

Kingdom Hearts: Birth by Sleep Character Report Transcript

by MabinogiFan

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Kingdom Hearts Birth by Sleep Character Report Transcript

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Sources Used:

My own copy of the game

Kingdom Hearts Wiki for the Xehanort Report Transcriptions

starrk's FAQ/Walkthrough

If you have any questions or comments, e-mail me at flipperdedipper@aol.com.
If you find any potential errors in this guide, please inform me.

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-Things to Know-

Before you read this guide, information on the format of this transcript should be explained.

In the Game Records section, I've written down several dashes (-). I wrote these down as opposed to numbers that would normally appear in the in-game reports in order to make the information easier to understand.

In the Command Collection, Treasures, and Sticker Collection sections, the commands, treasures and stickers are written in the same order as they appear in the in-game reports. Paragraph breaks indicate different rows in a certain section. For example, Terra has 30 Attack Commands. There are three rows of nine commands and one row of three commands displayed in the in-game reports. I've written four paragraphs: three with nine items, and the last one with three items.

The term "X-blade" was originally going to have a Greek letter similar in appearance to an "X" in its name, but due to Gamefaqs' written character restrictions, that letter has been replaced with an ordinary "X". A character such as that does not appear clearly on a web browser. If anyone knows any methods to getting this character to appear clearly in a published Gamefaqs guide, it would be greatly appreciated. As a FAQ writer, I strive to make things as accurate as possible.

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[-I. Story (STO)-]

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[-Terra's Story (TSY)-]

[The Land of Departure]

Terra, an aspiring Keyblade Master, had been training diligently under Master Eraqus along with his best friends Aqua and Ventus (whom they called Ven).

The night before the Mark of Mastery exam that would determine his future, he joined his friends on the summit for one last practice, and received a good luck charm called a "Wayfinder" from Aqua.

But during the exam the next day, when he and Aqua fought and she gained the upper hand, part of the darkness within Terra emerged unbidden. The consequences: Aqua passed the exam and was recognized as a true Keyblade Master. Terra, however, was not.

As Terra agonized over this weakness of his that had been exposed, Master Xehanort comforted him by explaining that darkness cannot be destroyed---only channeled. All Terra needed to do was supplant it with a greater power.

Soon after, Eraqus received word from the great sorcerer Yen Sid that the princesses of heart were in danger from a new menace called the "Unversed." He ordered Aqua and Terra to hunt these creatures down and eliminate them---and also to find Master Xehanort, with whom all contact had been lost.

Terra's journey had begun.

[Enchanted Dominion]

Terra crossed paths with a woman with magical powers named Maleficent. She spoke of a man leaving the castle after "imprisoning the light."

In a room high in the castle, which seemed to have been placed under some sort of spell, Terra happened upon a maiden in a deep sleep. Maleficent appeared again and explained that seven hearts of pure light were the key to ruling all worlds---but only the Keyblade could release those hearts.

Suspecting now that she and Master Xehanort must have spoken, Terra confronted Maleficent. She offered to reveal more---but only if Terra released the heart of the sleeping maiden, Princess Aurora.

Though Terra refused, Maleficent's magic won over him; when he regained his senses, he was horrified to realize he had unconsciously extracted Aurora's heart anyway. "I simply whispered to the darkness you already held inside," Maleficent said. And as the castle began to shake, she slipped away, paying the angry Terra no mind.

Terra defeated the Unversed which had caused the tremors, but his own weakness troubled him. He had stolen someone's heart. And Master Xehanort seemed to be looking for hearts of pure light. Terra set off to find more such maidens, hoping they would lead him to the Master.

[Dwarf Woodlands]

As he searched for more information about Master Xehanort, Terra stumbled upon a dark castle chamber. Inside, a vain queen stood before a Magic Mirror that answered all her questions with the truth. Upon learning Snow White was the fairest one of all, the Queen demanded Terra bring her the princess's heart, offering in exchange to ask the mirror where he might find Master Xehanort.

But Terra had his own idea. Snow White might be one of the hearts of pure light Master Xehanort sought; if so, he could find out what he needed without the Queen's help. But when Terra drew close to Snow White, Unversed attacked, frightening her off into the forest.

When Terra returned to the Queen without Snow White's heart, she was furious, and threw a potion at the mirror. The Spirit of the Magic Mirror transformed into an Unversed, and pulled Terra into his realm to do battle.

Terra emerged victorious, however, and demanded the Queen ask the mirror where Master Xehanort had gone. But the only answer Terra got was a riddle, so he journeyed on, left to ponder it.

[Castle of Dreams]

Cinderella's dress for the ball had been torn to shreds by her wicked stepmother and stepsisters, and she was heartbroken---but then the Fairy Godmother appeared and gave her a lovely dress and coach, and she was off to the ball after all.

Terra was surprised by the light he suddenly sensed within the maiden's heart. The Fairy Godmother told him it was Cinderella's unfailing belief that dreams come true which gave her heart strength, so Terra went to the palace to find out more.

He helped Cinderella reach the ballroom, where the Prince immediately asked her to dance. Terra smiled as he looked on. "Maybe just believing is enough," he murmured.

An Unversed tried to crash the ball, but Terra defeated it, much to the Grand Duke's relief. These monsters, he explained, had appeared at the same time as a boy wearing a mask.

Just then, the clock struck twelve, and Cinderella ran off, leaving a single glass slipper behind. The Prince and Grand Duke rushed after her, to no avail. In the foyer, Terra ran into Aqua, and told her what he had learned about Xehanort's search for hearts of pure light. Aqua, in turn, told him that Ven had run away from home and was looking for him. Terra remembered that Ven had tried to tell him something before he left. Now, he wished he had listened.

[The Mysterious Tower]

Just as Terra approached the great Yen Sid's tower, Mickey came crashing through the front doors holding a "Star Shard." It began to shine, and a moment later he was whisked off in a burst of light.

Mickey was Yen Sid's apprentice, and had abandoned his training and run off upon learning the worlds were in danger.

Terra told Yen Sid about the masked boy controlling the Unversed. In reply, the sorcerer conjectured that the Unversed's appearance and Master Xehanort's

disappearance may, in fact, be connected---and bade Terra find the Master.

[The Badlands]

Terra followed the sound of Master Xehanort's voice to a vast wasteland, and on a precipice stood the Master himself.

When Terra asked him his true intentions, Xehanort confessed his greatest mistake: having created Vanitas, the boy in the mask. There had been an accident while training with Ventus; to save the boy, Xehanort had been left with no choice but to remove the darkness which threatened to overtake him. That darkness became a being in itself, Vanitas. Ashamed by the stultified state he had left Ventus in, Xehanort chose to leave the boy in Master Eraqus's care.

Terra remembered that day. Ven's eyes had been lifeless when he and Master Xehanort came in. He took unsteady steps, and Terra's and Aqua's eager questions had caused him to start screaming and pass out. He had lost his memory.

Master Xehanort went on to explain he had tried to contain Vanitas---but the monster had escaped, and now he was unleashing his darkness, the Unversed, upon world after world. Xehanort implored Terra to set things right, sending him to the city of light, Radiant Garden---to which Vanitas would undoubtedly be drawn next.

[Radiant Garden]

Terra spotted Master Xehanort in the streets and tried to go after him, but he was sidetracked when he met a wizard named Merlin. Terra had found a book, one he soon learned had the power to awaken his inner strength.

Next, a giant Unversed appeared. Terra cornered it and found Aqua and Ven, who had been chasing Unversed of their own. The three Unversed combined into one massive form, and it took Terra and both his friends fighting together to bring the giant down.

Their happy reunion was spoiled, however, when Aqua accused Terra of putting himself too close to the darkness. Realizing she had been sent by Master Eraqus to spy on him, Terra stormed off, shocked and hurt.

A man named Braig approached him. He coveted Terra's Keyblade, and had captured Master Xehanort in order to get it. Though Terra managed to free the Master, there was a price: he had to call upon the powers of darkness to win. Terra was ashamed, and afraid he would now be cast out of his home. But Master Xehanort offered him another choice: become his pupil. Terra felt redeemed, and renewed his vow to hunt down Vanitas.

Just before leaving, Terra ran into Ven. He struggled for the right farewell, uncertain when or if the two of them would meet again.

[Disney Town]

When Terra arrived in Disney Town, the annual Dream Festival was already in full swing. He was soon confronted by a rogue racer going by the name "Captain Dark," whose reckless driving and blatant disregard for the rules was causing Queen Minnie and racetrack organizers Chip and Dale an endless amount of grief.

They asked Terra to enter the races and teach Captain Dark---whose real name was Pete---a lesson before he completely tore the track apart. And not just him---the Unversed were also ravaging the races.

Terra finished first and put them all in their place, learning a vital lesson in the process: it may be easier to bend the rules, but it's not always for the best. Darkness was not the only path left to him.

The Million Dreams Award for good citizenship went to Ventus, Aqua, and Terra---a three-way tie. Furiously, Pete stormed the stage---he had expected a landslide victory in his favor---but in the end, Queen Minnie banished him from Disney Town until he'd had time to cool off.

During his exile, however, Pete was called upon by Maleficent, who offered to free him in exchange for his help conquering all worlds. Reluctantly, he agreed, and vanished into the portal she opened.

[Olympus Coliseum]

After rescuing a boy named Hercules who was being attacked by Unversed, Terra learned about the Games, a competition where he might test his strength. Intrigued, Terra made his way to the Coliseum where the Games were being held, and outside its doors he met Hades, god of the Underworld. Hades insisted on entering Terra in the Games, promising to teach him how to conquer the darkness inside him and gain great power.

Terra fought his way through the brackets, but much to Hades' displeasure, he did so without relying on the darkness inside him. Annoyed, Hades enslaved Terra's opponent in the finals, Zack, turning him into a warrior of darkness. It was a brutal fight for Terra, but in the end he prevailed and set Zack's heart free, without calling upon the darkness.

Hades muttered about how he bet on the wrong "dark horse" and disappeared---while Zack, awed by the young man who had saved him, proclaimed Terra hero of the whole town.

[Deep Space]

Terra passed a spaceship in the Lanes Between and was taken into custody for suspicious activity. When Unversed appeared outside his cell, however, he broke out. After neutralizing the threat, he met Dr. Jumba, creator of the most powerful being in the universe---so powerful, in fact, that he could even take on the Unversed. Unfortunately, this feat of "genius" had landed both Dr. Jumba and his creation, Experiment 626, in the slammer.

626, Terra discovered, was a small but vicious monster that destroyed everything he touched. The second Dr. Jumba freed him, he lunged at Terra and grabbed his Wayfinder.

"No, stop! My friend gave me that!" Terra cried out, only then realizing how much this symbol of his friendship really meant to him.

Before he could go after 626, Dr. Jumba unleashed another of his creations. Fortunately, Terra was the stronger of the two.

626 returned after the fight. He seemed different somehow. Terra told him about

friendship, and 626 tried to communicate back. But this simple act of reaching out was cut short when the alarm sounded to announce the prisoners' escape, and Terra knew he had to go.

[Never Land]

A boy named Peter Pan was after the "light" that filled Captain Hook's treasure chest, so Terra agreed to escort Hook to a nearby cave and help keep the light safe.

The two of them reached Skull Rock without incident. But not long after Hook left to go search for a shooting star, Peter Pan appeared.

He and Terra dueled, but when the contents of the treasure chest came spilling out---revealing Hook's "light" to be nothing more than shiny medallions and jewels---Terra realized he'd been had. He told Peter Pan where Hook had gone, and the boy raced off at once to help Tinker Bell the pixie, who had gone looking for the same shooting star.

Terra had only just left the cave himself when a swarm of Unversed drew him back inside. After he had dispatched the last of them, Captain Hook returned with a lantern. Locked inside was Tinker Bell.

Unaware Terra's allegiances had changed, Hook handed over the lantern. He was still grinning at his own good fortune when Tinker Bell kicked him square in the nose; Terra had let her out! Hook was furious---but fled the scene in terror when he heard the crocodile approach.

Much to Peter Pan's friends' disappointment, the gold and jewels in the treasure chest had been lost. What were they going to do with an empty chest? Terra suggested they fill it up with their own treasures: things special to them. But all the while, he wondered what he would pick if asked to do the same.

[Destiny Islands]

Beckoned by a warm light, Terra arrived at a small island surrounded by endless ocean. He saw a tree with star-shaped fruit, just like the one Aqua had told them about. Terra clutched his Wayfinder and wondered what purpose the island might hold for him.

Two boys came running by. One of them, a boy with silver hair, radiated with light. He longed to journey to the outside world and find the strength to keep his friends safe. Terra saw some of himself in the boy; there was a time when brute strength was all that mattered to him. Sensing a kinship between them, Terra decided to bequeath the Keyblade's power to the boy in a simple ceremony. The child listened quietly; then, tiny hands closed around the enormous Keyblade's hilt.

Terra's uncertainty had left him. It was not too late to go back to his friends, to keep them safe. He could still be the person he had set out to be.

[The Badlands]

Master Xehanort summoned Terra to the badlands to warn him that Ventus had learned the secrets of his past and was on his way to force the truth out of Master Eraqus.

Terra knew it was unlike Ven to force anything out of anybody. Concerned, he raced after his friend.

[The Land of Departure]

The first thing Terra saw upon returning to his beloved home was Master Eraqus attacking Ven. Terra quickly jumped between them. The Master ordered him to step aside---and though he refused, neither could he hold off his Master's formidable attacks forever. Pushed to the limit, Terra released the powers of darkness inside him, enraging Eraqus.

At the first chance he got, Terra opened a portal to the Lanes Between and tossed Ven inside. Then he and Eraqus clashed, fighting until they both hardly had the strength to stand. Only then, battered and wounded, did Terra calm down and realize what he had done. He stepped closer to his Master to beg forgiveness, but Eraqus slumped forward and faded away, leaving only his Keyblade behind. Terra looked up, stunned, and saw Master Xehanort.

The old man dared him to come to the Keyblade Graveyard, where all Keyblade wielders leave their mark on fate. There, he said, Terra would watch Ventus and Aqua meet their ends, and the last light within him would die. His true intentions finally unmasked, Xehanort proceeded to tear the Land of Departure asunder.

As the world he had grown up in collapsed around him, Terra rushed into the Lanes Between, swearing to protect his friends.

[The Keyblade Graveyard]

In a barren clearing, amidst countless Keyblades reduced to rust and ruin, stood Terra. Aqua appeared and questioned him about Master Eraqus's demise. Terra's face went dark as he admitted Xehanort had used him to strike their Master down. But Aqua told him hate and rage would only feed the dark fires within him; if he had come to fight for vengeance, then Xehanort had already won.

Ven walked up to them. He explained that Xehanort needed him and Vanitas to clash, thereby forging a "X-blade" that would plunge all worlds into darkness. He asked his friends to put an end to him if it looked like that were going to happen.

Master Xehanort approached with Vanitas at his side and announced the X-blade would be his.

Almost instantly, Terra had donned his armor and was charging toward Xehanort, but with a single twitch their foe bent the very earth; with a flick of the wrist the Keyblades embedded in the ground freed themselves and formed a violent vortex of metal that spiraled skyward. Try as he might, Terra could not break past the walls of stone and steel to reach Xehanort.

Ven had crept up on Xehanort from behind, but when he moved to strike, he found himself caught; a moment later he had been turned to ice. Xehanort flashed a crooked smile as he changed his Keyblade into an orb of light which raced into the sky, parting the thick clouds above and revealing Kingdom Hearts.

To fuel Terra's growing rage, Xehanort commanded Vanitas to end the lives of Ventus and Aqua. Rage translated to power, and Terra knocked the old man to the

ground. But it was too late; a vast column of energy had risen from where Terra had left Ventus.

"The X-blade has been forged!" Xehanort cried. And the next moment, he had released his heart from his body and possessed Terra's.

Xehanort shook with glee in his new body. But nearby, the pieces of Terra's armor gathered together and took form; Terra was still fighting back. With the last of his free will, he defeated Master Xehanort. Meanwhile, the X-blade had gone haywire down in the ravine below, releasing a torrent of energy that devoured everything. By the time the lightstorm subsided and Kingdom Hearts had vanished from sight, Terra's armor lay still as the darkness took it.

