcuts**  
Equip as many elixirs and ethers as possible

\* Immediately cast aero at beginning of battle

\* Make a combo, then run, more than one combo and he will counterattack

\* When he says "Descend Heartless Angel" use superglide to get in close. If you can't attack, use an elixir when the attack hits

**Ice Titan**

Gold Match at the Olympus Coliseum after completing the Hades Cup

\* Don't cast aero at beginning of fight

\* Use Guard to deflect ice shards back at him

\* When he goes down, superglide over to him and hit/combo his face

\* When he recovers, watch out for his ice shard barrage. Deflect if you want, but be ready to heal.

**Phantom**

Visit the Clock Tower in Neverland after sealing Hollow Bastion's Keyhole

\* Summon tinkerbell at the beginning of the fight if you're having trouble

\* Cast stop on the clock tower first thing

\* White Orb = Physical attacks, Red Orb = Firaga, Blue Orb = Blizzaga, Yellow Orb = Thundaga

\* Continuously cast stop on tower, keep an eye on Peter Pan's head, the counter will start going down if the clock isn't stopped

**Kurt Zisa**

Talk to the Carpet in Aladdin's house in Agrabah after sealing Hollow Bastion's Keyhole.

Equip MP Rage and MP Haste  
Ars Arcanum or Ragnarok  
Treasure Magnet  
Have inventory full of Megalixirs and Mega Potions

\* Summon Tinkerbell before he locks your magic

\* Attack the orbs to replenish health and restore use to your magic

\* Use Thundaga when his shield goes up

\* Heal your MP and HP when you get the chance, but don't go crazy with using items

**Unknown**

Go to the Castle Chapel in Hollow Bastion and go through the Dark Portal

Stock up on Megalixirs and elixirs  
MP Rage and MP Haste  
Accessories that increase strength  
Guard, Ars Arcanum, and Counterattack

\* Summon Tinkerbell at the beginning of the fight

\* Cast Aeroga at beginning of fight and watch out for his forcefield, attack with everything you've got

\* Use Ars Arcanum if you get the chance to

\* When he uses "the" attack, try to release yourself using the command deck. Pausing to line things up may work better. This move damages you and shocks you if you press the wrong command.

\* When he envelops himself in a sphere with lazars, dodge roll away. Try not to get hit.

**Secret Ending**

**Beginner Mode:** Players cannot unlock the secret ending in this difficulty.

**Standard Mode:** Players need to find all 99 Puppies, Seal every Keyhole including 100 Acre Woods, and finish the game once more.

**Proud Mode:** Players will need to finish the Hades Cup and seal every Keyhole and finish the game once more.