[-Ventus's Story (VSY)-]

[The Land of Departure]

Ventus, a Keyblade wielder, had been training diligently under Master Eraqus along with his best friends Terra and Aqua.

One night, Ventus---or Ven, as they called him---was up on the summit watching a meteor shower when Aqua arrived and gave him a good luck charm called a "Wayfinder."

At the Mark of Mastery exam the next day, Aqua passed the test and was recognized as a true Keyblade Master. But Terra, Master Eraqus decided, was not ready for the same honor.

Ven was already fraught with concern for his friend when suddenly, a boy in a mask appeared out of nowhere and claimed that Terra was leaving; by the time Ven caught up with him, he would be a different person. And without any further explanation, the masked visitor vanished.

Sure enough, Ven could not stop Terra from leaving. Scared he had just lost one of his best friends, Ven donned his armor the same way Terra had done, and flew off to go find him.

[Dwarf Woodlands]

Ven could not contain his excitement as he took in his first glimpse of another world. Here, in the mountains, he met seven dwarfs mining for jewels. He asked them if they'd seen Terra, but the dwarfs mistook this strange visitor for a thief and sent him on his way.

As he was walking through the woods, Ven heard a scream. It was Snow White, who had been frightened by the shadows of the woods. She was looking for a place to rest, so Ven took her back to a cottage he had seen along the way.

The cottage belonged to the dwarfs, who treated Snow White much more cordially than they had Ven. Strange monsters had attacked her, she explained, after she met a man with a sword like a key.

Convinced this could only be Terra, Ven rushed off to find him---but Terra had moved on to other worlds.

[Castle of Dreams]

Soon after arriving in the chateau where Cinderella and Jaq lived, Ven noticed something strange: for some inexplicable reason, he had shrunk!

It wasn't long before he learned of Cinderella's plight: no matter how hard she worked, it was never good enough for her stepmother Lady Tremaine. Tonight, she wanted to go to the ball more than anything, but the way Jaq saw it, "Stepmuddy" would make sure Cinderella never had time to make a dress.

Ven and Jaq decided to scavenge for materials and make the dress themselves, braving even the claws of Lucifer the cat to collect the last item they needed, a beautiful pearl.

Cinderella was delighted with the lovely pink dress they had made for her. She thanked them and got ready to leave for the palace. Dreams do come true, Ven thought, as he remembered his and his friends' own dreams of becoming Keyblade Masters.

[Enchanted Dominion]

Princess Aurora had fallen into an eternal slumber from the evil fairy Maleficent's curse. Now, her heart had been stolen as well, and it fell upon Ven and the three good fairies watching over her to go to the Forbidden Mountain and get it back.

When they freed the princess's heart, a memory played back before their eyes, of the day Aurora and the prince of her dreams were finally brought together and fell in love.

Before Ven and the good fairies could escape the castle, they were confronted by a furious Maleficent, who informed them Terra was the one who stole Aurora's heart. Ven found himself torn; the friend he knew would never do that, but hadn't the masked boy said Terra was on the way to becoming a "different person"?

It was Aqua who showed up to put an end to his fears. But when she then insisted Ven return home with her, he ran off; there was no way he could go home until he had tracked Terra down.

[The Badlands]

On the badlands, Ven once again found himself face-to-face with the masked boy. He asked how exactly Terra would be a "different person."

"The Terra you know will be gone forever," the boy explained. And much to Ven's surprise, he summoned a Keyblade.

Not only was the masked boy a Keyblade wielder, but a vastly superior one. With disdain, he prepared to finish Ven off---but Mickey arrived just in the nick of time. The two joined forces and managed to drive the assailant off.

Mickey, too, was a Keyblade wielder. He had been training under the great sorcerer Yen Sid, but ran off without permission when he learned the worlds were in danger. Ven smiled at how much they had in common.

But when Mickey tried to show Ven the "Star Shard" he had been using to travel from world to world, it erupted in an unexpected blaze of light that engulfed the both of them and whisked them off to destinations unknown.

[Radiant Garden]

Ven followed Mickey as far as the castle doors, but the guards, Aegeus and Dilan, prevented him from pursuing his new friend any further.

Instead, he wound up chasing an enormous Unversed through the city. Along the way, he rescued Scrooge, who thanked him with three lifetime passes to Disney Town; apparently, Ven was not the only one to hail from another world.

Next, Ven met the great wizard Merlin and learned about a special book with the power to awaken one's inner strength.

When Ven finally managed to corner the Unversed, he found Terra and Aqua, who had been chasing Unversed of their own. The three Unversed combined into one massive form, and it took Ven and both his friends fighting together to bring the giant down.

Their happy reunion was spoiled, however, when Aqua accused Terra of putting himself too close to the darkness. Realizing she had been sent by Master Eraqus to spy on him, Terra stormed off, shocked and hurt.

While searching for his friend, Ven rescued a little boy---an orphan named Enzo---from the Unversed. The boy's guardian, Even, thanked Ven for his heroism and pointed him towards Terra.

Terra seemed distant; his words had the ring of resignation. Ven felt uneasy going after him this time; instead, he went to tell Aqua. But she brushed him off---again insisting he return home to the Land of Departure---and left him there alone.

Ven took out a battered wooden sword Terra had given him back in better days. Terra had even performed a mock ceremony, pretending to pass the power of the wooden "Keyblade" on to Ven. It was a happy memory.

He remembered the talk the three of them had that night. "Being a Keyblade Master is all I've dreamed about," Terra had said. "Well, you're not the only one," replied Aqua. They were all of one mind, working toward a single goal.

Ven was still reliving these memories when a boy named Lea showed up and, out of nowhere, demanded the two of them fight. Baffled, Ven agreed---but Lea only ended up wearing himself out before their "battle" had begun. As Lea and his friend Isa started taking digs at each other, Ven watched in envy, missing the days when friendship was so simple to define.

[Disney Town]

When Ven arrived in Disney Town, the annual Dream Festival was already in full swing. Captain Justice, the town's "fearless defender and hero," turned up to greet him. But the only reason Captain J---whose real name was Pete---had suddenly grown a conscience was to win a prize for good citizenship. As a result, he had been rushing to people's rescue when, if anything, they needed rescuing from him.

At Huey, Dewey, and Louie's ice cream shop, for example, he offered to fix their new ice cream machine---but when it proved more difficult than expected, he decided to "fix" it with his fists instead.

Fortunately, Ven was there to intervene. He got the machine up and running, and Captain J fled the scene in a huff---foiled yet again.

The Million Dreams Award for good citizenship went to Ventus, Aqua, and Terra---a three-way tie. Furiously, Pete stormed the stage---he had expected a landslide victory in his favor---but in the end, Queen Minnie banished him from Disney Town until he'd had time to cool off.

During his exile, however, Pete was called upon by Maleficent, who offered to free him in exchange for his help conquering all worlds. Reluctantly, he agreed, and vanished into the portal she opened.

[Olympus Coliseum]

A young aspiring hero named Zack had been chasing Philoctetes, trainer of heroes, all around town, hoping to become his next student. Phil had already taken Hercules under his wing, but he agreed to rethink which of them he'd train based on their performance in the upcoming Games.

Naturally, Phil's decision dampened Hercules's spirits. He had been born a god, but someone had kidnapped him as a baby and made him mortal. Training with Phil and becoming a true hero was the only way he could rejoin his parents on Olympus. Ven offered to help him practice.

Both Hercules and Zack made it to the final. However, no sooner had their match begun than a swarm of Unversed attacked the town, threatening to cut the Games short. Ven didn't want their hard work to go to waste and ran off to face the Unversed alone---but Hercules forfeited the match anyway, and together, they drove off the Unversed.

Zack showed up to help afterwards, but Phil explained that being a true hero takes more than muscle; you've got to have heart and care about people. This time, only one of them had cared fast enough. The whole competition with Zack had been so Hercules would make a new friend and rise to the challenge.

Ven said his farewells and promised to come back and visit Hercules and Zack once they'd become true heroes.

[Deep Space]

After Ven battled with an Unversed in the Lanes Between, it took refuge in a passing spaceship. Ven decided to board the ship and finish it off.

There, he met Experiment 626, who knew Terra's and Aqua's names and carried a trinket just like Ven's Wayfinder. More interesting still, 626 kept trying to follow him. Ven didn't want this friendly creature to get hurt, so he told him to stay behind, then went to the machinery bay to fight the Unversed alone.

But Ven hadn't been there more than a moment before 626 burst onto the scene. He was like a different creature, and his face was twisted in a violent snarl. Together they destroyed the Unversed, but 626 continued to lash out at everything. Only after hitting Ven did he finally return to his senses.

With a sad expression, 626 held out his "Wayfinder." It had been smashed to pieces. Ven cheered him up by explaining that real friendship can't be broken so easily.

Just then Captain Gantu appeared with blaster drawn, accusing 626 of only knowing how to hurt and destroy. Ven and 626 seized an opportunity to escape the spaceship, but as pursuers closed in, the hyperdrive on 626's patrol car malfunctioned, sending Ven hurtling off to the far corner of space.

[Never Land]

Slightly and Cubby were helping Tinker Bell hunt for a shooting star which had landed in Never Land the night before, so Ven decided to join them.

Along the way, they ran into Peter Pan, a boy who could fly. He talked Slightly and Cubby into helping him steal pirate treasure instead.

Ven, however, decided to stick with Tinker Bell, and they found Mickey's Star Shard in the Indian Camp. Tink was delighted to get her hands on the "shooting star," but Captain Hook showed up and nabbed Star Shard and pixie alike. Ven found Peter Pan, and together they set off for Mermaid Lagoon, where they knew Captain Hook was lying in wait.

As cannonballs from the pirate ship rained down on them, Tinker Bell appeared. She told Peter Pan she had escaped with the help of a man carrying a large sword.

The cannon fire ceased, and Captain Hook gleefully assumed he had won. On the contrary, Ven and the crocodile had both come for him. Defeated, Hook plummeted into the sea, screaming as the crocodile chased him off into the horizon.

Peter Pan and the Lost Boys, who had put a stop to the cannon fire, returned with an empty treasure chest. Slightly suggested they fill it with their own treasures, so when Ven's turn came, he placed the wooden Keyblade Terra had given him inside the chest. Tinker Bell was next, and was about to put the Star Shard in when Ven explained it might belong to his friend. But no sooner had she handed it over than a burst of light whisked Ven off into the sky.

[The Mysterious Tower]

The Star Shard sent Ven to the tower of the great sorcerer Yen Sid, where he met a magician named Donald and a knight named Goofy. Both were very worried about Mickey, who turned out to be their missing king.

Yen Sid knew Ven had left home without Master Eraqus's permission, but let the matter rest; his own apprentice Mickey was never one to follow directions either.

When Yen Sid used his magic to locate Mickey, they discovered him lying hurt on the badlands. Darkness soon clouded the image. Ven immediately set off to help his friend---once he had convinced Donald and Goofy to let him go alone.

[The Badlands]

Soon after coming to Mickey's rescue, Ven found himself face-to-face with Master Xehanort, triggering a sudden, traumatic recall of Ven's lost memories.

Should Ventus's light ever clash with Vanitas, the darkness he had lost, the "X-blade" would be forged---the ancient letter in its name a symbol of death and endings. Master Eraqus feared this, which was why he had kept Ven from

leaving home. Ven found himself accepting this explanation for all the distrust that had been festering inside him.

"Learn the truth," Xehanort commanded, before casting Ven and Mickey alike into the Lanes Between.

[The Land of Departure]

Ven was greeted by Master Eraqus, and immediately confronted him about the X-blade. The very mention of the name confirmed Eraqus's worst fears, that Xehanort had not truly abandoned his old ambitions.

Once, Xehanort's fascination with the legend of the X-blade and the Keyblade War had been so great that he had sought to recreate the war, plunging the world into darkness just to see what new light would dawn. Master Eraqus tried to stop him, but his face was scarred by the wave of darkness Xehanort unleashed.

Unwilling to repeat this failure, Eraqus prepared to imprison Ven and prevent Xehanort's ambitions from being achieved. But before he could, Terra arrived and rushed to Ven's defense. Their teacher's power was formidable, and the only way to hold it off was for Terra to release the darkness inside him.

Ven watched his best friend and Master square off, and then Terra picked him up and tossed him back into the Lanes Between.

[Destiny Islands]

A portal to the Lanes Between opened and Ven came tumbling out onto a beach, where he was confronted by Vanitas.

Ignoring him, Ven trudged off to find his way back to Terra. When Vanitas insisted they join and create the X-blade, Ven flatly refused, knowing he could prevent the blade from being forged if he did not fight.

Years before, Master Xehanort had tried to draw the darkness out of Ven, intending to pit the boy against one of Master Eraqus's students of light and create the X-blade. But though countless monsters had closed in on Ventus, he had refused to fight, let alone rely on darkness, and soon lay on the ground in defeat.

Xehanort's patience had finally run out, so he extracted the darkness from Ven by force, thereby creating Vanitas.

Now Ventus's two halves faced each other again on the beach. Vanitas beckoned Ven to the Keyblade Graveyard, where he could either fight, or watch as Terra's and Aqua's lives were snuffed out.

[The Keyblade Graveyard]

In a barren clearing, amidst countless Keyblades reduced to rust and ruin, stood Terra. Aqua appeared and questioned him about Master Eraqus's demise. Terra's face went dark as he admitted Xehanort had used him to strike their Master down. But Aqua told him hate and rage would only feed the dark fires within him; if he had come to fight for vengeance, then Xehanort had already won.

Ven walked up to them. He explained that Xehanort needed him and Vanitas to clash, thereby forging a "X-blade" that would plunge all worlds into darkness. He asked his friends to put an end to him if it looked like that were going to happen.

Master Xehanort approached with Vanitas at his side and announced the X-blade would be his.

Almost instantly, Terra had donned his armor and was charging toward Xehanort, but with a single twitch their foe bent the very earth; with a flick of the wrist the Keyblades embedded in the ground freed themselves and formed a violent vortex of metal that spiraled skyward. Try as he might, Terra could not break past the walls of stone and steel to reach Xehanort.

Ven had crept up on Xehanort from behind, but when he moved to strike, he found himself caught; a moment later he had been turned to ice. Xehanort flashed a crooked smile as he changed his Keyblade into an orb of light which raced into the sky, parting the thick clouds above and revealing Kingdom Hearts.

As Aqua cradled Ven in her arms, she was confronted by Master Xehanort's accomplice, Braig, who had come to destroy her and push Terra even further toward darkness. He was outmatched, however, and slipped away, leaving the task to Vanitas instead.

Frozen and unable to move, Ven watched as Vanitas struck Aqua down. Furiously, he broke free of the ice that held him, and in an intense clash, defeated Vanitas. But that was exactly what Xehanort had planned for him all along.

Darkness poured forth from Vanitas's body, spawning a swarm of Unversed which pinned Ven down. All of the Unversed had begun in this darkness. Helplessly, Ven watched as Vanitas crept closer. As the two fused, an enormous column of energy burst skyward. Ven was engulfed in light, and passed out.

When he regained his senses, he found himself inside his own heart. Vanitas was there too, and possessed the X-blade, but it was damaged; their union had not been finished. Vanitas sought to correct this; Ven sought to destroy the X-blade once and for all. They clashed again within Ven's heart, and in the end both the X-blade and Ven's Keyblade disintegrated. Ven smiled, knowing his friends were finally safe from Vanitas, and then slowly faded away.

Ven's body was drifting through the Lanes Between; Aqua was next to him, unconscious. Mickey found them and used the Star Shard to spirit them all to safety.

[The Land of Departure]

Aqua, an aspiring Keyblade Master, had been training diligently under Master Eraqus along with her best friends Terra and Ventus (whom they called Ven).

The night before the Mark of Mastery exam that would determine her future, she joined her friends on the summit for one last practice, and gave Terra and Ven good luck charms called "Wayfinders."

The next day, Aqua passed the test and was recognized as a true Keyblade Master. But Terra, Master Eraqus decided, was not ready for the same honor.

Soon after, Eraqus received word from the great sorcerer Yen Sid that the princesses of heart were in danger from a new menace called the "Unversed." He ordered Aqua and Terra to hunt these creatures down and eliminate them---and also to find Master Xehanort, with whom all contact had been lost. He also entrusted Aqua with a personal request: to watch over Terra and keep him from succumbing to darkness.

As she made to leave, Aqua saw Ven take off into the Lanes Between. Master Eraqus ordered her to bring him back, and she raced off to try and catch him.

[Castle of Dreams]

Aqua ran into Terra straight away, and learned that Master Xehanort was looking for pure hearts filled with light.

Before leaving, Terra also told her he had learned a thing or two in this world about the power of dreams. It comforted Aqua to hear he had found something to keep the darkness at bay.

The negative vibe she got from a woman named Lady Tremaine eventually led Aqua to a chateau. But as she prepared to confront the woman, the Fairy Godmother appeared and cautioned her against it: "It's dangerous to fight the darkness with light." Aqua agreed to help Jaq the mouse instead. He was inside the chateau, fighting to free Cinderella, whom Lady Tremaine had locked in the attic.

Meanwhile, the Grand Duke had arrived on royal business. He was searching for a girl the Prince had danced with at the ball the night before. She had run off without a word, leaving only a single glass slipper behind. The Grand Duke saw it did not fit Lady Tremaine's two daughters, and was content to move on to the next residence---but then Cinderella appeared. And though the glass slipper broke before she could try it, she quickly produced the matching slipper, much to the Grand Duke's delight.

Lady Tremaine was furious. These dark feelings created a horrible Unversed, but Aqua vanquished it, and Cinderella was at last reunited with her prince.

[Dwarf Woodlands]

Deep in the woods, Aqua found seven dwarfs who were grieving the loss of Snow White. The Queen had been jealous of her beauty, and tricked her into taking a bite of a poisonous apple.

Aqua decided to brave the Queen's castle and search for a way to save Snow White. In the courtyard, she met the prince of a neighboring kingdom. He had chanced upon Snow White once before, and she had remained in his thoughts ever

since. When Aqua told him of the princess's fate, he rushed off to the woods to find her.

As for Aqua, she pressed on and discovered a chamber with a large mirror. The Queen had used her potions to transform the Spirit of the Magic Mirror into an Unversed, and now he dragged Aqua into his realm to wage battle. But she emerged victorious, and the Spirit of the Magic Mirror vanished into oblivion.

With no other leads, Aqua returned to the woods, where she found the dwarfs and the Prince grieving. The Prince leaned down to kiss Snow White farewell; no sooner had he done so than her eyelids drifted open. The dwarfs had given up hope, and were relieved beyond words. Aqua knew how they felt. Once, Ven had slept and slept, and she thought he would never wake. She would never forget how happy she felt when he finally opened his eyes---a miracle.

[Enchanted Dominion]

"There's no way Terra would hurt somebody like that!" Aqua followed the echo of Ven's voice and found him face-to-face with Maleficent. The evil fairy had told him Terra had stolen someone's heart, but Aqua quickly stood up for Terra. Ven was reassured, but the second she asked him to return home with her, he ran off.

Aqua turned to face Maleficent, but had walked right into a trap; she was sent plummeting into the dungeon below, and there she met Prince Phillip. He was trying to save his beloved Princess Aurora, who had fallen into an endless sleep as a result of Maleficent's curse.

Together, they escaped the castle, but Maleficent was so enraged, she transformed into a dragon and attacked. A fierce fight ensued, but the three good fairies cast an enchantment on Phillip's sword, which flew, swift and sure, into the dragon's heart. With a shriek of agony, Maleficent vanished.

Phillip walked up to Aurora's bedside. He leaned down and kissed her gently; slowly the princess's eyes opened. True love's kiss had broken the curse.

Outside, Aqua once again encountered Maleficent, but could not convince her of the power of love. So long as people like Terra could be bent toward darkness, others would arise to serve her. And with that, she disappeared from sight.

[Radiant Garden]

A little girl named Kairi was in trouble. The strong light within her had made her a target of the Unversed. Had another Keyblade wielder named Mickey not appeared out of nowhere to help, Aqua might not have been able to fight them off.

She and Mickey had a lot in common and would have talked longer, but after just a few seconds Mickey's "Star Shard" began to glow and sent him rocketing off to another world.

Kairi's grandma had come to get her, and as they went home together, the old woman told her a story about a war that was fought long ago over the light.

Suddenly, an enormous Unversed appeared. Aqua cornered it and found Terra and Ven, who had been chasing Unversed of their own. The three Unversed combined into one massive form, and it took Aqua and both her friends fighting together to bring the giant down.

Their happy reunion was spoiled, however, when Aqua accused Terra of putting himself too close to the darkness. Realizing she had been sent by Master Eraqus to spy on him, Terra stormed off, shocked and hurt, and Ventus was quick to follow him.

Aqua tried to track them down, but was sidetracked by an old man named Merlin, who told her about a special book with the power to waken one's inner strength.

She continued her search, but was confronted by Vanitas. A fight ensued, and she had only barely managed to drive the masked boy off when Ven came running up. Realizing now that they faced greater dangers than ever, she insisted he go home to the Land of Departure for his own safety. Then she vanished into the Lanes Between.

[Disney Town]

When Aqua arrived in Disney Town, the annual Dream Festival was already in full swing. Captain Justice, the town's "fearless defender and hero," turned up to greet her. But the only reason Captain J---whose real name was Pete---had suddenly grown a conscience was to win a prize for good citizenship. As a result, he had been rushing to people's rescue when, if anything, they needed rescuing from him.

And when somebody really did need his help---Horace, whose Fruitball court had been taken over by Unversed---Captain Justice ran off, citing schedule conflicts, and left Horace up the creek without a hero.

Thankfully, Aqua got rid of the Unversed for him, earning his admiration and the thanks of Queen Minnie.

The Million Dreams Award for good citizenship went to Ventus, Aqua, and Terra---a three-way tie. Furiously, Pete stormed the stage---he had expected a landslide victory in his favor---but in the end, Queen Minnie banished him from Disney Town until he'd had time to cool off.

During his exile, however, Pete was called upon by Maleficent, who offered to free him in exchange for his help conquering all worlds. Reluctantly, he agreed, and vanished into the portal she opened.

[Olympus Coliseum]

A young aspiring hero named Hercules and his trainer, Phil, couldn't stop talking about Terra. Apparently he was the Coliseum's reigning champ. Phil, having taken a shine to Aqua, convinced her to enter the Games by suggesting Terra might come back to defend his title.

She fought her way through the bracket without too much trouble, but there was still no sign of Terra. Disappointed, she considered withdrawing from the competition, but changed her mind when she met Zack, Terra's final opponent in the last Games. Zack recounted how Hades' attempts to lure Terra toward darkness had been thwarted at every step.

After defeating Zack, Aqua expected to face Terra in the finals. Instead, she was pitted against Hades and a giant monster under his control. But despite Hades' taunts and jabs at Terra's character---not to mention the unfair

odds---Aqua emerged from the match triumphant.

What did catch her off guard was when Zack asked her on a date. Flustered, she bid him farewell, and continued her journey with thoughts of Terra in her heart.

[Deep Space]

Within minutes of arriving on the spaceship, Aqua had been accused of trying to stow away and taken prisoner. But when she learned the Grand Councilwoman was dealing with an infestation of Unversed, Aqua volunteered to exterminate them---and also search for two fugitives in the process: a "dangerous" creature called Experiment 626, and his creator, Dr. Jumba.

Aqua soon stumbled across 626. He was desperately searching for something, and upon seeing Aqua, surprised her with what he said: "Terra." She would have asked him more if a swarm of Unversed had not gotten in her way.

Aqua was hunting outside the ship when she discovered something floating through space. It was the pretend Wayfinder 626 had been carrying when she first met him.

She found him again on the launch deck, squabbling with Dr. Jumba. Before she could take them into custody, 626 lunged at her and snatched the "Wayfinder" from her hands. It was a copy of Terra's good luck charm, Dr. Jumba explained, and Terra had been just as protective of his. Aqua was relieved to hear Terra still thought of her as a friend.

Captain Gantu appeared and, against the Grand Councilwoman's wishes, drew his blaster and pointed it at 626. Aqua knew now that 626 was more than just some violent creature, so she fought Gantu off until the Grand Councilwoman arrived. Aqua implored her to spare 626, and the Grand Councilwoman, impressed by Aqua's sincerity, agreed to give his sentence further thought.

Relieved, Aqua turned to Experiment 626 and welcomed him into her circle of friends.

[Never Land]

When Aqua picked up the treasure map, she had no idea she had effectively become leader of Peter Pan's treasure hunt. She refused at first, but the Lost Boys Slightly and Cubby looked so sad at the thought of their "expatition" being called off, she finally relented and agreed to lead the way.

They followed the map, swashbuckling with Peter Pan's archenemy Captain Hook along the way. Finally, they reached a waterfall so tall they couldn't even see the top. The Lost Boys started to have second thoughts, but a pep talk from Peter Pan gave them the courage to fly up to where the treasure was waiting.

But not just the treasure. Captain Hook had headed them off and claimed it for himself. He sneered with delight; at last he had beaten Peter Pan to the punch! But his grin vanished when he opened the chest and found only junk inside. The whole treasure hunt was just a game that Peter Pan had devised.

Before Hook could retaliate, the crocodile approached. With a shriek, the captain took off as fast as his legs would take him.

Inside the chest was Ventus's wooden Keyblade. So Ven had been here too, she

thought---but then a dark presence clouded her mind. Someone else was here right now.

It was Vanitas. Somehow he had gotten ahold of Ven's wooden Keyblade, which he broke clean in two. It took all of Aqua's strength to defeat him, and then she passed out.

Aqua woke to the sound of Peter Pan's voice. It was time for her to leave, but she promised to return to Never Land one day.

[Destiny Islands]

The light guided Aqua to a small island surrounded by endless ocean. She saw a tree with star-shaped fruit, just like the one she had told her friends about.

After meeting two remarkable boys, Sora and Riku, Aqua considered bequeathing the Keyblade's power to one or the other. But when she sensed Terra had already chosen Riku, she decided against it.

Instead, she asked Sora to watch over his friend if he ever lost his way.

"One Keyblade is enough for any friendship." She would never wish the things she and Terra had been through onto these children.

[The Mysterious Tower]

In the Lanes Between, Aqua found Mickey. He was hurt, and she could tell from his murmurs that he needed to get back to Yen Sid.

But when she took him to the sorcerer's tower, she was greeted with shocking news: Master Eraqus had met his demise at the hands of Master Xehanort...and Terra. Unwilling to believe it, Aqua set off for the Keyblade Graveyard to confront her friend and find out the truth.

[The Keyblade Graveyard]

In a barren clearing, amidst countless Keyblades reduced to rust and ruin, stood Terra. Aqua appeared and questioned him about Master Eraqus's demise. Terra's face went dark as he admitted Xehanort had used him to strike their Master down. But Aqua told him hate and rage would only feed the dark fires within him; if he had come to fight for vengeance, then Xehanort had already won.

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break past the walls of stone and steel to reach Xehanort.

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As Aqua cradled Ven in her arms, she was confronted by Master Xehanort's accomplice, Braig, who had come to destroy her and push Terra even further toward darkness. He was outmatched, however, and slipped away, leaving the task to Vanitas instead.

Aqua woke in Mickey's arms. Vanitas had caught her off guard and knocked her out. They saw Ventus nearby, but in his hand was the X-blade. It was too late; Vanitas had already seized control of Ven's body.

She tried with all her might to free Ven's heart, but against the X-blade, all her might was nowhere near enough. Aqua clutched the Wayfinder. As love for her friends filled her heart, light filled her Keyblade. She summoned the last of her strength and brought the Keyblade crashing down on Vanitas, cracking the X-blade and releasing a torrent of energy that spilled out into the Keyblade Graveyard, swallowing Aqua and everything else.

When she next woke, she was inside Yen Sid's tower. Mickey had found her and Ven drifting through the Lanes Between and brought them to safety.

Ven was sleeping next to her. She called his name, but the boy's eyelids remained closed. Yen Sid explained that his heart was sleeping. And so it was that Aqua lifted her friend into her arms and set off on a new journey to find Terra, who had been missing since the lightstorm.

[-The Final Episode (TFE)-]

Guided by Ven, Aqua found herself returning to the beloved home the three of them had shared. But all that remained were ghastly ruins: a mass of twisted earth and buildings.

Aqua did as the late Master Eraqus had instructed her, activating a certain "trick" devised to protect their land from being used for evil purposes. As she did, a blaze of dazzling light transformed everything---the hall, the earth, and even the sky---into a new world that would draw all who visited into the depths of oblivion. She left Ven in one of the rooms, then departed.

The faint sound of Terra's voice led her to Radiant Garden, where she found a man who looked just like him. The man was struggling to dig through the morass of his own memory and remember who he was.

The darkness emanating from this stranger could belong to only one man: Master Xehanort. Aqua challenged him, determined to win back Terra's heart. Xehanort lost the fight and began to writhe; Terra's heart was fighting back from the inside.

In a desperate move to rid himself of Terra once and for all, Xehanort turned his own Keyblade on himself, and began to sink into the pool of darkness that

spilled forth.

Aqua dove into the darkness to pull her friend out, but soon realized only one of them would be able to return. She chose to sacrifice herself and sent Terra back to the realm of light. Down, down, down... Aqua's last thoughts before vanishing from sight were of Ven, and who would care for him once she was gone.

Night had fallen on the Destiny Islands. Sora was gazing up at the stars when suddenly, grief overcame him. But why, when he had no reason to be sad? Riku suggested someone else out there was hurting and needed Sora to listen. So Sora closed his eyes and tried.

Meanwhile, in Radiant Garden, Braig led Ansem the Wise to a man who had collapsed in the square. Aqua's armor and Keyblade lay on the ground nearby. Ansem asked the man his name. Delirious, the man replied:

"Xehanort."

Elsewhere, Aqua was trudging through endless darkness. Sinister monsters surrounded her, and she could no longer fight the urge to bring her struggle to a close. But as she lowered her Keyblade in resignation, light came pouring into the darkness. It shifted and changed, becoming two Keyblades: Terra's, and Ven's. In a flash, they had destroyed the monsters around her. Aqua realized her friends had found a way to reach her---and in the deepest darkness, she had found light.

Ven was drifting through his own darkness when he heard a familiar voice. Exhausted from the long journey, Ven's heart decided he belonged with the voice's heart. He was going home.

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[-II. Secret Reports (SRP)-]
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[Xehanort's Letter]

Please accept my deepest gratitude for the invitation to witness your pupils' accession to the office of true Keyblade Master. It was a heavy mantle our Master placed upon your shoulders naming you Successor, but you have nonetheless persevered and raised two Masters yourself. I know it cannot be easy.

I did you terrible harm in the past over a petty difference in opinion, and just a few years ago selfishly thrust my own burdens upon you. I think of you like a younger brother, and yet, fool that I am, I have never availed myself of countless opportunities to apologize or thank you for opening your home to the boy. Yet not once have you blamed me; on the contrary, here you are inviting me to such an important ceremony. I intend to be there to offer you all my blessings.

Our Master chose his heir wisely. Ours is a bizarrely ironic task---to watch over the light from the shadows---but in the face of that, the warmth in your heart and unfailing dedication to the light impress me to no end.

I have taken to wandering the World, and seen much darkness hiding in the light. Lately, I fear it has taken a turn for the worse. Perhaps Yen Sid has already told you about the Unversed? These fledgling emotions derive from negativity, and I can now sense their presence in nearly every world.

And on the topic of darkness: we must speak of another matter that concerns me, one related to the upcoming ceremony. When I visited several years ago, your pupil Terra drew my attention. His power is immense, to be sure, but within his heart I could see darkness just waiting to be awakened. I know this is none of my business, but I have reservations about welcoming Terra as a true Keyblade Master without taking certain precautions. The traditional examination, perhaps, to see if he has the Mark of Mastery? The choice is yours, and I will humbly respect your decision.

Take care. I eagerly await our long overdue reunion.

[Xehanort's Report 1]

Much time has passed since I left the home of my youth behind, and in the myriad worlds I have visited, I have gained much knowledge. On these pages, I intend to record a portion of that knowledge, and put the course of my life to paper.

Upon reflection, my life underwent the most considerable sea-change when I arrived at that place. Yes, it began when I found a Master, and another I would later call my brother---when I found a new home.

Then there was the Keyblade. For what purpose was it begotten, and by whom? During my training as one of its wielders, the precepts offered a clear answer: the Keyblade existed so that we who watched over the light could protect the world from the shadows.

But was that the TRUE answer? Could there not be more to it than that? My heart sought knowledge, and so I sometimes visited other worlds---though such travel was forbidden unless duty required---and found what my heart sought.

[Xehanort's Report 2]

Our Master instructed us to don armor while traveling between worlds, so that we might shield ourselves from the darkness. But there, in the Lanes Between, I could feel the force of it---the power---and from then on, I forwent my armor's "protection." I had been told the darkness would devour me, but what terrors could it possibly hold, so long as I found the strength to control it?

The World is vast---and the worlds within the greater World, uncountable. Like little islands, they dot a great Ocean Between which keeps them ignorant of each other, uncorrupted.

Each world had its own order. Unlike us, they could not know of the World in its entirety, and we were never to enlighten them.

[Xehanort's Report 3]

In ancient times, no such buffers kept the larger World divided; there were no walls of light enclosing each smaller world the way they do today. Nothing prevented one from physically interfering with the next.

At that time, the World was filled with light, and a great many Keyblade wielders. But without buffers, the worlds began to squabble over ownership of the light. You see, they learned of the Keyblade's true use. War broke out as each of the Keyblade wielders struggled to lay claim to an almighty entity known as Kingdom Hearts.

Kingdom Hearts could be described as an aggregate of hearts. Worlds, too, have hearts, just like people; each world's heart is concealed from sight, beyond a hidden door. By gathering all the hearts of all the worlds in a single place, one may complete Kingdom Hearts.

[Xehanort's Report 4]

And when Kingdom Hearts is complete, it is said the one who opens its door will bring about the creation of the Next World. Such a feat is above any human. Or, to put it a different way: whoever opens that door will be reborn as something far greater than human.

Light and darkness are two sides of the same coin; without darkness, there is no light. The Keyblade wielders' great war over Kingdom Hearts was fought by defenders of the light, servants of darkness, those who sought to reconcile the two, and those motivated by nothing more than lust for power. A whole spectrum of thought was swept into the conflict, and the worlds that did not go to war found the war brought to them. In the end, the whole World was cast into darkness. That was how the ancient Keyblade War drew to a close. To this day, no one has ever managed to open the door to Kingdom Hearts.

Some time later, the little light that remained in the hearts of the few gave rise to the World we know today: one made of many worlds behind just as many walls, so that the Keyblade War would not be repeated.

[Xehanort's Report 5]

At present, the lanes and corridors that run between the worlds may only be traversed by us Keyblade wielders, and those who have given themselves over to darkness.

As the former, our duty is to cross the chasms between the worlds and guard against the latter, whose darkness corrupts and contaminates, so that no world need ever be lost again.

Few Keyblade wielders remain now; I have heard of but a handful of others outside my circle. But the world is vast, and more of our kind may be out there.

Now, in addition to the realm of light in which we reside, there is also a realm of darkness, and the realm between which connects the two. The realm of darkness is most forbidden; I am told none who set foot there have ever returned.

[Xehanort's Report 6]

There are three families of Keyblades: the Keyblades of light we wield,

Keyblades of darkness, and Keyblades of heart.

The first and second families differ only in origin; Keyblades of darkness are found in the realm of darkness, and are counterparts to the Keyblades we use in the realm of light.

The third type of key, the Keyblade of heart, came into existence when the World was reorganized after the Keyblade War. Without this key, Kingdom Hearts is forever beyond a person's reach. Only by gathering seven hearts of pure light---hearts completely devoid of darkness---may one forge a Keyblade of heart and open the door to Kingdom Hearts.

And, as stated before, opening this door arguably gives that person control over all worlds and all people.

[Xehanort's Report 7]

I have uncovered the Keyblade's ultimate mystery. You see, besides the three families of Keyblades, there is another "Key Blade." While it may sound the same when spoken, it is notated uniquely: "X-blade." And make no mistake, while it resembles a normal Keyblade, it is something altogether different.

Keyblades are said to be man-made counterparts to Kingdom Hearts. The X-blade, however, coexists with Kingdom Hearts.

It is only forged when two hearts of equal power intersect---one heart of pure darkness, one heart of pure light. At the time of its forging, Kingdom Hearts appears. It must be noted, though, that this Kingdom Hearts is special. Unlike the Kingdoms brought about forcibly and artificially through the collection of hearts, THIS Kingdom Hearts is a perfect and complete union of ALL the worlds' hearts. Surely it was over this that the ancient Keyblade War was fought.

If so, the walls that divide the worlds today are of little consequence. With the X-blade, all their hearts could be instantly reunited---and the Keyblade War, refought.

[Xehanort's Report 8]

My brother pupil Eraqus thinks only in absolutes. He has persuaded himself that light is the only way, but forgets that light cannot exist without shadow. I believe a balance of light and darkness is what sustains our World, but too much of the darkness has been stamped out, disrupting that balance. Someone must tear down this tyranny of light and reorganize the World around the darkness which then creeps back in.

Eraqus and I did not see eye to eye. I left, and wandered the World. This was perhaps the first time I felt truly free since that day I departed my boyhood home. But free to do what? I had already shown the Mark and become a Keyblade Master---but having been passed over as a Successor, all that remained to me was the road of teacher.

Ordinarily, Keyblade Masters take pupils under their wings, malleable minds in which to impress the precepts of the Keyblade wielder and keep our profession alive for generations to come. Was my time drawing to an end, then, after all I had accomplished since casting away the place of my birth? Surely waiting for a quiet death would not do, not when there was still so much I needed to see for myself. Powers help me, I thought, my body is so old...

[Xehanort's Report 9]

We Keyblade Masters have a special gift. We can extract a heart, be it our own or that of another. By continuing this cycle, it is possible to remain in the world of the living forever.

As a boy, I dreamed of seeing the farthest reaches of the World. If I only went far enough, there had to be a world out there in which no one had ever before set foot. And now I know of just such a world. If I become the first to open Kingdom Hearts' door, I can create the Next World in which light and darkness exist in perfect equilibrium.

So there I stood, with vast knowledge in one gnarled, dying hand, and newfound purpose in the other. The next step was clear: I needed a new vessel.

And that was when I met Ventus and made him my pupil. We were destined to meet, and I could sense the potential within him, but the boy was too benign for his own good. I came to the conclusion he was too frail to serve as a vessel, and decided to use him for a second purpose I had in mind.

I would remove the darkness from his heart and split him in two. Then I would have my heart of pure light, and my heart of pure darkness.

[Xehanort's Report 10]

As was to be expected, Ventus lacked the constitution for such an ordeal. I was able to remove the darkness inside him and create Vanitas, a heart of pure darkness, but Ventus drifted into the clutches of sleep.

Ventus's heart of pure light and Vanitas's heart of pure darkness...If both could be made strong enough to one day clash, I know the X-blade would be forged.

But Vanitas took too much of Ventus's heart, and from that fracture, I could see the last of Ventus's light was slipping away. The boy deserved a place to spend his final moments peacefully. And what should come to mind but my own boyhood home.

My legs took me there unbidden, and as I stood there on the same beach where I had made my choice so many years ago, I thought: not a single thing has changed. Here, in this quiet world, time marches in place. Content that Ventus would find peace here, I started to walk away--but just then, the boy held up his Keyblade. The light within him had not died.

[Xehanort's Report 11]

Ventus and Vanitas were not matched in power; I could not train them, or Vanitas's darkness would gnaw away what little Ventus had left.

Of course, since I needed a place where the boy's light might flourish, the answer was obvious: Eraqus, and his absolutes.

Considering how we had parted ways, I expected friction---but if anything, Eraqus seemed delighted to see me again. He readily agreed to take care of Ventus. Now I need only wait for the boy's heart to get stronger.

I had not visited this second home of mine for some time, and discovered Eraqus

had already two pupils of his own. Within one of them, Terra, I sensed something. The boy, though well-intentioned, seeks power single-mindedly. And that kind of hunger is a seedbed for darkness.

I had found my vessel.

[Xehanort's Report 12]

The time has come. I have received word from Eraqus that his pupils are to become true Keyblade Masters. Terra and Aqua...They will be easy now to lure into the outside world. But Ventus! I will get nowhere without him.

Vanitas can feel some of what Ventus feels, and he says Terra is the key. Ventus has loved Terra like a real brother ever since he let him keep his old wooden Keyblade. It seems we have found a loose thread at which we can tug to unravel Ventus's heart.

The first step is to get Terra alone; then we need to plant the seeds of doubt in Ventus. Let him carry his faint light as he chases his brother into the darkness.

Let the darkness make his light stronger, then let the light deepen the darkness. And where the two finally meet is where the stuff of legends will become real.

[-----]
[-III. Game Records (GMR)-]
[-----]

[Arena Missions]

(Medals)

- Collect 300 medals during the game. []
- Collect 1,000 medals during the game. []
- Collect 3,333 medals during the game. []
- Collect 5,555 medals during the game. []
- Collect 7,777 medals during the game. []
- Collect 9,999 medals during the game. []

(Arena Mode)

- Complete "Day of Reckoning." []
- Complete "Wheels of Misfortune." []
- Complete "Risky Riches." []
- Complete "Weaver Fever." []
- Complete "Sinister Sentinel." []

- Complete "Dead Ringer." []
- Complete "Combined Threat." []
- Complete "Treasure Tussle." []
- Complete "Harsh Punishment." []
- Complete "A Time to Chill." []
- Complete "Copycat Crisis." []
- Complete "Keepers of the Arena." []

(Rumble Racing)

Country Chase

- Finish five laps in 2 minutes 30 seconds. []

Disney Drive

- Finish five laps in 5 minutes. []

Grand Spree

- Finish five laps in 5 minutes. []

Castle Circuit

- Finish five laps in 5 minutes 30 seconds. []

(The Command Board)

- Win a game on the Keyblade Board. []
- Win a game on the Royal Board. []
- Win a game on the Spaceship Board. []
- Win a game on the Toon Board. []
- Win a game on the Hunny Pot Board. []
- Win a game on the Skull Board. []
- Win a game on the Secret Board. []

[Mini-games]

(The Command Board)

Wins/Games: -/-

Keyblade Board

-Fastest Win: - turns

Royal Board

-Fastest Win: - turns

Spaceship Board

-Fastest Win: - turns

Toon Board

-Fastest Win: - turns

Hunny Pot Board

-Fastest Win: - turns

Skull Board

-Fastest Win: - turns

Secret Board

-Fastest Win: - turns

(Ice Cream Beat)

It's a Small World

-Beginner: Combo Record: -

-Beginner: High Score: - p

-Master: Combo Record: -

-Master: High Score: - p

Blast Away -Gummy Ship II-

-Beginner: Combo Record: -

-Beginner: High Score: - p

-Master: Combo Record: -

-Master: High Score: - p

Dessert Paradise

-Beginner: Combo Record: -

-Beginner: High Score: - p

-Master: Combo Record: -

-Master: High Score: - p

Destiny Islands

-Beginner: Combo Record: -

-Beginner: High Score: - p

-Master: Combo Record: -

-Master: High Score: - p

Hand in Hand

-Beginner: Combo Record: -

-Beginner: High Score: - p

-Master: Combo Record: -

-Master: High Score: - p

(Rumble Racing)

Country Chase

-Time for 5 Laps: -'---"---

Disney Drive

-Time for 5 Laps: -'---"---

Grand Spree

-Time for 5 Laps: -'---"---

Castle Circuit

-Time for 5 Laps: -'---"---

(Fruitball)

Vs. Bruisers

-High Score: - p

Vs. Chip & Dale

-High Score: - p

Vs. Captain Dark (Terra only)

-High Score: - p

Vs. Captain Justice (Ventus, Aqua only)

-High Score: - p

Vs. Shoegazers (Aqua only)

-High Score: - p

(Break the Urns)

-High Score: - p

[Hit Counts]

(Dimension Links)

Terra/Ventus/Aqua

Cinderella / Dream Sparkle:	- hits
Zack / Hero's Entrance:	- hits
Experiment 626 / Random Beam:	- hits
Peter Pan / Swordbill:	- hits
Pete / Fruit Shot:	- hits
Cinderella / Miracle Dance:	- hits
Zack / Hero's Pride:	- hits
Experiment 626 / Ohana Beat:	- hits
Peter Pan / Barrel Roll:	- hits
Pete / Rumble Rave:	- hits

Terra/Ventus only

Aqua / Finish:	- hits
Aqua / Magic Volley:	- hits

Terra/Aqua only

Ventus / Finish:	- hits
Ventus / Air Dive:	- hits

Ventus/Aqua only

Terra / Finish:	- hits
Mickey / Lightcharge:	- hits
Donald / Donald Flare:	- hits
Goofy / Goofy Spin:	- hits
Snow White / Sweet Memory:	- hits
Terra / Landbreaker:	- hits
Mickey / Faithcharge:	- hits
Donald / Cosmic Donald:	- hits

Goofy / Goofy Turbo: - hits
Snow White / Sweet Seven: - hits

Terra only

Maleficent / Thunderchaser: - hits
Maleficent / Dragonfire: - hits

(Shotlock Commands)

Terra/Ventus/Aqua

Meteor Shower: - hits
Flame Salvo: - hits
Chaos Snake: - hits
Ragnarok: - hits
Thunderstorm: - hits
Bio Barrage: - hits
Photon Charge: - hits
Absolute Zero: - hits
Lightning Ray: - hits

Terra only

Dark Volley: - hits
Sonic Shadow: - hits
Ultima Cannon: - hits

Ventus only

Pulse Bomb: - hits
Multivortex: - hits

Aqua only

Bubble Blaster: - hits
Prism Rain: - hits
Lightbloom: - hits

[-----]
[-IV. Character Files (CRF)-]
[-----]

Note: If a character file does not list any specific character entries under them, then that particular character description is available for all three playable characters and is the same.

[Main Characters]

(Terra)

-Terra's Entry-

A young man in training to become a Keyblade Master. He and his fellow pupils Aqua and Ventus share a healthy rivalry and strong bond of friendship.

Though he is aware of the darkness in his heart, Terra refuses to accept it---and Master Xehanort's suggestions that it might be controlled have only deepened his quandary.

-Ventus's and Aqua's Entry-

A young man in training to become a Keyblade Master. He and his fellow pupils Aqua and Ventus share a healthy rivalry and strong bond of friendship.

(Ventus)

-Terra's and Aqua's Entry-

One of Master Eraqus's pupils. He usually goes by "Ven" for short. He and Terra and Aqua train together, sharing both a healthy rivalry and a strong bond of friendship.

Since Ventus is younger, Terra and Aqua tend to be very protective of him.

-Ventus's Entry-

One of Master Eraqus's pupils. He usually goes by "Ven" for short. He and Terra and Aqua train together, sharing both a healthy rivalry and a strong bond of friendship.

Haunted by the masked boy's warnings about Terra, Ven defied Master Eraqus, ran away from home, and set off for the outside world to find his friend.

(Aqua)

-Terra's and Ventus's Entry-

The only one of Master Eraqus's pupils to have been recognized as a true Keyblade Master. A healthy rivalry and close friendship bind her and her training mates Terra and Ven together.

-Aqua's Entry-

The only one of Master Eraqus's pupils to have been recognized as a true Keyblade Master. Her orders: to bring the Unversed situation under control, and to keep an eye on Terra.

She is very concerned about Terra, as well as Ventus, who ran away from home to find him.

(Master Eraqus)

One of the true Keyblade Masters, and also Terra, Aqua, and Ventus's teacher. He has a strong aversion to darkness, and believes it the duty of every Keyblade Master to rid the world of it.

Though strict on the outside, he is not unkind, and loves his pupils like his own children.

(Master Xehanort)

-Terra's Entry-

One of the true Keyblade Masters, and a longtime acquaintance of Master Eraqus. He is connected with the masked boy, and harbors a hidden agenda.

Unlike Master Eraqus, Xehanort believes darkness need not be rejected if it can be controlled.

-Ventus's and Aqua's Entry-

One of the true Keyblade Masters, and a longtime acquaintance of Master Eraqus. He is connected with the masked boy, and harbors a hidden agenda.

(Yen Sid)

The Sorcerer's Apprentice (1940)

-Terra's Entry-

A great sorcerer who dwells within the Mysterious Tower. Mickey is his apprentice.

Yen Sid was the first to detect something amiss with the worlds, and alerted Master Eraqus as soon as he could.

-Ventus's Entry-

A great sorcerer who dwells within the Mysterious Tower.

Yen Sid was the first to detect something amiss with the worlds, and alerted Master Eraqus as soon as he could.

He is concerned about his apprentice, Mickey, who has run off.

-Aqua's Entry-

A great sorcerer who dwells within the Mysterious Tower. Mickey is his apprentice.

Yen Sid was the first to detect something amiss with the worlds, and alerted Master Eraqus as soon as he could.

It was also he who delivered to Aqua the news of Master Eraqus's demise at the hands of Terra and Master Xehanort.

(King Mickey)

Steamboat Willie (1928)

-Terra's and Ventus's Entry-

King of Disney Castle. He put aside his training under Yen Sid and ran off when he heard the worlds were in trouble.

-Aqua's Entry-

King of Disney Castle. He put aside his training under Yen Sid and ran off when he heard the worlds were in trouble.

So far his travels from world to world have been mostly accidental, since he cannot control the Star Shard he "borrowed."

(Donald Duck)

The Wise Little Hen (1934)

-Ventus's and Aqua's Entry-

A magician in the service of King Mickey. He and Goofy rushed to Yen Sid's tower when they heard their king had gone missing in the middle of his training.

(Goofy)

Two Weeks Vacation (1952)

-Ventus's and Aqua's Entry-

The captain of King Mickey's royal knights. He and Donald are with Yen Sid, where they anxiously await the King's return.

(The Masked Boy)

-Terra's and Aqua's Entry-

A mysterious figure with ties to Master Xehanort.

-Ventus's Entry-

A mysterious figure with ties to Master Xehanort. He warned Ventus that Terra was in some kind of danger, but disappeared before explaining any further.

(Vanitas)

-Terra's and Aqua's Entry-

A mysterious boy who hides his face behind a mask. He has ties to Master Xehanort.

-Ventus's Entry-

A mysterious boy who hides his face behind a mask. He has ties to Master Xehanort.

Vanitas warned Ventus that Terra was in some kind of danger, but disappeared before explaining any further.

(Braig)

-Terra's Entry-

A mysterious man who is up to something behind the scenes.

He and Master Xehanort have an understanding; Braig staged the Master's kidnapping to draw the darkness out of Terra, but that same darkness left Braig scarred.

(Vanitas Remnant)

A physical manifestation of what remained of Vanitas's powerful thoughts and feelings.

(Unknown)

A mysterious figure whose origins, identity, and purpose are unclear.

[Castle of Dreams]

(Cinderella)

Cinderella (1950)

-Terra's Entry-

A young lady who believes dreams can come true.

Cinderella was devastated when Lady Tremaine and her daughters tore apart her dress for the ball, but was soon visited by her Fairy Godmother, who used magic to provide her a coach and a new dress.

She caught Prince Charming's eye at the ball, but had to flee the palace at the stroke of twelve, before the magic wore off.

When brought together, seven hearts of pure light like Cinderella's are the key to ruling all worlds.

-Ventus's Entry-

A young lady who believes dreams can come true. Lady Tremaine and her daughters seem determined to make her life a misery, but Cinderella endures it with grace.

She and Jaq the mouse are good friends.

-Aqua's Entry-

A young lady who believes dreams can come true. Lady Tremaine and her daughters seem determined to make her life a misery, but Cinderella endures it with grace.

She and Jaq the mouse are good friends.

When brought together, seven hearts of pure light like Cinderella's are the key to ruling all worlds.

(Jaq)

Cinderella (1950)

-Ventus's Entry-

A personable mouse who looks after people and knows how to get things done. His friend Cinderella often saves him from the clutches of Lucifer the cat.

Ventus helped Jaq make a dress for Cinderella to wear to the ball.

-Aqua's Entry-

A personable mouse who looks after people and knows how to get things done. His friend Cinderella often saves him from the clutches of Lucifer the cat.

His heroic efforts helped free Cinderella after Lady Tremaine locked her in the attic.

(Lucifer)

Cinderella (1950)

-Ventus's Entry-

Lady Tremaine's bully of a cat. He is constantly tormenting Jaq.

(Prince Charming)

Cinderella (1950)

-Terra's Entry-

The prince of this kingdom, who fell in love with a girl he met at the ball.

-Aqua's Entry-

The prince of this kingdom, who fell in love with a girl he met at the ball.

He was reunited with his true love when the glass slipper, his only clue to the girl's identity, fit Cinderella perfectly.

(The Fairy Godmother)

Cinderella (1950)

-Terra's Entry-

A kindhearted fairy who appears only to those who believe in their dreams.

When Cinderella's dress for the ball was ruined, the Fairy Godmother used magic to give her a new dress and a coach.

-Aqua's Entry-

A kindhearted fairy who appears only to those who believe in their dreams. She

watches over Cinderella.

(Lady Tremaine)

Cinderella (1950)

Cinderella's wicked stepmother, who forces her to live in the attic and finish unreasonable amounts of chores each day.

She herself lives in luxury and spoils her own daughters, Drizella and Anastasia, rotten.

(Anastasia)

Cinderella (1950)

Lady Tremaine's daughter. She and her older sister Drizella bully Cinderella around.

She takes pride in her skill as a flautist, despite not actually having any.

(Drizella)

Cinderella (1950)

Lady Tremaine's daughter. She and her younger sister Anastasia subject Cinderella to constant bullying.

Her costly voice lessons do not seem to be doing much good.

(The Grand Duke)

Cinderella (1950)

-Terra's and Aqua's Entry-

A man who, at the king's insistence, is trying to help Prince Charming find a bride. While fiercely loyal, he tends to be a bit scatterbrained.

[Dwarf Woodlands]

(Snow White)

Snow White and the Seven Dwarfs (1937)

-Terra's Entry-

A lovely young maiden with a kind heart. So beautiful was Snow White that the Queen grew jealous and sought to end her life.

When brought together, seven hearts of pure light like Snow White's are the key to ruling all worlds.

-Ventus's Entry-

A lovely young maiden with a kind heart. So beautiful was Snow White that the Queen grew jealous and sought to end her life.

Snow White was spared, however, and began living in a cottage deep in the woods with seven dwarfs she met.

-Aqua's Entry-

A lovely young maiden with a kind heart. So beautiful was Snow White that the Queen grew jealous and gave her a poisonous apple.

Snow White fell into a deep sleep, but was woken by a kiss from her beloved Prince.

(The Prince)

Snow White and the Seven Dwarfs (1937)

-Aqua's Entry-

The prince of a neighboring kingdom who met Snow White one day after her beautiful singing drew him into the castle.

Unable to forget her, he returned to the castle later, only to learn she had taken a bite from a poisonous apple and fallen into a deep sleep.

With love's first kiss, however, he was able to wake her.

(Doc)

Snow White and the Seven Dwarfs (1937)

-Ventus's Entry-

One of seven dwarfs who live in a cottage deep in the woods. Doc is the most knowledgeable; he's the one with the glasses.

-Aqua's Entry-

One of seven dwarfs who live with Snow White. Doc is the most knowledgeable; he's the one with the glasses.

(Grumpy)

Snow White and the Seven Dwarfs (1937)

-Ventus's Entry-

One of seven dwarfs who live in a cottage deep in the woods. Grumpy is suspicious of everything and slow to trust anyone, and always wears a look of displeasure.

-Aqua's Entry-

One of seven dwarfs who live with Snow White. At first, Grumpy had nothing pleasant to say about her, but her kindness warmed his heart over time.

(Happy)

Snow White and the Seven Dwarfs (1937)

-Ventus's Entry-

One of seven dwarfs who live in a cottage deep in the woods. Happy's constant smiles are a comfort to all around him.

-Aqua's Entry-

One of seven dwarfs who live with Snow White. Happy's constant smiles are a comfort to all around him.

(Sleepy)

Snow White and the Seven Dwarfs (1937)

-Ventus's Entry-

One of seven dwarfs who live in a cottage deep in the woods. Sleepy always looks ready to doze off.

-Aqua's Entry-

One of seven dwarfs who live with Snow White. Sleepy always looks ready to doze off.

(Bashful)

Snow White and the Seven Dwarfs (1937)

-Ventus's Entry-

One of seven dwarfs who live in a cottage deep in the woods. Bashful will turn red if you so much as say hello.

-Aqua's Entry-

One of seven dwarfs who live with Snow White. Bashful will turn red if you so much as say hello.

(Sneezy)

Snow White and the Seven Dwarfs (1937)

-Ventus's Entry-

One of seven dwarfs who live in a cottage deep in the woods. Sneezy... Well, he sneezes a lot.

-Aqua's Entry-

One of seven dwarfs who live with Snow White. Sneezy... Well, he sneezes a lot.

(Dopey)

Snow White and the Seven Dwarfs (1937)

-Ventus's Entry-

One of seven dwarfs who live in a cottage deep in the woods. Dopey is always one clumsy step behind the other dwarfs, and meets with many a mishap.

-Aqua's Entry-

One of seven dwarfs who live with Snow White. Dopey loves Snow White so much, he'll dart to the front of the line just to see her.

(The Queen)

Snow White and the Seven Dwarfs (1937)

-Terra's Entry-

A vain woman who is convinced she is fairest of all. When the Spirit of the Magic Mirror revealed Snow White to be fairer, the Queen decided to take the maiden's life.

(Old Peddler Woman)

Snow White and the Seven Dwarfs (1937)

-Ventus's Entry-

A mysterious old woman who dropped an apple. She claimed Terra threatened her with the Keyblade to find out about Master Xehanort---a troubling thought for Ventus.

(The Witch)

Snow White and the Seven Dwarfs (1937)

-Aqua's Entry-

A form the Queen assumed by drinking a potion. Jealous of Snow White's beauty, she wished to deceive the maiden into eating a poisonous apple.

She succeeded in putting Snow White into a deep sleep, but the seven dwarfs chased her down, and she was never seen again.

(Spirit of the Magic Mirror)

Snow White and the Seven Dwarfs (1937)

-Terra's and Aqua's Entry-

A spirit who appears within the magic mirror at the queen's behest and answers all questions with the truth.

[Enchanted Dominion]

(Princess Aurora)

Sleeping Beauty (1959)

-Terra's and Ventus's Entry-

A princess who was cursed at birth by Maleficent. To keep her safe, three good fairies hid her in the forest and gave her a new name: Briar Rose.

On her sixteenth birthday, she learned of her origins and returned to the castle, but true to Maleficent's curse, she fell into eternal slumber.

When brought together, seven hearts of pure light like Aurora's are the key to ruling all worlds.

-Aqua's Entry-

A princess who fell into eternal slumber as a result of Maleficent's curse. Prince Phillip woke her, however, with true love's kiss.

When brought together, seven hearts of pure light like Aurora's are the key to ruling all worlds.

(Prince Phillip)

Sleeping Beauty (1959)

-Aqua's Entry-

The cheerful and likeable prince of a neighboring kingdom. He met Princess Aurora when she was still living in the forest.

Maleficent imprisoned him to prevent his and Aurora's reunion, but the three good fairies rescued him.

In the end, he defeated Maleficent in dragon form and, with true love's kiss, woke Aurora from her slumber.

(Flora)

Sleeping Beauty (1959)

-Ventus's and Aqua's Entry-

The fairy dressed in red. While scatterbrained at times, she acts as leader of the three.

Flora gave the newborn Aurora the gift of beauty.

To keep her safe from Maleficent, the three fairies lived with the princess in a cottage in the forest for 16 years.

(Fauna)

Sleeping Beauty (1959)

-Ventus's and Aqua's Entry-

The fairy dressed in green. She is the most level-headed of the three.

Fauna gave the newborn Aurora the gift of song.

To keep her safe from Maleficent, the three fairies lived with the princess in a cottage in the forest for 16 years.

(Merryweather)

Sleeping Beauty (1959)

-Ventus's and Aqua's Entry-

The fairy dressed in blue. She can be stubborn at times, and often bickers with Flora.

Merryweather gave the newborn Aurora a ray of hope as her gift.

To keep her safe from Maleficent, the three fairies lived with the princess in a cottage in the forest for 16 years.

(Maleficent)

Sleeping Beauty (1959)

-Terra's Entry-

A terrifying evil fairy with a command of dark magic.

She attended the celebration of Aurora's birth, despite not being invited, and prophesied that 16 years later, Aurora would prick her finger on the spindle of a spinning wheel and die.

From Master Xehanort she learned about the existence of other worlds, and that she could rule them all by gathering seven hearts of pure light.

-Ventus's and Aqua's Entry-

A terrifying evil fairy with a command of dark magic.

She attended the celebration of Aurora's birth, despite not being invited, and prophesied that 16 years later, Aurora would prick her finger on the spindle of a spinning wheel and die.

Maleficent's gleeful account of Terra's misdeeds has left Ven troubled.

(Dragon)

Sleeping Beauty (1959)

-Aqua's Entry-

Maleficent, after using the powers of darkness to transform herself.

The green flames that leapt from her maw nearly spelled the end for Prince Phillip and Aqua, but in the end, Phillip's sword of truth flew swift and sure.

[Radiant Garden]

(Aeleus)

-Ventus's Entry-

A man of true grit who serves in the Royal Guard who watch over Radiant Garden. He values action over words.

(Even)

-Ventus's Entry-

A researcher in Radiant Garden who has been delving into the workings of the heart.

He and his fellows at the castle have taken Ienzo, an orphan, under their wing.

(Ienzo)

-Ventus's Entry-

A young boy who speaks little---but his serene gaze suggests he sees much.

Even and the others at the castle are raising him since he has lost his parents.

(Dilan)

-Ventus's Entry-

One of the Royal Guard who keep Radiant Garden safe. His savage looks belie a silver tongue and natural talent for manipulating the hearts of others.

(Lea)

-Ventus's Entry-

A likeable, upbeat boy who tends to jump into things without consulting anybody else---sometimes with disastrous results. He seems to be hung up on other people remembering him, and taught Ventus the importance of making friends.

He and his best friend, Isa, have bigger plans.

(Isa)

-Ventus's Entry-

A serene and self-possessed boy who always has time for a quick quip at his

best friend Lea's expense.

(Kairi)

-Aqua's Entry-

A girl with the mysterious ability to drive the Unversed away. Her heart is pure light.

(Kairi's Grandma)

-Aqua's Entry-

A loving grandmother. Kairi could listen to her story about the light a hundred times and never get bored.

(Scrooge McDuck)

Scrooge McDuck and Money (1967)

-Ventus's Entry-

An entrepreneur and shop owner from Disney Town. Hoping to take his already massive fortunes to cosmic levels, he moved to Radiant Garden with Merlin's help.

The lifetime passes to Disney Town were a gift from Scrooge.

-Aqua's Entry-

An entrepreneur and shop owner from Disney Town. Hoping to take his already massive fortunes to cosmic levels, he moved to Radiant Garden with Merlin's help.

Scrooge and Aqua got their wires crossed when she asked for help. She was looking for Terra, but he assumed she meant Ventus and sent her in the wrong direction.

(Merlin)

The Sword in the Stone (1963)

-Terra's Entry-

A great wizard who travels the world with a mysterious bag. He is holding on to a curious book which Terra found.

-Ventus's Entry-

A great wizard who travels the world with a mysterious bag. He instantly recognized Ventus as a fellow "world" traveler, and allowed him access to a curious book.

-Aqua's Entry-

A great wizard who travels the world with a mysterious bag. He instantly

recognized Aqua as a fellow "world" traveler, and allowed him access to a curious book.

[Disney Town]

(Queen Minnie)

Mickey's Surprise Party (1939)

Queen of Disney Castle, who reigns over the kingdom while King Mickey is away training.

Right now she is busy putting together the annual Disney Town Dream Festival, but Pete's hijinks aren't making the job any easier.

(Daisy Duck)

Don Donald (1937)

Donald's girlfriend. She is assisting Queen Minnie with royal affairs until the King returns.

(Chip)

Private Pluto (1943)

One of Disney Castle's engineers. He and his younger brother Dale put a lot of work into building a racetrack for the whole town to enjoy, and now the Unversed and Pete's antics are ruining all the fun. Chip is none too pleased.

(Dale)

Private Pluto (1943)

One of Disney Castle's engineers. He and his older brother Chip just got through building a racetrack for everyone to enjoy. But now, the Unversed and Pete are messing everything up, and it's really rattling Dale's cage.

(Huey)

Donald's Nephews (1938)

One of Donald's triplet nephews. He calls the shots at the ice cream shop he runs with Dewey and Louie.

They're trying to save up for a big adventure. Step one: thinking up hit ice cream flavors no one's ever tasted before!

(Dewey)

Donald's Nephews (1938)

One of Donald's triplet nephews. He runs an ice cream shop with Huey and Louie.

They're trying to save up for a big adventure. It was Dewey's idea to combine rhythm and ice cream to attract customers.

(Louie)

Donald's Nephews (1938)

One of Donald's triplet nephews. He helps out in his own easygoing way at the ice cream shop.

They're trying to save up for a big adventure.

(Horace Horsecollar)

The Plowboy (1929)

The fellow in charge of Fruitball. His job has gotten a lot harder since the Unversed showed up.

He was a local fixture before Disney Castle was even built, and has known King Mickey and Queen Minnie for ages.

(Captain Justice)

Pete---Disney Town's biggest troublemaker---in disguise. The truth-and-justice shtick is just a ploy to garner votes and win him the Million Dreams Award prize.

Sadly, this particular "hero" is better known for his deeds of derring-don't.

(Captain Dark)

A "secret" identity assumed by Pete, Disney Town's biggest troublemaker. He is pretending to be a shadowy hero to garner votes and win the Million Dreams Award prize.

Unfortunately, he's more shady than shadowy, and there's nothing heroic about him.

(Enchanted Brooms)

The Sorcerer's Apprentice (1940)

Wondrous brooms that can move about because the King put them under a spell.

Normally they work to keep the castle tidy, but are called upon as guards when the need arises.

(Pluto)

The Chain Gang (1930)

King Mickey's trusty dog. While the King is away, Pluto helps Queen Minnie and

Daisy hold down the fort... Well, at least he thinks he's helping.

[Olympus Coliseum]

(Hercules)

Hercules (1997)

A boy with tremendous strength who goes by "Herc" for short.

He was born a god, but someone kidnapped him when he was a baby, and ever since he has lived down on earth as a mortal.

After learning he can rejoin the gods on Olympus if he becomes a true hero, he asked Phil to train him, and has been hard at work ever since.

(Philoctetes)

Hercules (1997)

A renowned trainer of heroes who has whipped countless hopefuls into shape.

For a while, he had written off the whole hero business, but Hercules talked him out of retirement.

(Hades)

Hercules (1997)

-Terra's and Aqua's Entry-

God of the Underworld. He is scheming to overthrow Zeus, ruler of Olympus, and take over the world.

Hades would like nothing better than to find a powerful mortal he can fast-talk into helping him achieve his ambitions.

(The Ice Colossus)

-Aqua's Entry-

A fake Ice Titan which Hades created to do battle in the Coliseum.

(Zack)

Crisis Core - Final Fantasy VIII -

-Terra's Entry-

A boy who longs to become a hero. Hades manipulated him and turned him into a warrior of darkness, but Zack's heart was freed when Terra defeated him.

-Ventus's Entry-

A boy who longs to become a hero. He heard that Phil specialized in training heroes, and competed to become his next student, but Hercules ended up edging him out.

Nothing fazes Zack, who smiles his way through the worst of troubles.

-Aqua's Entry-

A boy who longs to become a hero. Hades manipulated him and turned him into a warrior of darkness, but Zack's heart was freed when Terra defeated him. Now, he looks up to Terra as a hero.

[Deep Space]

(Experiment 626 (Stitch))

Lilo & Stitch (2002)

-Terra's Entry-

An alien created through illegal genetic experimentation by the self-proclaimed "evil genius" Dr. Jumba.

Despite being programmed to have only destructive instincts, his encounter with Terra seems to have sparked an interest in friendship.

-Ventus's Entry-

An alien created through illegal genetic experimentation by the self-proclaimed "evil genius" Dr. Jumba.

He was carrying an imitation Wayfinder, and seemed intrigued by Ventus for some reason.

-Aqua's Entry-

An alien created through illegal genetic experimentation by the self-proclaimed "evil genius" Dr. Jumba.

He escaped before his exile could be carried out, so Aqua was asked to apprehend him and Dr. Jumba.

(Dr. Jumba Jookiba)

Lilo & Stitch (2002)

-Terra's Entry-

A self-proclaimed "evil genius." He was imprisoned for using illegal genetic experimentation to make the mightiest creature in the galaxy: Experiment 626, whose only instinct is to destroy everything he touches.

He keeps his other creations besides 626 close at hand, in pod form.

-Aqua's Entry-

A self-proclaimed "evil genius." He was imprisoned for using illegal genetic

experimentation to make the mightiest creature in the galaxy: Experiment 626, whose only instinct is to destroy everything he touches.

Dr. Jumba made a brief escape, but is back in custody now.

(The Grand Councilwoman)

Lilo & Stitch (2002)

-Terra's Entry-

Leader of the United Galactic Federation which oversees the universe. She rules firmly, but fairly and with an open mind.

-Aqua's Entry-

Leader of the United Galactic Federation which oversees the universe. She rules firmly, but fairly and with an open mind.

Repeated failures to apprehend Experiment 626 and Dr. Jumba led her to appoint Aqua to the task.

(Experiment 221 (Sparky))

Stitch! The Movie (2003)

-Terra's Entry-

An alien created by Dr. Jumba through genetic experimentation. His body stores an electric charge which he can use to shocking effect when threatened.

Usually, 221 stays in pod form, and only emerges when hydrated.

(Captain Gantu)

Lilo & Stitch (2002)

-Terra's Entry-

A captain in the Galactic Federation's army. He takes his responsibilities seriously, but his hotheaded attitude results in frequent failures.

-Ventus's Entry-

A captain in the Galactic Federation's army. He takes his responsibilities seriously, but his hotheaded attitude results in frequent failures.

Now that both Experiment 626 and Dr. Jumba have escaped his custody, he is fighting just to hang on to his job.

-Aqua's Entry-

A captain in the Galactic Federation's army. Both Experiment 626 and Dr. Jumba Jookiba have escaped on his watch, throwing his suitability for the post into question.

Unfortunately, he was so eager to look good again that he lost his temper---and

as a result, his job.

[Destiny Islands]

(Sora)

-Terra's and Aqua's Entry-

A cheerful, energetic little boy. He and his friend Riku always play together out on the island.

(Riku)

-Terra's Entry-

A little boy who yearns to see the outside world. Terra chose him to inherit the power of the Keyblade.

Riku deeply cares for his friend Sora, and believes the strength he needs to protect people awaits him somewhere in the wider world.

-Aqua's Entry-

A little boy who yearns to see the outside world. Aqua could sense he has acquired the power of the Keyblade.

[Never Land]

(Peter Pan)

Peter Pan (1953)

-Terra's Entry-

A boy from Never Land, where no one ever has to grow up. Peter may hatch plans faster than he can stick to them, but he lacks nothing for courage and a sense of what's right.

Captain Hook tricked Terra into fighting him, but the misunderstanding was soon cleared up, and Peter flew off to save Tinker Bell.

-Ventus's Entry-

A boy from Never Land, where no one ever has to grow up. Peter may hatch plans faster than he can stick to them, but he lacks nothing for courage and a sense of what's right.

After trying to nab his nemesis Captain Hook's pirate treasure and coming up empty-handed, he and the Lost Boys decided to fill the chest with their own treasures instead.

-Aqua's Entry-

A boy from Never Land, where no one ever has to grow up. Peter may hatch plans faster than he can stick to them, but he lacks nothing for courage and a sense

of what's right.

To help Slightly and Cubby find courage, he drew a treasure map and sent them out on an "expatition."

(Tinker Bell)

Peter Pan (1953)

-Terra's Entry-

A pixie who lives in Never Land. Terra saved her from the clutches of Captain Hook.

-Ventus's Entry-

A pixie who lives in Never Land. Ventus kept her company after she and Peter Pan had a fight, but then Captain Hook kidnapped her.

-Aqua's Entry-

A pixie who lives in Never Land. She gets very jealous when other girls are around Peter Pan.

(Slightly)

Peter Pan (1953)

-Terra's Entry-

One of the Lost Boys who live in Peter Pan's hideout.

He, Peter, and Cubby were hoping to swipe Captain Hook's treasure.

-Ventus's Entry-

One of the Lost Boys who live in Peter Pan's hideout.

He and Cubby were helping Tinker Bell look for a shooting star, but Peter talked them into going after Captain Hook's treasure instead.

-Aqua's Entry-

One of the Lost Boys who live in Peter Pan's hideout.

Together, they went on an "expatition" to find the treasure marked on Peter's map.

(Cubby)

Peter Pan (1953)

-Terra's Entry-

One of the Lost Boys who live in Peter Pan's hideout.

Peter took him and Slightly to try and swipe Captain Hook's treasure.

-Ventus's Entry-

One of the Lost Boys who live in Peter Pan's hideout.

Tinker Bell wanted him and Slightly to help her look for a shooting star, but they ended up going after Captain Hook's treasure with Peter instead.

-Aqua's Entry-

One of the Lost Boys who live in Peter Pan's hideout.

Together, they went on an "expatition" to find the treasure marked on Peter's map.

(Captain Hook)

Peter Pan (1953)

-Terra's Entry-

A pirate of Never Land, and Peter Pan's archenemy. He tricked Terra into guarding his treasure, but lies never last, and Peter made off with the treasure chest anyway.

His usual swagger is replaced by terror at the very sight or sound of the crocodile.

-Ventus's Entry-

A pirate of Never Land, and Peter Pan's archenemy. For all his attempts to give "that cowardly sparrow" his comeuppance, he has yet to succeed.

His usual swagger is replaced by terror at the very sight or sound of the crocodile.

-Aqua's Entry-

A pirate of Never Land, and Peter Pan's archenemy. His attempt to steal back the treasure Peter nabbed ended in failure.

His usual swagger is replaced by terror at the very sight or sound of the crocodile.

(Mr. Smee)

Peter Pan (1953)

A pirate in the service of Captain Hook. Blunderer and blockhead he may be, but Smee never abandons his captain.

(The Crocodile)

Peter Pan (1953)

Captain Hook's most feared enemy. Just a few ticks of the clock he swallowed are enough to send Hook running for dear life.

[The Hundred-Acre Wood]

(Winnie the Pooh)

Winnie the Pooh and the Honey Tree (1966)

A bear who lives in the Hundred-Acre Wood. Easygoing he may be, but when it comes to honey---his favorite---he tends to get just a little carried away.

(Tigger)

Winnie the Pooh and the Honey Tree (1966)

A friend of Pooh's who loves bouncing more than anything else. Unfortunately, his bouncing sometimes causes headaches for everybody else.

(Rabbit)

Winnie the Pooh and the Honey Tree (1966)

A crabby customer who just wants a quiet life. Somehow, though, the funny business always finds him, leaving his gardens in a terrible state and his precious honey pots drained to the last drop.

[-----]
[-V. The Unversed (UNV)-]
[-----]

[Flood]

Defeated: -

Just because these foes like to dart around as they strike doesn't mean you should get antsy yourself. Lock on and let your Keyblade do the talking.

Careful, though: your attacks won't hit if the Floods have seeped into the ground.

[Scrapper]

Defeated: -

These baddies like to wait for an opening. If you start swatting your Keyblade around without paying attention, the Scrapppers will have their claws all over you in no time. Stay Alert!

Of course, you could look for an opening yourself... Scrapppers do tend to move in straight lines.

[Bruiser]

Defeated: -

Need proof that size matters? Wait till one of these juggernauts lays down the hurt with its high-octane attacks. Their shock waves have a lot of range, so be sure to keep your distance.

All that extra weight is bound to tucker a Bruiser out. Wait for signs of fatigue, then put the big guy to sleep.

[Red Hot Chili]

Defeated: -

Don't expect these spice churls to hold still; you'll need to lock on if you want your blows to connect. Use Blizzard attacks to douse their fires for good.

They may try to slam into you with ablaze, so be ready to stop, drop, and roll---or at least roll.

[Monotrucker]

Defeated: -

These road warriors zoom around and pick a fight... with pickaxes.

It's hard to get a bead on a Monotrucker if it's too far away, so find the right time to move in, then finish it off in one fell swoop.

[Thornbite]

Defeated: -

Make no mistake, a Thornbite by any other name would still smack you around. Those vines lash out further than you might think, sending you flying if you don't watch it.

Direct attacks cause these plant pests to start glowing and gain a dangerous burst of speed. Use magic commands to spare yourself the prickly predicament.

[Shoegazer]

Defeated: -

When it comes to these foot soldiers, the more the scarier. They like to team up for a combination attack, so bring them to heel one at a time.

They like to tuck their heads in when the going gets rough. Most attacks can't hurt them while they do.

[Spiderchest]

Defeated: -

It's a chest... that's a spider. Got it? Good, because opening the wrong treasure chest could cause you an itchy-bitsy bit of trouble---poisonous

trouble. These guys are bad news.

If you see one burrow, wait to catch it when it comes up for air. Defeating it will net you a ton of prizes.

[Archraven]

Defeated: -

Usually these foes keep to the air, but if you see their bodies glow red, be ready for a quick lunge.

Archravens will make off with prizes lying in the field. Why? Becaws they like to. Use jumping or long-range attacks to beat them to the punch.

[Hareraiser]

Defeated: -

Cute? Guess again. Meet the anti-cuddly. What kind of brute hits you with its ears?

After one of these auricular assaults, you'll have a chance to show Bunny who's boss. Take it!

[Jellyshade]

Defeated: -

These floaters are known to attack in groups, and sometimes even entire colonies. Each color is weak against a different element, making it hard to put the kibosh on their collective jiggle.

When in doubt, start smacking them with the Keyblade!

[Tank Toppler]

Defeated: -

Let's get this out of the way: these foes have gas---as in they're filled with it. Hitting them head-on will cause them to blow up; get caught in the blast, and you're taking major damage.

Conveniently, all Tank Topplers come fitted with shutoff valves on their backs. Move around behind them and hit the valves to avoid an explosive end.

[Vile Phial]

Defeated: -

Annoyingly, these Unversed focus on healing their buddies. Hitting them will draw their fire---not a bad thing, really, when the alternative is them pumping their comrades full of fresh HP.

Fact: Confusing a Vile Phial will cause it to heal you instead.

[Sonic Blaster]

Defeated: -

This troublemaker touts two styles: seek mode and attack mode. It likes to keep its distance.

While in seek mode, the Sonic Blaster will shine a searchlight on you and try to lock on multiple times. Steer clear and strike first!

[Triple Wrecker]

Defeated: -

This is actually three Unversed joined together, each with a different element. Remember that the middle element calls the shots, and you won't run into too much trouble.

Fortunately, the Triple Wrecker doesn't know that many ways to wreck. Wait for an opening---like when it's shifting formation, for example.

[Wild Bruiser]

Defeated: -

This simple-minded simian still packs quite a punch. Thankfully, its feet don't move much faster than its brain, so once the coast is clear, you can rush in, deal some damage, and escape before the monkey business resumes.

Wild Bruisers home in on you when they charge; dodging works better than blocking if you want to set up a counterattack.

[Blue Sea Salt]

Defeated: -

Don't expect these chilly adversaries to hold still; you'll need to lock on if you want your blows to connect. Use Fire attacks to melt them down to size.

When in peril, they pull out their most powerful attack, Deep Freeze. Careful you don't get iced.

[Yellow Mustard]

Defeated: -

Don't expect these crafty condiments to hold still; you'll need to lock on if you want your blows to connect. Use Blizzard attacks to chill them out.

Also, don't be that guy (or gal!) who gets slammed by an electrified Yellow Mustard. It's so difficult to explain to friends.

[Mandrake]

Defeated: -

Normally, Mandrakes hide in the ground and attack from afar with their Leaf Cutters---and that's when they're still playing nice. If you get too close, they'll leap out of the ground and try to poison you, or else confuse you with the pollen they spew into the air as they charge.

[Buckle Bruiser]

Defeated: -

Buckles! Who knew? Sadly, they serve a purpose: keeping this Bruiser's sturdy armor strapped on. Head-on attacks won't work.

You'll need to get behind it to hit its weak spot (try magic!) but don't get careless just because it's slow. Buckle rhymes with knuckle, which rhymes with pain, which you'll be seeing a lot of if you're not ready to block.

[Chrono Twister]

Defeated: -

Even Unversed need somebody to boss them around. The Chrono Twister is happy to do the job. CTs like to hide inside their hourglasses, but when the sand runs out and reveals their true form, woe is you! They're going to hit you with Stopga.

You don't want that. Use combos to flip that hourglass before the sand runs out.

[Axe Flapper]

Defeated: -

These baddies will launch razor-sharp gusts of wind at you faster than you can say, "Axe Flapper." Keep your distance and give yourself room to dodge!

Beware: Just because you've taken one down doesn't mean you've taken it out. Get hasty and wander too close, and it will counter with a Rising Slash.

[Prize Pod]

Defeated: -

You don't see these rare unversed every day. Attacking or defeating them causes them to drop rare items called "delicious prizes." Mmm!

Prize Pods won't attack you, but they will skedaddle the moment they're spotted. You'll have to chase them down if you want dibs on all that deliciousness.

[Blobomb]

Defeated: -

What's translucent, jiggly, and boasts a wide variety of attacks? Hint: It's on this page!

These pests will divide and multiply if you hit them. Annoying much? Look for an opening so you can take them out in one fell swoop.

[Glidewinder]

Defeated: -

These speed demons will slam right into you if you're not careful.

Take them out using long-range attacks, or use contraptions in the field against them.

Apparently Glidewinders have a thing for racing---at least if sightings in a certain world are to be believed...

[Wheel Master]

Defeated: -

They say danger always looms close, and this baddie from Enchanted Dominion took that to a whole new level.

To attack, the Wheel Master used... wait for it... its wheel. Also thread. But what cruel timing, tearing up the audience chamber right while Terra was in the midst of his pangs or remorse! Not very nice at all.

[Symphony Master]

Defeated: -

Unversed come from negativity---this one from Lady Tremaine and her daughters' jealousy as they watched Cinderella quite literally have a ball with the Prince.

For a bad guy, the Symphony Master had a pretty okay act: three whole instruments! Sadly, they were instruments of doom, so Terra had to kick this maestro off the podium.

[Cursed Coach]

Defeated: -

Unversed come from negativity---in this case, that of Lady Tremaine and her two daughters. This wicked ride had a couple of neat tricks, like using its vines to generate Thornbites.

It tried to attack Cinderella, but Aqua quickly put the brakes on that scheme.

[Mad Treant]

Defeated: -

This giant, tree-shaped Unversed tried to get the jump on Ventus in Dwarf Woodlands.

It could chuck poisonous fruit, it could launch vicious attacks... But could it defeat Ven? Nope.

[Trinity Armor]

Defeated: -

This giant Unversed turned up in Radiant Garden.

It's three components had a nasty knack for assembling and disassembling and generally causing Ventus, Terra, and Aqua a lot of headaches. Still, look whose teamwork won out in the end!

[Metamorphosis]

Defeated: -

This giant, floating Unversed showed up while Ventus was sailing through the Lanes Between. It then took refuge on a transport ship in Deep Space.

Despite its most blubbery efforts to sabotage the ship, the Metamorphosis was simply no match for Ven and Experiment 626's teamwork.

[Mimic Master]

Defeated: -

A special Unversed that can only be found in the Mirage Arena. It uses the book it carries to unleash an arsenal of attacks.

Worse yet, it can absorb information about opponents and transform into identical copies.

[Iron Prisoner I]

Defeated: -

A special Unversed that can only be found in the Mirage Arena.

The chains around its body keep its true power contained. It can, however, use the cage it carries to trap you and deny you freedom of movement.

[Iron Prisoner II]

Defeated: -

A special Unversed that can only be found in the Mirage Arena.

Both its arms have been freed of their chains, allowing the brute to use an enormous hammer to attack.

[Iron Imprisoner III]

Defeated: -

A special Unversed that can only be found in the Mirage Arena.

Both arms and both legs have been freed of their chains, rendering the Iron Imprisoner more powerful than ever before.

[Iron Imprisoner IV]

Defeated: -

A special Unversed that can only be found in the Mirage Arena.

Chains no longer keep this ultimate adversary's power in check. It exists on a higher plane, to which lesser creatures may never aspire.

[-----]
[-VI. Ice Cream Guide (ICG)-]
[-----]

[Vanilla Glitz]

Vanilla ice cream studded with tons of gemstones. Chew carefully!

-Ingredients-

Golden Jam: 1
Bijou Bean: 1
Crystal Sugar: 3

-Resulting Command Style-

Critical Impact

-Users-

Terra

[Honeybunny]

An adorable apple and honey ice cream shaped just like a bunny.

-Ingredients-

Honeybunch: 3
Apple Pie: 2

-Resulting Command Style-

Fever Pitch

-Users-

Ventus

[Fabracadabra]

An ice cream topped with the magic of three fruit flavors.

-Ingredients-

Balloon Melon: 2

Heroic Orange: 2

Peach Fantasy: 1

-Resulting Command Style-

Spellweaver

-Users-

Aqua

[Bueno Volcano]

A daring new veggie ice cream that's both healthy AND spicy.

-Ingredients-

Prickle Pepper: 5

Toonbasco: 3

-Resulting Command Style-

Firestorm

-Users-

Terra

Ventus

Aqua

[Snow Bear]

A healthy, tofu-flavored ice cream shaped just like a polar bear.

-Ingredients-

Open Sesame: 3

Soy Milk: 5

-Resulting Command Style-

Diamond Dust

-Users-

Terra

Ventus

Aqua

[Spark Lemon]

A lemon ice cream whose sour power will have you wincing in joy.

-Ingredients-

Thundercracker: 4

Rocket Soda: 2

Dancin' Lemon: 3

-Resulting Command Style-

Thunderbolt

-Users-

Terra
Ventus
Aqua

[Royalberry]

A raspberry ice cream with a hint of sour hiding under all that sweet.

-Ingredients-

Gaspberry: 7
Nebula Nectar: 10
Birthday Cake: 8
Rose Honey: 7

-Resulting Command Style-

Bladecharge

-Users-

Terra
Aqua

[Goofy Parfait]

A sundae-style ice cream piled up to look like Goofy.

-Ingredients-

Moogles Coffee: 7
Jumbo Almond: 6
Chocolate Valentine: 5
Forest Muffin: 10

-Resulting Command Style-

Cyclone

-Users-

Ventus

[Rockin' Crunch]

A bittersweet, nut-covered ice cream with a sophisticated taste.

-Ingredients-

Galactic Caramel: 15
Nutty Nut: 12

-Resulting Command Style-

Rockbreaker

-Users-

Terra

[Milky Way]

A fluffy, fun-filled cross between cotton candy and ice cream.

-Ingredients-

Cream Fluff: 10
Rainbow Syrup: 8
Cotton Cloudcandy: 14

-Resulting Command Style-

Sky Climber

-Users-

Ventus

Aqua

[Big Bad Pete]

An unusual, Pete-shaped ice cream with a chestnut flavor.

-Ingredients-

Bizarro Bean: 20

Whipped Dream: 20

-Resulting Command Style-

Dark Impulse

-Users-

Terra

[Double Crunch]

A mixed ice cream so full of fruit, you might just go a little bananas.

-Ingredients-

Cherryberry: 9

Merry Dairy: 5

Wedding Cake: 14

Star Syrup: 15

-Resulting Command Style-

Wingblade

-Users-

Ventus

[Donald Fizz]

A fizzy ice cream that bears a charming resemblance to Donald.

-Ingredients-

Crystal Soda: 8

Mermaid Salt: 13

Fizzy Tizzy: 15

Sky Blue Mousse: 8

-Resulting Command Style-

Ghost Drive

-Users-

Aqua

[-----]
[-VII. Command Collection (CMC)-]
[-----]

Total: 602 (605 in Critical Mode)

[-Terra's Commands (TCM)-]

Total: 195 (196 in Critical Mode)

[Combat Commands]

(Attacks) 30

Quick Blitz, Blitz, Meteor Crash, Sliding Dash, Fire Dash, Dark Haze,
Sonic Blade, Chaos Blade, Zantesuken,

Strike Raid, Freeze Raid, Fire Surge, Thunder Surge, Aerial Slam, Ars Solum,
Poison Edge, Blizzard Edge, Stun Edge,

Slot Edge, Fire Strike, Confusion Strike, Binding Strike, Brutal Blast,
Magnet Spiral, Windcutter, Limit Storm, Collision Magnet,

Geo Impact, Sacrifice, Break Time

(Magic) 44

Fire, Fira, Firaga, Dark Firaga, Fission Firaga, Crawling Fire, Blizzard,
Blizzara, Blizzaga,

Thunder, Thundara, Thundaga, Cure, Cura, Curaga, Esuna, Mine Shield, Mine
Square,

Zero Gravity, Zero Gravira, Zero Graviga, Magnet, Magnera, Magnega, Aero,
Aerora, Aeroga,

Warp, Deep Freeze, Mega Flare, Quake, Meteor, Transcendence, Mini, Blackout,
Ignite,

Confuse, Bind, Poison, Slow, Stop, Stopra, Stopga, Sleep

(Items) 16

Potion, Hi-Potion, Mega-Potion, Ether, Mega-Ether, Panacea, Elixir, Megalixir,
Balloon Letter,

Vanilla Glitz, Bueno Volcano, Snow Bear, Spark Lemon, Royalberry, Rockin'
Crunch, Big Bad Pete

(Friendship) 12

Group Cure, Group Cura, Group Curaga, Group Esuna, Confetti, Fireworks, Taunt,
Victory Pose, Vanish,

Unison Rush, Voltage Stack, Trinity Limit

[Action Commands]

(Movement) 6

Jump, High Jump, Air Slide, Ice Slide, Sonic Impact, Slide

(Defense) 5

Block, Renewal Block, Focus Block, Stun Block, Poison Block

(Reprisals) 2

Counter Hammer, Payback Fang

[Shotlock Commands] 12

Meteor Shower, Flame Salvo, Chaos Snake, Dark Volley, Ragnarok, Thunderstorm,
Bio Barrage, Photon Charge, Absolute Zero,

Lightning Ray, Sonic Shadow, Ultima Cannon

[Miscellaneous]

(Dimension Links) 16

Finish (Ven), Finish (Aqua), Dream Sparkle, Thunderchaser, Hero's Entrance,
Random Beam, Swordbill, Fruit Shot, Air Dive,

Magic Volley, Miracle Dance, Dragonfire, Hero's Pride, Ohana Beat, Barrel Roll,
Rumble Rave

(Finish Commands) 23

Finish, Rising Rock 1, Heat Slash 1, Gold Rush, Rising Rock 2, Ramuh's
Judgment, Twisted Hours, Surprise! 1, Dark Star 1,

Heal Strike, Random End, Surprise! 2, Dark Star 2, Explosion, Demolition,
Critical Impact, Firestorm, Diamond Dust,

Thunderbolt, Bladecharge, Rockbreaker, Dark Impulse, Frozen Fortune

(Abilities) 29 (30 in Critical Mode)

Treasure Magnet, HP Prize Plus, Link Prize Plus, Lucky Strike, HP Boost, Fire
Boost, Blizzard Boost, Thunder Boost, Cure Boost,

Item Boost, Attack Haste, Magic Haste, Combo F Boost, Finish Boost, Combo Plus,

Air Combo Plus, Fire Screen, Blizzard Screen,

Thunder Screen, Dark Screen, Reload Boost, Defender, Zero EXP (Critical Mode Only), EXP Chance, EXP Walker, Damage Syphon, Second Chance, Once More,

Scan, Leaf Bracer

[-Ventus's Commands (VCM)-]

Total: 201 (202 in Critical Mode)

[Combat Commands]

(Attacks) 27

Quick Blitz, Blitz, Sliding Dash, Fire Dash, Sonic Blade, Strike Raid, Freeze Raid, Treasure Raid, Spark Raid,

Wind Raid, Fire Surge, Thunder Surge, Aerial Slam, Ars Arcanum, Time Splicer, Poison Edge, Blizzard Edge, Stun Edge,

Slot Edge, Fire Strike, Confusion Strike, Binding Strike, Tornado Strike, Magnet Spiral, Salvation, Collision Magnet, Break Time

(Magic) 42

Fire, Fira, Firaga, Fission Firaga, Crawling Fire, Blizzard, Blizzara, Blizzaga, Thunder,

Thundara, Thundaga, Cure, Cura, Curaga, Esuna, Mine Shield, Mine Square, Zero Gravity,

Zero Gravira, Zero Graviga, Magnet, Magnera, Magnega, Aero, Aerora, Aeroga, Faith,

Deep Freeze, Mega Flare, Tornado, Transcendence, Mini, Blackout, Ignite, Confuse, Bind,

Poison, Slow, Stop, Stopra, Stopga, Sleep

(Items) 16

Potion, Hi-Potion, Mega-Potion, Ether, Mega-Ether, Panacea, Elixir, Megalixir, Balloon Letter,

Honeybunny, Bueno Volcano, Snow Bear, Spark Lemon, Goofy Parfait, Milky Way, Double Crunch

(Friendship) 12

Group Cure, Group Cura, Group Curaga, Group Esuna, Confetti, Fireworks, Taunt, Victory Pose, Vanish,

Unison Rush, Voltage Stack, Trinity Limit

[Action Commands]

(Movement) 11

Jump, High Jump, Dodge Roll, Thunder Roll, Air Slide, Ice Slide, Reversal, Glide, Superglide,

Fire Glide, Homing Slide

(Defense) 5

Block, Renewal Block, Focus Block, Stun Block, Poison Block

(Reprisals) 3

Counter Rush, Reversal Slash, Payback Raid

[Shotlock Commands] 11

Meteor Shower, Flame Salvo, Chaos Snake, Ragnarok, Thunderstorm, Bio Barrage, Pulse Bomb, Photon Charge, Absolute Zero,

Lightning Ray, Multivortex

[Miscellaneous]

(Dimension Links) 22

Finish (Aqua), Finish (Terra), Lightcharge, Donald Flare, Goofy Spin, Sweet Memory, Dream Sparkle, Hero's Entrance, Random Beam,

Swordbill, Fruit Shot, Magic Volley, Landbreaker, Faithcharge, Cosmic Donald, Goofy Turbo, Sweet Seven, Miracle Dance,

Hero's Pride, Ohana Beat, Barrel Roll, Rumble Rave

(Finish Commands) 23

Finish, Air Flair 1, Heat Slash 1, Gold Rush, Air Flair 2, Ramuh's Judgment, Twisted Hours, Surprise! 1, Air Flair 3,

Heal Strike, Surprise! 2, Air Flair 4, Explosion, Celebration, Stratosphere, Fever Pitch, Firestorm, Diamond Dust,

Thunderbolt, Cyclone, Sky Climber, Wingblade, Frozen Fortune

(Abilities) 29 (30 in Critical Mode)

Treasure Magnet, HP Prize Plus, Link Prize Plus, Lucky Strike, HP Boost, Fire

Boost, Blizzard Boost, Thunder Boost, Cure Boost,

Item Boost, Attack Haste, Magic Haste, Combo F Boost, Finish Boost, Combo Plus,
Air Combo Plus, Fire Screen, Blizzard Screen,

Thunder Screen, Dark Screen, Reload Boost, Defender, Zero EXP (Critical Mode
Only), EXP Chance, EXP Walker, Damage Syphon, Second Chance, Once More,

Scan, Leaf Bracer

[-Aqua's Commands (ACM)-]

Total: 206 (207 in Critical Mode)

[Combat Commands]

(Attacks) 24

Quick Blitz, Blitz, Magic Hour, Sliding Dash, Fire Dash, Sonic Blade, Strike
Raid, Freeze Raid, Fire Surge,

Barrier Surge, Thunder Surge, Aerial Slam, Time Splicer, Poison Edge, Wishing
Edge, Blizzard Edge, Stun Edge, Slot Edge,

Fire Strike, Confusion Strike, Binding Strike, Magnet Spiral, Collision Magnet,
Break Time

(Magic) 51

Fire, Fira, Firaga, Fission Firaga, Triple Firaga, Crawling Fire, Blizzard,
Blizzara, Blizzaga,

Triple Blizzaga, Thunder, Thundara, Thundaga, Thundaga Shot, Cure, Cura,
Curaga, Esuna,

Mine Shield, Mine Square, Seeker Mine, Zero Gravity, Zero Gravira, Zero
Graviga, Magnet, Magnera, Magnega,

Munny Magnet, Energy Magnet, D-Link Magnet, Aero, Aerora, Aeroga, Deep Freeze,
Glacier, Ice Barrage,

Firaga Burst, Raging Storm, Mega Flare, Transcendence, Mini, Blackout, Ignite,
Confuse, Bind,

Poison, Slow, Stop, Stopra, Stopga, Sleep

(Items) 16

Potion, Hi-Potion, Mega-Potion, Ether, Mega-Ether, Panacea, Elixir, Megalixir,
Balloon Letter,

Fabracadabra, Bueno Volcano, Snow Bear, Spark Lemon, Royalberry, Milky Way,
Donald Fizz

(Friendship) 12

Group Cure, Group Cura, Group Curaga, Group Esuna, Confetti, Fireworks, Taunt, Victory Pose, Vanish,

Unison Rush, Voltage Stack, Trinity Limit

[Action Commands]

(Movement) 9

Jump, High Jump, Cartwheel, Firewheel, Air Slide, Ice Slide, Homing Slide, Teleport, Doubleflight

(Defense) 5

Barrier, Renewal Barrier, Focus Barrier, Confuse Barrier, Stop Barrier

(Reprisals) 2

Counter Blast, Payback Surge

[Shotlock Commands] 12

Meteor Shower, Flame Salvo, Chaos Snake, Bubble Blaster, Ragnarok, Thunderstorm, Bio Barrage, Prism Rain, Photon Charge,

Absolute Zero, Lightning Ray, Lightbloom

[Miscellaneous]

(Dimension Links) 22

Finish (Ven), Finish (Terra), Lightcharge, Donald Flare, Goofy Spin, Sweet Memory, Dream Sparkle, Hero's Entrance, Random Beam,

Swordbill, Fruit Shot, Air Dive, Landbreaker, Faithcharge, Cosmic Donald, Goofy Turbo, Sweet Seven, Miracle Dance,

Hero's Pride, Ohana Beat, Barrel Roll, Rumble Rave

(Finish Commands) 25

Finish, Magic Pulse 1, Heat Slash 1, Gold Rush, Magic Pulse 2, Heat Slash 2, Ramuh's Judgment, Twisted Hours, Surprise! 1,

Magic Pulse 3, Heal Strike, Surprise! 2, Magic Pulse 4, Explosion, Ice Burst, Teleport Spike, Spellweaver, Firestorm,

Diamond Dust, Thunderbolt, Bladecharge, Sky Climber, Ghost Drive, Frozen Fortune

(Abilities) 29 (30 in Critical Mode)

Treasure Magnet, HP Prize Plus, Link Prize Plus, Lucky Strike, HP Boost, Fire Boost, Blizzard Boost, Thunder Boost, Cure Boost,

Item Boost, Attack Haste, Magic Haste, Combo F Boost, Finish Boost, Combo Plus, Air Combo Plus, Fire Screen, Blizzard Screen,

Thunder Screen, Dark Screen, Reload Boost, Defender, Zero EXP (Critical Mode Only), EXP Chance, EXP Walker, Damage Syphon, Second Chance, Once More,

Scan, Leaf Bracer

[-----]
[-VIII. Treasures (TRS)-]
[-----]

Total: 374

[-Terra's Treasures (TTS)-]

Total: 122

(The Land of Departure) 4

Pulsing Crystal, Hi-Potion, Stop, Soothing Crystal

(Enchanted Dominion) 10

Potion, Pulsing Crystal, Blizzard, Zero Gravity, Ether, Potion, Ether, Map, Sleep,

Attack Recipe

(Dwarf Woodlands) 13

Balloon Letter, Ether, Potion, Flame Salvo, Potion, Block Recipe, Poison Edge, Fire, Fission Firaga,

Potion, Map, Soothing Crystal, Hungry Crystal

(Castle of Dreams) 11

Thunderstorm, Pulsing Crystal, Wellspring Crystal, Slow, Map, Fleeting Crystal, Strike Raid, Potion, Hi-Potion,

Soothing Crystal, Thunder

(The Mysterious Tower) 4

Pulsing Crystal, Balloon Letter, Cure, Magic Recipe

(Radiant Garden) 14

Fira, Pulsing Crystal, Potion, Hi-Potion, Esuna, Blackout, Hi-Potion, Map, Panacea,

Thunder Surge, Fleeting Crystal, Shimmering Crystal, Mega-Potion, Chaos Crystal

(Disney Town) 16

Map, Potion, Abounding Crystal, Payback Fang, Slot Edge, Panacea, Action Recipe, Chaos Crystal, Thunder,

Thunder, Absolute Zero, Mega-Potion, Zero Gravira, Aerial Slam, Break Time, Chaos Crystal

(Olympus Coliseum) 4

Fire Strike, Mega Attack Recipe, Mega-Potion, Map

(Deep Space) 19

High Jump, Brutal Blast, Pulsing Crystal, Mega-Ether, Mega-Potion, Map, Hi-Potion, Ether, Hi-Potion,

Pulsing Crystal, Warp, Hi-Potion, Hungry Crystal, Mega-Potion, Fleeting Crystal, Thundara, Abounding Crystal, Wellspring Crystal,

Mine Square

(Never Land) 20

Hi-Potion, Ether, Hi-Potion, Mega-Potion, Firaga, Dark Haze, Geo Impact, Elixir, Hi-Potion,

Shimmering Crystal, Mega Magic Recipe, Map, Hi-Potion, Megalixir, Zero Gravira, Abounding Crystal, Panacea, Megalixir,

Ars Solum, Chaos Crystal

(The Keyblade Graveyard) 7

Elixir, Mega-Potion, Map, Windcutter, Mega-Potion, Mega-Ether, Megalixir

[-Ventus's Treasures (VTS)-]

Total: 130

(Dwarf Woodlands) 14

Payback Raid, Panacea, Mini, Soothing Crystal, Shimmering Crystal, Potion,
Ether, Fire, Poison,

Map, Attack Recipe, Potion, Ether, Potion

(Castle of Dreams) 13

Map, Stun Edge, Magic Recipe, Potion, Thunderstorm, Ether, Pulsing Crystal,
Potion, Hungry Crystal,

Zero Gravity, Balloon Letter, Blizzard, Fleeting Crystal

(Enchanted Dominion) 19

Balloon Letter, Soothing Crystal, Cure, Wellspring Crystal, Absolute Zero, Hi-
Potion, Fleeting Crystal, Tornado Strike, Wellspring Crystal,

Hungry Crystal, Magnet, Hi-Potion, Ether, Potion, Map, Hi-Potion, Thunder, Hi-
Potion,

Sleep

(Radiant Garden) 16

Soothing Crystal, Pulsing Crystal, Ether, Potion, Panacea, Fira, Hi-Potion,
Map, Counter Rush,

Block Recipe, Hi-Potion, Binding Strike, Wellspring Crystal, Slow, Hi-Potion,
Freeze Raid

(Disney Town) 18

Map, Potion, Superglide, Reversal Slash, Slot Edge, Shimmering Crystal, Stop,
Mega-Ether, Mega-Potion,

Chaos Crystal, Thunder, Thunder, Mega-Potion, Panacea, Action Recipe, Aerial
Slam, Break Time, Wellspring Crystal

(Olympus Coliseum) 4

Fire Strike, Cura, Mega-Potion, Map

(Deep Space) 16

Abounding Crystal, Hi-Potion, Pulsing Crystal, Mega-Ether, Hi-Potion, Map,
Thundara, Zero Gravira, Pulse Bomb,

Chaos Crystal, Mine Shield, Xehanort's Report 1, Mega Attack Recipe, Fire
Surge, Fleeting Crystal, Mega-Potion

(Never Land) 17

Megalixir, Mega-Potion, Ether, Hi-Potion, Firaga, Treasure Raid, Aeroga, Blitz,

Elixir,

Hi-Potion, Panacea, Balloon Letter, Mega-Ether, Fleeting Crystal, Map,
Abounding Crystal, Megalixir

(The Mysterious Tower) 4

Magnea, Wellspring Crystal, Chaos Crystal, Mega Magic Recipe

(The Keyblade Graveyard) 9

Elixir, Mega-Potion, Map, Wind Raid, Mega-Ether, Mega-Potion, Megalixir,
Elixir, Xehanort's Report 12

[-Aqua's Treasures (ATS)-]

Total: 122

(The Land of Departure) 4

Shimmering Crystal, Hi-Potion, Bind, Fleeting Crystal

(Castle of Dreams) 8

Magic Recipe, Hi-Potion, Slow, Potion, Fleeting Crystal, Barrier Surge, Potion,
Thunderstorm

(Dwarf Woodlands) 18

Balloon Letter, Potion, Shimmering Crystal, Magnet, Shimmering Crystal,
Fleeting Crystal, Fire, Fission Firaga, Potion,

Map, Fleeting Crystal, Hungry Crystal, Hi-Potion, Ether, Potion, Payback Surge,
Poison, Attack Recipe

(Enchanted Dominion) 14

Map, Absolute Zero, Wellspring Crystal, Cure, Pulsing Crystal, Sleep, Confusion
Strike, Hi-Potion, Ice Barrage,

Hi-Potion, Ether, Balloon Letter, Potion, Hi-Potion

(Radiant Garden) 16

Potion, Ether, Hi-Potion, Thundara, Hi-Potion, Block Recipe, Counter Blast,
Soothing Crystal, Xehanort's Report 3,

Zero Gravity, Wellspring Crystal, Strike Raid, Fleeting Crystal, Map, Panacea,
Mine Square

(Disney Town) 17

Map, Potion, Abounding Crystal, Fira, Slot Edge, Hungry Crystal, Mega-Potion, Chaos Crystal, Thunder,

Thunder, Pulsing Crystal, Mega-Potion, Panacea, Action Recipe, Aerial Slam, Break Time, Soothing Crystal

(Olympus Coliseum) 4

Fire Strike, Cura, Mega-Potion, Map

(Deep Space) 14

Teleport, Blitz, Abounding Crystal, Mega-Potion, Map, Hi-Potion, Ether, Balloon Letter, Fire Surge,

Prism Rain, Zero Gravira, Hungry Crystal, Mega-Ether, Mega Attack Recipe

(Never Land) 16

Firaga Burst, Elixir, Hi-Potion, Ether, Hi-Potion, Mine Shield, Elixir, Map, Mega-Potion,

Panacea, Fleeting Crystal, Time Splicer, Thundaga, Chaos Crystal, Firaga, Mega-Ether

(The Mysterious Tower) 4

Magnea, Shimmering Crystal, Megalixir, Mega Magic Recipe

(The Keyblade Graveyard) 7

Elixir, Mega-Potion, Map, Aeroga, Mega-Ether, Mega-Potion, Megalixir

[-----]
[-IX. Sticker Album (STA)-]
[-----]

Total Stickers: 60

[-Terra-]

[Sticker Collection]

Total: 20

(Enchanted Dominion) 3

Huey Sticker, Flying Balloon Sticker, Balloon Sticker

(Dwarf Woodlands) 2

Louie Sticker, Balloon Sticker

(Castle of Dreams) 2

Flying Balloon Sticker, Traffic Cone Sticker

(The Mysterious Tower) 1

Balloon Sticker

(Radiant Garden) 3

Airplane Sticker, Dale Sticker, Flying Balloon Sticker

(Disney Town) 2

Pete Sticker, Traffic Cone Sticker

(Olympus Coliseum) 1

Balloon Sticker

(Deep Space) 2

Flying Balloon Sticker, UFO Sticker

(Never Land) 3

Dewey Sticker, Rainbow Sticker, Chip Sticker

(The Keyblade Graveyard) 1

Traffic Cone Sticker

[Information]

(Points Redeemable)

20p: Pulsing Crystal

40p: Fireworks

60p: Limit Storm

80p: Sonic Blade

100p: Secret Gem

[-Ventus-]

[Sticker Collection]

Total: 20

(Dwarf Woodlands) 2

Ice Cream Sticker, Balloon Sticker

(Castle of Dreams) 2

Louie Sticker, Fireworks Sticker

(Enchanted Dominion) 2

Dewey Sticker, Confetti Sticker

(Radiant Garden) 3

Huey Sticker, Fireworks Sticker, Ice Cream Sticker

(Disney Town) 3

Mickey Sticker, Minnie Sticker, Chip Sticker

(Olympus Coliseum) 1

Confetti Sticker

(Deep Space) 2

Ice Cream Sticker, UFO Sticker

(Never Land) 2

Rainbow Sticker, Dale Sticker

(The Mysterious Tower) 1

Ice Cream Sticker

(The Keyblade Graveyard) 2

Ice Cream Sticker, Ice Cream Sticker

[Information]

(Points Redeemable)

20p: Wellspring Crystal
40p: Hungry Crystal
60p: Fireworks
80p: Collision Magnet
100p: Salvation

[-Aqua-]

[Sticker Collection]

Total: 20

(Castle of Dreams) 2

Fireworks Sticker, Bubble Sticker

(Dwarf Woodlands) 2

Picnic Basket Sticker, Bubble Sticker

(Enchanted Dominion) 2

Horace Sticker, Flower Sticker

(Radiant Garden) 3

Juice Sticker, Donut Sticker, Flower Sticker

(Disney Town) 2

Minnie Sticker, Daisy Sticker

(Olympus Coliseum) 1

Fireworks Sticker

(Deep Space) 2

Dale Sticker, UFO Sticker

(Never Land) 3

Rainbow Sticker, Chip Sticker, Fireworks Sticker

(The Mysterious Tower) 1

Donald Sticker

(The Keyblade Graveyard) 2

Flower Sticker, Bubble Sticker

[Information]

(Points Redeemable)

20p: Ignite

40p: Shimmering Crystal

60p: Stop Barrier

80p: Deep Freeze

100p: Salvation

[-----]

[-X. Trophies (TRO)-]

[-----]

[Power Walker]

Proof you have taken 99,999 steps.

[Keyslinger]

Proof you have taken out 9,999 Unversed.

[Clockwork]

Proof you have played for 80 hours or more.

[Arena Sweeper]

Proof you have finished every quest.

[Dairy Devotee]

Proof you have activated Frozen Fortune 30 times.

[In the Munny]

Proof you have amassed 33,333 munny.

[One Down]

Proof you have finished one character's story.

[Trinity Trophy]

Proof you have finished all the stories in Proud Mode or above.

(End of the transcript)

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